Dark NightUse Case Specification

Submitted to:

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Version: 1.1 Group: Legends

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

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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

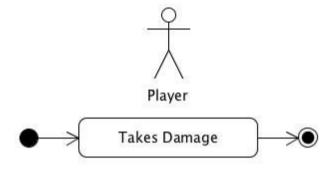
Flow of Events:

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

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Activity Diagram of the Flow of Events:



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Postcondition: NONE

Relationships: Use Case 3.0 Enter Combat

Special Requirements:
NONE

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