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### Use Cases- M3

The use case that I am looking at is when there is a “game over” scenario. The primary actor would be the player, as the player’s character dies. The developers are the other stakeholder in this use case because we must correctly implement this event in the game so that there is an exciting risk factor when the game is being played. In order for this to occur, the other use cases that have to be set up are the starts the game so the start screen comes up, then the player selects the character’s attributes and the system creates this character, and then the user must encounter a pirate or other ship and the system must start a fight between the two ships. These must be completed to first set up the game and then starting the fight between the two ships (the trigger event).

Within the fight...

1. No one escapes and no one surrenders
2. The ships destruct
3. There is no escape pod
4. The player dies
5. The game ends
6. The game resets and the opening screen start again

At this point the player can either start a new game or load the last saved state of the game.

Essentially, the character will die if their ship is destroyed and there is no escape pod available or if the character’s life points are above zero. Although the ship would destruct in a fight, if the ship’s stats go to zero then it would also destruct. An alternate reason for this happening could be colliding with some object in space. If an escape pod is found, like another

ship's cargo bin, then the character would not die and the game would continue instead of ending. The current character's game could only be continued if it is opened from a prior save state. If any of these steps in the character's death don't happen, the game will simply continue instead of this happening so the alternate flows would result in the game continuing.