## Modifications to Week 1 Deliverable:

R16) (8) The Idle RPG will have an Inventory that displays the Characters Items

R17) (1) The Idle RPG will allow a player to create a new character

R18) (1) The Idle RPG will allow a player to exit the game

## Use Cases: ::Note:: Priority weights scale is 1-5 (1 is highest; 5 is lowest)

UC1) Enable auto pilot

UC2) Disable auto pilot

UC3) Create New Player

UC4) Deposit RME currency

UC5) Exit RPG

UC6) Attack

UC7) Select Menu

UC8) Item-shop transaction

1. Requirements – Use Case Traceability Matrix (An Example from the textbook which does not relate AT ALL to this GAM PUMP Example but shows the Matrix)

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Requirement** | **Priority** | **UC1** | **UC2** | **UC3** | **UC4** | **UC5** | **UC6** | **UC7** | **UC8** | **UC9** |
| **R1** | **1** | **X** |  |  |  |  |  |  |  |  |
| **R2** | **1** |  | **X** |  |  |  |  |  |  |  |
| **R3** | **2** |  |  |  |  |  | **X** |  |  | **X** |
| **R4** | **6** |  |  |  |  |  |  |  |  |  |
| **R5** | **8** |  |  |  |  |  |  | **X** |  |  |
| **R6** | **7** |  |  |  |  |  |  |  |  |  |
| **R7** | **8** |  |  |  |  |  |  |  |  |  |
| **R8** | **6** |  |  |  |  |  |  |  |  |  |
| **R9** | **6** |  |  |  |  |  |  |  |  |  |
| **R10** | **6** |  |  |  | **X** |  |  |  | **X** |  |
| **R11** | **2** |  |  |  | **X** |  |  |  | **X** |  |
| **R12** | **2** |  |  |  |  |  | **X** |  |  |  |
| **R13** | **7** |  |  |  |  |  |  |  |  |  |
| **R14** | **6** |  |  |  |  |  |  |  |  |  |
| **R15** | **5** |  |  |  |  |  |  |  |  |  |
| **R16** | **8** |  |  |  |  |  |  |  |  |  |
| **R17** | **1** |  |  | **X** |  |  |  |  |  |  |
| **R18** | **1** |  |  |  |  | **X** |  |  |  |  |
| **UC Priority** | | **1** | **1** | **1** | **2** | **1** | **2** | **8** | **2** | **2** |

1. Use Case Diagram
2. Use Case Narratives

**UC1) Enable auto pilot**

1. The game displays an auto-pilot button
2. The User taps on the button to enable the feature
3. The User character continues to level up, at a slower rate, while in auto-pilot

**UC2) Disable auto pilot**

1. The disable auto pilot button will be displayed only while in auto-pilot.
2. The user taps to disable, the message “are you sure you want to disable auto pilot” is shown
   1. The User selects yes, and auto pilot is disabled
   2. The User selects no and it goes back to the main screen with the character still on auto-pilot and the disable auto-pilot button still displayed

**UC3) Create New Player**

1. Starting the game for the first time displays the Create New Player feature.
2. The User Names the new player
   1. The option to choose the first class appears
      1. The User is shown first class specific attributes to upgrade initially
   2. The option to choose the second class appears
      1. The User is shown second class specific attributes to upgrade initially
3. The User selects the characters starting Weapon

**UC4) Deposit RME currency**

1. The User is prompted with three options
   1. 10$ for 1000 in-game currency points
   2. 20$ for 2500 in-game currency points
   3. 40$ for 5000 in-game currency points
2. The selection displays “Samsung Pay or Debit/Credit Card”
   1. If Samsung Pay, then User is prompted to “enter Pin”
      1. The User enters Pin
   2. If Debit/Credit the User is prompted to enter “Card Number and address”
      1. The User enters card number and address
3. The Game displays “Transaction complete”
   1. If authorization failed, it displays “Transaction failed” and displays error message and restarts at the previous step.
4. The Game displays “Funds available at Item-Shop”
5. The Game displays a button to access the Item Shop
   1. If selected it takes User to in game Item Shop
6. The Game displays “Exit” button which takes user back to the in-game screen.

**UC5) Exit RPG**

1. The Game has an exit button always displayed, the User can exit by closing the application on their device as well.
   1. If pressed a menu is displayed with Exit
      1. The game is saved, closed, and auto-pilot disabled
   2. If Exit and enabled auto-pilot
      1. The game is saved, closed, and auto-pilot enabled
2. The message “Are you sure you want to exit”
   1. If yes, exit
   2. If no, close menu and take User back to in-game screen

**UC6) Attack**

1. The Game will display the Attack button when near a Monster.
2. The User will click on the button
   1. A drop down menu will appear with a selection of weapons that the player owns.
   2. If no other weapons are owned the Game chooses the owned weapon
3. The Attack will deal damage to the Monster and to the Player, the amount will be showed

**UC7) Select Menu**

1. The Game will have a menu button in the upper left corner of the controller screen
2. The User will press this button
   1. Exit Game button will appear
   2. Settings will appear
   3. Save game will appear
   4. Auto-Pilot will appear
   5. Item Shop
   6. Inventory
3. The User can click any of the above or by clicking the Menu button again, the Menu will disappear and take the User to the in game screen

**UC8) Item-shop transaction**

1. The User will select the item they want to purchase
   1. If the User has sufficient in game currency points, the item will be added to their inventory
   2. If the User does not have sufficient in game currency points, the message will be displayed “Insufficient Funds, please deposit funds”.
      1. Purchase with Samsung Pay
      2. Purchase with Credit/Debit
2. Once approved the item will be added to the User’s inventory and “Item Added” will be displayed.

**UC9) View Inventory**

1. The User will select Menu
   1. The User will select Inventory
      1. All items the User has will be displayed
      2. Each item will have associated stats
      3. Each item will have an associated Level ranking