Dark Night
Use Case Specification

Submitted to:

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Unique Reference:

The documents are stored in the
https://github.com/pogirae/CS191-ACT-Repository/tree/master/02-Requirements%20Engineering

Document Purpose:

This document is to show the use case specifications of the project.

Target Audience:

Developers, professors, and anyone who wants to improve the project.

Revision Control

History Revision:

| Revision Date	Person Responsible	Version Number	Modification
09/27/16	Ethan Fredric Y. Tan	1.0	Initial Document
10/4/16	Ethan Fredric Y. Tan	1.1	Added scenarios, diagram

Use-Case Name: 3.1 Attack Opponent

Description: While in combat, the player controls when to attack his/her opponent. If done correctly, the opponent will take damage.

Preconditions: 3.0 Enter Combat

Flow of Events:

Scenario Name	Description
Scenario 1 Player attacks opponent.	1. Player attacks opponent.

Activity Diagram of the Flow of Events:
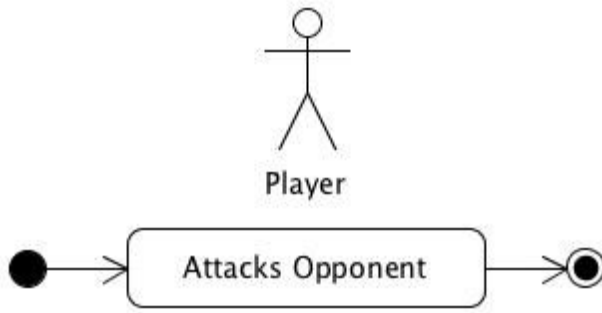
Postcondition: NONE

Relationships: Use Case 3.0 Enter Combat

Special Requirements:
    NONE