

Dark Night

Use Case Specification

Submitted to:

Asst. Prof. Ma. Rowena C. Solamo
Faculty Member
Department of Computer Science
College of Engineering
University of the Philippines, Diliman

Submitted by:

Jahziel Rae M. Arceo
Hans Gustaf G. Capiral
Ethan Fredric Y. Tan

In partial fulfillment of academic requirements
for the course
CS 191 Software Engineering I
of the
1st Semester, AY 2016-2017

Unique Reference:

The documents are stored in

<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
09/30/16	Jahziel Rae M. Arceo	2.0	Added scenarios to list.

Use-Case Name: 2.0 Play Game

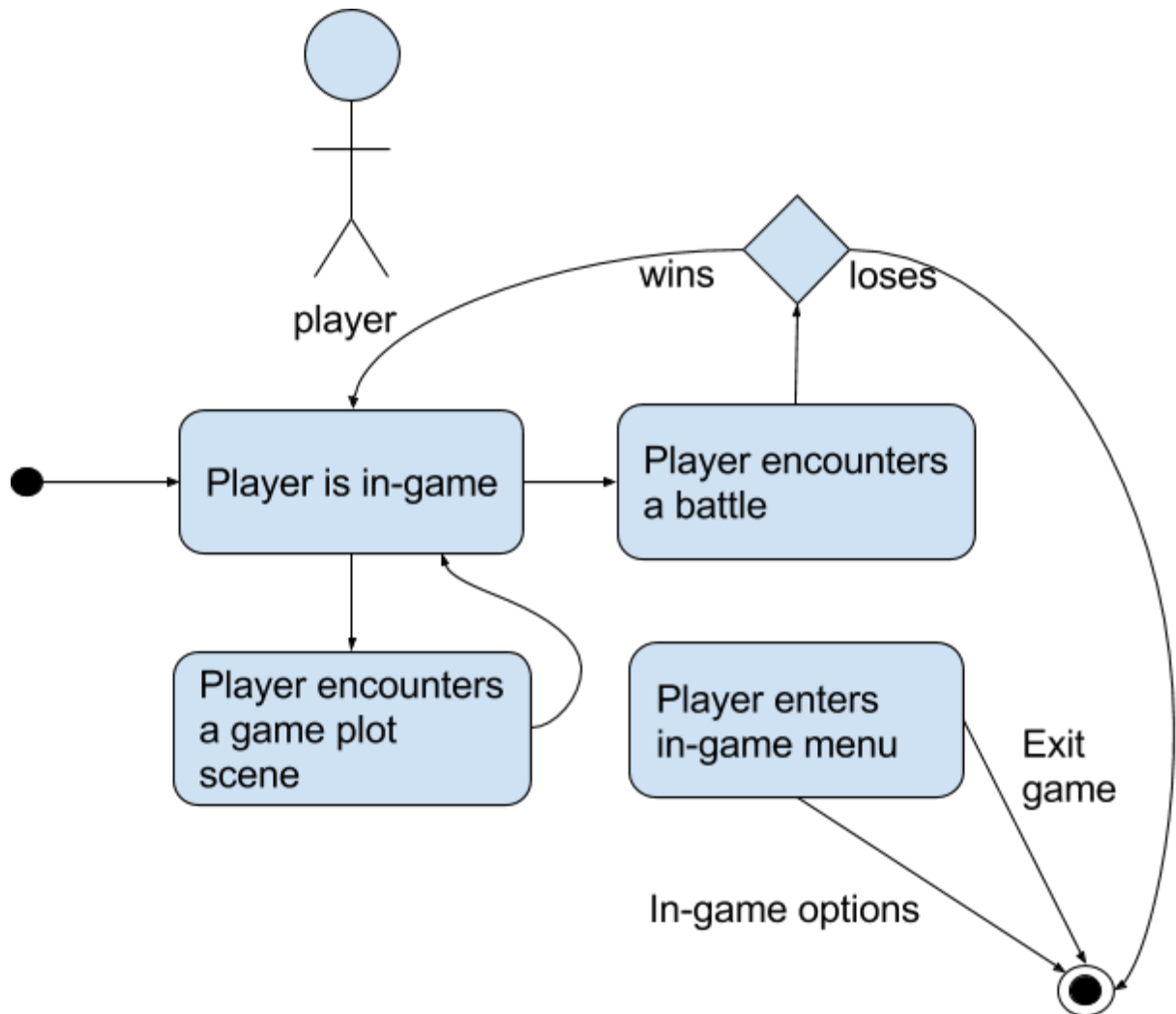
Description: When the game is in progress, the player controls an in-game character. The player decides what actions the character will take based on the current situation. The player also has access to an in-game menu.

Preconditions: Use Case 1.0 has been done.

Flow of Events:

Scenario Name	Description
Scenario 1 Player is in-game	1. Game allows player to use action keys. 2. Player navigates the game scene/map.
Scenario 2 Player enters a battle in-game	1. Player navigates through Use Case 3.0.
Scenario 3 Player encounters a game plot scene	1. Player chooses to finish or skip the scene. 2. Game plays the scene plot.
Scenario 4 Player goes to in-game options.	1. Game presents menu. 2. Player selects options. 3. Game presents options.
Scenario 5 Player exits game.	1. Game presents menu. 2. Player selects exit game. 3. Game exits to main menu.

Activity Diagram of the Flow of Events:



Postcondition: NONE

Relationships: NONE

Special Requirements:
NONE