

TwitterNethack

Early List of Use Cases - PA1415 - Software Design

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System Description

TwitterNethack is a game where a player can explore dungeons and caves, collect items and fight other players. The game starts by the player logging in, then either starting a new game or loading an existing game. If the player chooses to start a new game, they are taken to the character setup screen where they can choose traits and attributes for their character. The map is generated with the help of Twitter or a random number generator that works offline. The game takes place in a labyrinth where the player moves around with the help of the arrow keys. The player is able to interact with the environment in a number of ways, e.g. interaction dialogues with other characters.

The player is also able to interact with items that they can pick up and drop. Items are divided into sub-types such as Weapons, Cutting Weapons and Projectile Weapons. Items also have a default action, for example “throw rock”.

The game has a multiplayer function which allows for several players to play in the same game at once. The players are able to chat with each other and use items on/against them, as well as give items to the other players, but only if you are in the same cave.

Use Cases

Use Case: Logging in

Actors: Player, System

Description: A player enters their login credentials. The system logs the player in and displays the starting screen.

Use Case: Starting a new game

Actors: Player, System

Description: The player chooses either to start a new game or to join an existing game. The system generates a new map and takes you to the character setup screen or loads an existing one depending on the choice of the player.

Use Case: Setting up character

Actors: Player, System

Description: The player selects character traits for their character (role, gender, species). The system responds by applying the selected traits and starting the game.

Use Case: Moving around (ASCII-art version)

Actors: Player, System

Description: The player uses the arrow keys to move their character in a desired direction. The system moves the character in that direction.

Use Case: Starting up game

Actors: System

Description: The character must be placed in a safe dungeon if it is the first time playing. Otherwise the game continues from where the player left off.

Use Case: Dialog

Actors: Players, System

Description: A player requests dialog with another player. The systems send this request to the other player. The other player answers either yes or no. If yes, the system opens a dialog window for both players.

Use Case: Enemies

Actors: System

Description: Enemies movement must be kept simple. Enemies with ranged attack must move as little as possible while attacking a player. Enemies with melee attacks should chase players to get their attacks off.

Use Case: Use item

Actors: Players, System

Description: The player picks up an item. The system adds the item to the player's inventory.

Use Case: Drop item

Actors: Players, System

Description: The player drops an item and the system removes the item from the player's inventory and the item is placed in the room..

Use Case: Pick up item

Actors: Players, System

Description: The player walk in a room and finds an item. The player picks up the item. The system add the item to the player's inventory.

Use Case: Give item

Actors: Players, System

Description: A player performs an action in order to give an item to another player. The system removes the item from the inventory of the giving player and adds it to the inventory of the receiving player.