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| Outbreak Smartphone App for iPhone  Use Case: Item Combination |

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Use Case: Item Combination

# Vaccine Creation

## Brief Description

This use case allows the user to create items from other item combinations, such as creating potions or vaccines from ingredients

## Requirements trace

6

## Involved actors

iPhone User

## Pre-conditions

* The system interface is at the “single-player” screen

## Post-conditions

* Phone returns to the “single-player” section

## Invariants

* Combination formula for items

# FLOW EVENTS

## Basic flow

This use case starts when the user presses the play alchemy button in offline mode.

* + 1. The user navigates to play the combination creator
    2. The iPhone loads inventory from local database
    3. The user selects 2 or more
    4. The user then chooses to mix the items
    5. The game checks the combination against a recipe list
    6. The game then shows whether or not the combination was successful
    7. The Game returns new items if any to their inventory

# Extension Points – None

# Scenarios

## Happy day

Assumptions: User – Sean

Steps:

* + 1. Sean navigates to the item creator
    2. Sean’s inventory is loaded into the game
    3. Sean chooses cashews and horseradish
    4. Sean then chooses to mix the items
    5. The game checks Sean’s item combination against the recipe list
    6. The game indicates a successful mixture and shows that Sean made pudding
    7. The game stores the pudding back into Sean’s inventory

## Rainy Day

Assumptions: User – Sean

Steps:

* + 1. Sean navigates to the item creator
    2. Sean’s inventory is loaded into the game
    3. Sean does not have enough items to play the game
    4. The game alerts Sean of this and closes the item creator mini-game