
DARK NIGHT

Use Case Diagram

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 model of the project.

Target Audience:

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

Revision Control

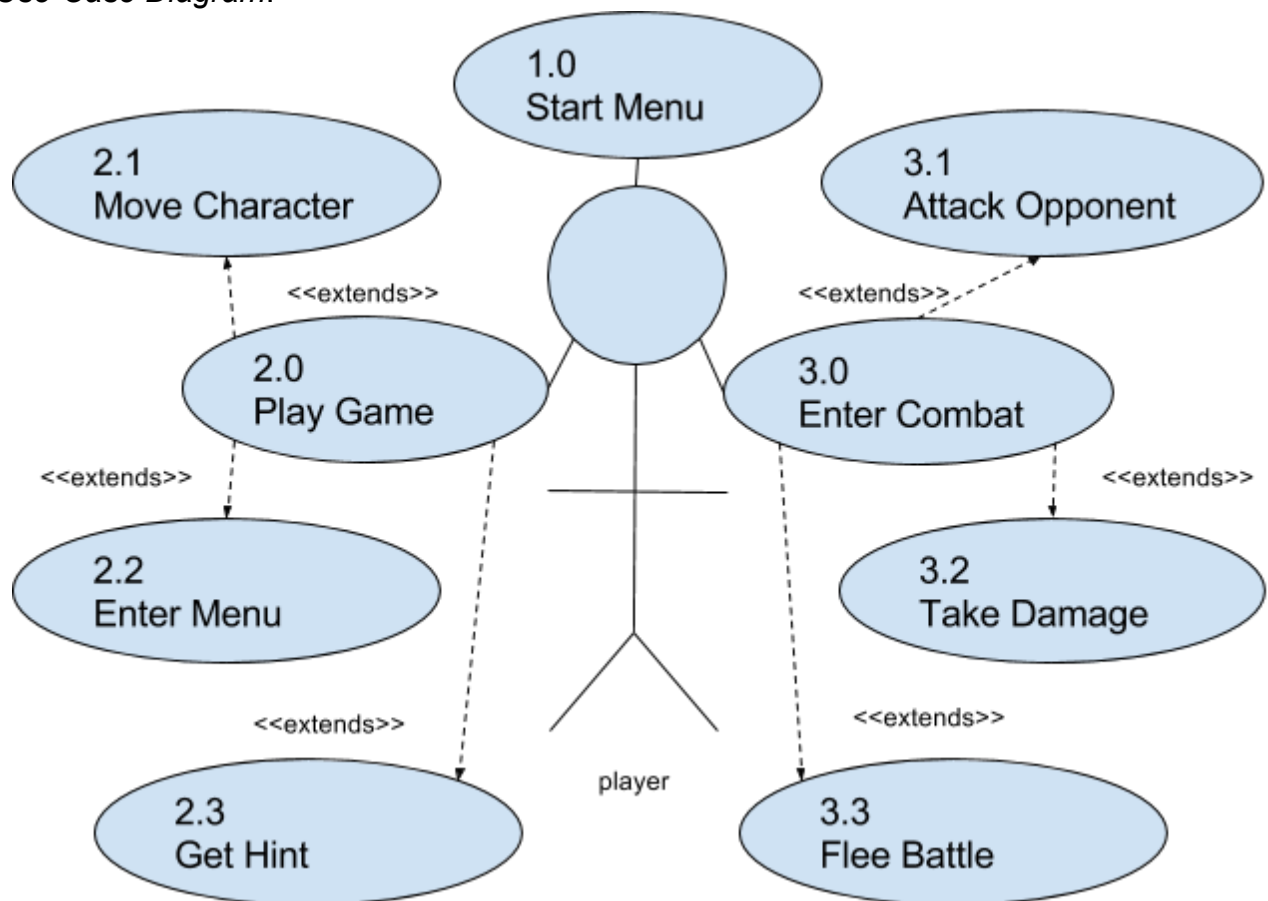
History Revision:

<i>Revision Date</i>	<i>Person Responsible</i>	<i>Version Number</i>	<i>Modification</i>
09/27/16	Ethan Fredric Y. Tan	1.0	Initial Document added actor player added use cases 1.0-3.2
9/29/16	Hans Capiral	1.1	Added use-cases 3.1-4.0
09/30/16	Ethan Fredric Y. Tan	1.2	Modified use -case 4.0 > 2.3 added use-case diagram

System Name: Dark Night

Description: Dark Night is a game programmed in Python. It is a game that does not require video to play. It primarily relies on sound for its gameplay. The player is required to wear headphones to play the game. This means that the game can be played even by people who are blind, in addition to those who are not.

Use-Case Diagram:



List of Actors:

Actors	Description
Player	The main user of the program. The player provides input and receives output from the game. The player performs actions based on the state of the program.

List of Use-cases:

Use-Case	Description
Use-Case 1.0 Start Menu	The game begins with a menu state. The player chooses which action to take with W, A, S, D, or arrow keys. The player can choose to start the game, load a previous saved game, change options, or exit the program.
Use-Case 2.0 Play Game	When the game is in progress, the player controls an in-game character. The player decides what actions the character will take based on the current situation. The player also has access to an in-game menu.
Use-Case 2.1 Move Character	The player moves the in-game character with W, A, S, D, or arrow keys. When the player inputs a button, the game moves the character accordingly. The game will provide output whether the move was successful or not.
Use-Case 2.2 Enter menu	The player can access the menu from in-game with the ESC key. In the menu, the player chooses which action to take with W, A, S, D, or arrow keys. The player can choose to resume the game, save the current game, load a previous save file, or exit to the main menu.
Use-Case 2.3 Get Hint	When the player has trouble finding the next objective, pressing H will trigger a hint to direct the player where to go next. This may come in the form of dialogue or a certain noise.
Use-Case 3.0 Enter Combat	The player combats an in-game entity. The player enters combat when moving into an enemy or through the course of the story. The player can sometimes choose whether to fight or flee.
Use-Case 3.1 Attack Opponent	While in combat, the player controls when to attack his/her opponent. If done correctly, the opponent will take damage.
Use-Case 3.2 Take Damage	The player may take damage during a fight. Whenever the player gets hit by an opponent, a portion of health will be subtracted, which is indicated by a slight increase in heart rate.

Use-Case 3.3 Flee Battle	In certain cases, the player may choose to escape the battle. The player will then exit combat and switch to navigation controls.
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