

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

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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 Take Damage

Description: 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.

Preconditions: 3.0 Enter Combat

Flow of Events:

Scenario Name	Description
Scenario 1 Player takes damage.	1. Player takes damage.

Activity Diagram of the Flow of Events:



Postcondition: NONE

Relationships: Use Case 3.0 Enter Combat

Special Requirements:
NONE