

# **Dark Night**

## **Use Case Specification**

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

**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:** 2.3 Get Hint

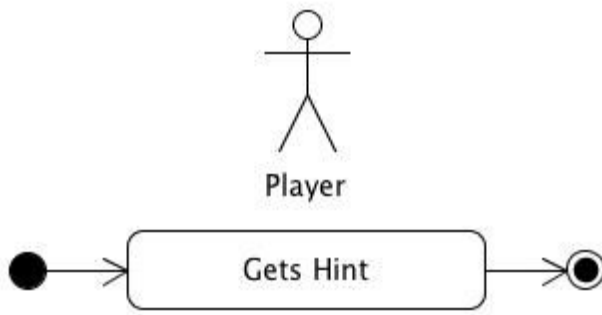
**Description:** When the player has trouble finding the next objective, pressing H will trigger a hint to direct the player where to go next. This may come in the form of dialogue or a certain noise.

**Preconditions:** 2.0 Play Game

**Flow of Events:**

<b>Scenario Name</b>	<b>Description</b>
Scenario 1 Player gets hint.	1. Player gets hint.

*Activity Diagram of the Flow of Events:*



*Postcondition:* NONE

*Relationships:* Use Case 2.0 Play Game

*Special Requirements:*  
NONE