**Feedback to Learner**8/17/21 3:48 PM

#1 - Thanks for documenting your Week 1 changes

#2 - Nice list of 8 UCs. But, I do not see their priority listed here (as the title of #2 says) - 3 points

#3 - Good looking matrix. The UC priority seems correct when compared to which Requirement(s) it satisfies...good job. But, how can you have requirements that have NO use cases? Since the ones that have no Use Case(s) are requirements with priorities 5-8 (highest) the Use Cases could be "to be determined" later. But, you did not indicate that. -2 points

#4 - UC Diagram looks good. Interesting.

#5 - UC Narratives - above and beyond what was required! Well done!

## 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 enemy

UC7) Select Menu

UC8) Item-shop transaction

UC9) Flee enemy

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 Narratives

**UC1) Enable auto pilot**

1. The game a list of commands available to the player.
2. Toggle auto-pilot will be one of the options
3. Auto-pilot status will be displayed on the screen at all times.
4. When off, pressing the auto-pilot key will toggle the auto-pilot status to on.
5. The User character continues to level up, at a slower rate, while in auto-pilot

**UC2) Disable auto pilot**

1. When on, pressing the auto-pilot key will toggle the auto-pilot status to off.
2. Auto-pilot status will update to show disabled status.

**UC3) Create New Player**

1. Starting the game displays a menu with several options:
   1. Create New Character
   2. Item Shop
   3. Exit Game
2. Selecting “Create New Character” brings up a screen where the user names the new character
   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. Selecting “Item Shop” from the main menu displays the Item Shop Screen.
2. Selecting “Purchase RME”
3. 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
4. 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
5. The Game displays “Transaction complete”
   1. If authorization failed, it displays “Transaction failed” and displays error message and restarts at the previous step.
6. The Game displays “Funds available at Item-Shop”
7. The Game displays an option to purchase items
   1. If selected it displays a list of items available
8. The Game displays “Exit” option which takes user back to the in-game screen.

**UC5) Exit RPG**

1. The Game has an exit button ( X ) 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. While in combat, the game will display a list of available actions.
   1. Attack
   2. Item
   3. Spell
   4. Flee
2. Selecting Attack will create two random numbers. One for the character and one for the enemy.
   1. The Larger of the two numbers will be the winner.
   2. If the larger number is the characters, the attack succeeds, otherwise the attack fails
   3. Modifiers are applied to the characters attack roll based on items equipped and temporary buffs active through potions and/or spells and abilities
   4. Flavor text will be randomly drawn from a pool of options and displayed based on the outcome of the attack and the type of monster.
3. The Attack will deal damage to the Monster and/or the Player
   1. The amount of damage will be shown, but not the health of the enemy.
4. If the health of the enemy is reduced to or below zero, Combat ends, and the player is rewarded with random amount of experience, gold, and random items drawn from the drop table of the associated enemy.

**UC7) Select Menu**

1. The Game will have an option to return to the main menu
2. Returning to the main menu will display the following options
   1. Continue Game
   2. Create New Character
   3. Item Shop
   4. Settings
   5. Exit Game

**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) Flee Enemy**

1. While in combat, the game will display a list of available actions.
   1. Attack
   2. Item
   3. Spell
   4. Flee
2. Selecting Flee will allow the character to attempt to disengage from combat
   1. Random numbers will be generated for the character and enemy
   2. The higher number is the winner of the exchange
   3. The enemy will add any modifiers related to its Attack to the resultant number
   4. The character will add and modifiers based on its Dexterity stat, and any active buffs or abilities applicable
   5. If the player succeeds, combat is ended and the out of combat screen is displayed.
   6. If the player fails, the enemy’s attack lands and damage is calculated as if the enemy had attacked normally.
      1. This is considered an attack of opportunity and equates to a free attack on the player.
   7. It is then the enemy’s turn to take action and combat continues.