|  |  |
| --- | --- |
| **用例模型一** | 1）用例名称：行走  级别：主要用例  主要参与者：每个玩家  涉众及其关注点：  玩家：需要快速知道自己能移动的步数，并快速移动到相应位置  前置条件：轮到该玩家移动  后置条件：玩家的操作被正确反馈给系统  主成功场景：  系统显示当前玩家可选择的色子个数，玩家位置，及整个游戏背景。  当前可移动玩家选择投掷色子的个数，并按下确定键确认选择。  系统显示动画，计算出投掷后的点数，将结果呈现给玩家。  玩家根据点数，移动相应的步数，并最终停在最终位置。  系统记录玩家当前的位置信息。  替代场景：  如果玩家被施加负面效果不能移动，则系统显示不可移动，将回合交给下一玩家。  如玩家没有按下确定键，则系统不会进行下一步动作，一直停留在当前页面。  Use case name: walking  Level: main use cases  Key players: each player  Stakeholders and their concerns:  Player: need to quickly know the number of steps you can move, and quickly move to the appropriate position  Prerequisite: the player's turn to move  Postcondition: the player's actions are properly fed back to the system  Main success scenario:  The system displays the number of dice the player can choose, the position of the player, and the background of the game.  The current mobile player selects the number of dice to throw and presses the ok key to confirm the selection.  The system displays the animation, calculates the points after throwing, and presents the result to the player.  The player moves the corresponding number of steps according to the number of points and ends up in the final position.  The system records the player's current location.  Alternative scenarios:  If the player is unable to move due to a negative effect, the system shows that the player cannot move, and the turn is handed over to the next player.  If the player does not press the ok key, the system will not take the next action, always stay in the current page. |
| **用例模型二** | 用例名称：  选定角色  级别：  用户目标  主要参与者：  玩家  涉众及其关注点：  玩家：可以方便的浏览各个角色的被动属性和专属技能。界面美观且容易选择。  前置条件：  玩家点击开始游戏。  后置条件：  玩家选择完毕，选择情况被记录下来。  主成功场景：  1、玩家点击开始游戏。  2、玩家输入游戏人数，并分别选定角色。  3、系统记录选择，并在所有人选择完毕后展示游戏地图。  替代场景：  1、玩家选择角色时没有按下确定键，则系统不会进行下一步动作。  2、玩家点击“主界面”，程序自动回到最初要求玩家输入游戏人数的界面。  特殊需求：  游戏人数N：2<=N<=10  Use case name:  Selecting roles  Levels:  User goals  Key participants:  The player  Stakeholders and their concerns:  Player: can easily browse the passive attributes and exclusive abilities of each character. The interface is beautiful and easy to choose.  Preconditions:  The player clicks to start the game.  Post condition:  When the player completes the selection, the selection is recorded.  Main success scenario:  1. The player clicks to start the game.  2. Enter the number of players and select the roles.  3. The system records the selection and displays the game map after all the choices are made.  Alternative scenarios:  1. If the player does not press the "ok" button when selecting a character, the system will not take the next action.  2. When the player clicks on the "main interface", the program will automatically return to the interface that initially requires the player to enter the number of game players.  Special requirements:  Number of players: N: 2<=N<=10 |
| **用例模型三** | 用例名称：  挑战道馆&购买土地  级别：  用户目标  主要参与者：  玩家  涉众及其关注点：  玩家：可以快速获取土地的信息，包括每层的道馆的推荐战力（用玩家精灵和该层的守护精灵战斗，用结果判断是否准入）和购买每层所需的金钱，以及土地的当前拥有者及其所属层数。购买土地成功后能减少金钱并更新土地信息。  前置条件：  玩家行动后恰好位于可购买土地的格子中。  后置条件：  玩家的挑战过程正确进行，并根据结果判断是否有购买权限。若进行了土地购买，土地信息要及时更新。  主成功场景：  1、系统获取土地信息（该土地每层的道馆的推荐战力和每层购买所需的金钱）。  2、展示土地信息，并询问玩家是否需要尝试挑战道馆的下一层。  3、玩家选择尝试挑战。  4、玩家成功打败下一层的守护者。  5、询问玩家是否要购买该层（挑战成功的层）。  6、玩家选择购买，并且金钱数足够。  7、成功购买，返回成功提示，并更新玩家金钱数、道馆最新占有者信息，并更新道馆再往下一层的新怪物。  替代场景：  1、玩家不选择挑战道馆，则玩家付费给该道馆目前占有者过路费（若有）。  2、玩家选择挑战道馆但失败，则则玩家付费给该道馆目前占有者过路费，并额外付费20%作为失败惩罚。  3、玩家挑战道馆成功，但不够钱购买该层，则玩家付费给该道馆目前占有者过路费（若有）。  4、若玩家使用“隐身”道具卡，则可以免除道馆过路费（如果需要）。  5、若玩家有其他关于道馆和过路费的道具卡、buff或debuff，则根据具体内容决定其行为。  特殊需求：  可购买土地至少占所有土地的10%。  Use case name:  Challenge Gym & purchase land  Levels:  User goals  Key participants:  The player  Stakeholders and their concerns:  Player: quick access to land information, including the recommended combat power for each level of the Gym (fight with the player's spirit and the guardian spirit of that level, determine whether to enter by the result) and the money required to purchase each level, as well as the current owner of the land and the number of levels to which it belongs. Successful land purchases can reduce money and update land information.  Preconditions:  The player is located in the grid of land available for purchase.  Post condition:  The player's challenge process proceeds correctly, and the result determines whether the player has the right to purchase. If land is purchased, land information should be updated in a timely manner.  Main success scenario:  1. Obtain land information systematically (the recommended fighting power of the Gym on each floor of the land and the money needed for each floor).  2. Show the land information and ask the player if they need to try the next level of the pavilion.  3. The player chooses to try the challenge.  4. The player successfully defeats the next level of guardians.  5. Ask the player if they want to buy this layer.  6. The player chooses to buy, and the amount of money is enough.  7, successful purchase, return the success prompt, and update the player's money, the latest owner of the hall information, and update the hall to the next level of the new monster.  Alternative scenarios:  1. If the player does not choose to challenge the gym, the player will pay the toll to the current occupant of the gym (if any).  2. If the player chooses to challenge the gym but fails, the player will pay the toll to the current owner of the gym, and pay an additional 20% as the penalty for failure.  3. If the player successfully challenges the gym, but does not have enough money to buy the floor, the player will pay the toll to the current occupant of the gym (if any).  4. If the player USES the "stealth" item card, the tolls can be waived (if necessary).  5. If the player has other item CARDS, buff or debuff for the gym and tolls, the behavior will be determined according to the specific content.  Special requirements:  At least 10% of all land can be purchased. |
| **用例模型四** | 用例名称：  商店交易  级别：  用户目标  主要参与者：  玩家  涉众及其关注点：  玩家：   1. 玩家可以在商店购买道具卡、买卖道馆所有权和交易房产。 2. 当玩家到达地图上的某些空地时，拥有在该地购买房产的权利。玩家可以自主在该地选择房产类型，向商店支付相应金额的货币后方可购买。同时，玩家可以随时出售名下的房产，但出售房产换得货币不与购买时的等额。   前置条件：  玩家有购买需求，点击商店界面  后置条件：  玩家购买完毕，商店系统更新库存等记录，玩家信息相应更新  主成功场景：   1. 玩家打开商店系统 2. 玩家选择想要购买的道具卡，或者买卖房产、道馆所有权 3. 系统更新商店货物，以及房产、道馆归属情况，玩家信息同时更新   替代场景：   1. 玩家打开商店但是没有购买道具或者交易房产、道馆所有权，数据记录不变 2. 玩家的货币余额不足以支付道具卡、房产或道馆，购买失败   特殊需求：   1. 在挑战道馆途中不可使用商店系统 2. 当玩家所在地已经拥有他人房产时，玩家不可在该地购买房产   Use case name:  Store  Levels:  User goals  Key participants:  The player  Stakeholders and their concerns:  Player:  1. Players can buy item CARDS at the store, buy or sell the ownership of the pavilion and trade real estate.  2. When the player arrives at certain clearing on the map, they have the right to purchase property in that space. Players can freely choose the type of property in the area, and pay the corresponding amount of currency to the store before purchasing. At the same time, players can sell their properties at any time, but not in exchange for the same amount of money as when they bought them.  Preconditions:  Players have purchase requirements, click the store interface  Postconditions:  When the player finishes the purchase, the store system updates the inventory and other records, and the player information is updated accordingly  Main success scenario:  1. The player opens the store system  2. Players can choose the item CARDS they want to buy, or buy and sell real estate and the ownership of the pavilion  3. The system updates the goods in the store, as well as the ownership of the real estate and the road pavilion, and the player information is updated at the same time  Alternative scenarios:  1. The player opens the store but does not purchase props or trade real estate or the ownership of the pavilion. The data record remains unchanged  2. The player's currency balance is not enough to pay for the item card, real estate or the pavilion, and the purchase fails  Special needs:  1. Players could not use the store system during the challenge  2. Players are not allowed to buy property in a location where it already own property |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |