

# **Dark Night**

## **Use Case Specification**

Submitted to:

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for the course  
CS 191 Software Engineering I  
of the  
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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:*

<b>Revision Date</b>	<b>Person Responsible</b>	<b>Version Number</b>	<b>Modification</b>
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:** 3.3 Flee Battle

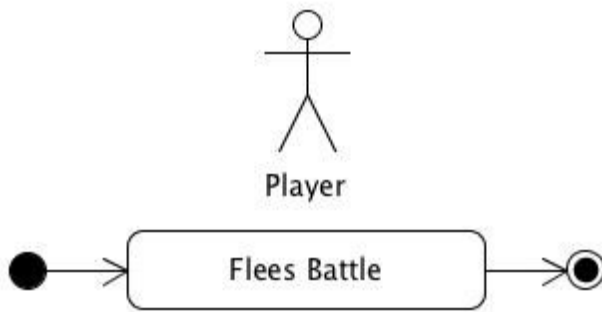
**Description:** In certain cases, the player may choose to escape the battle. The player will then exit combat and switch to navigation controls.

**Preconditions:** 3.0 Enter Combat

**Flow of Events:**

<b>Scenario Name</b>	<b>Description</b>
Scenario 1 Player flees battle.	1. Player flees battle.

*Activity Diagram of the Flow of Events:*



*Postcondition:* NONE

*Relationships:* Use Case 3.0 Enter Combat

*Special Requirements:*  
NONE