



# PF2E AUTO BATTLER USE-CASE DIAGRAM

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## USE CASE DIAGRAM DESCRIPTION

### *ACTORS*

- **PLAYER** ( USER INTERACTING WITH THE GAME)
- **GAME SYSTEM** (AUTOMATED ENGINE, AI, AND RENDER LOGIC)

### Use Cases

#### *Player can:*

- **Start Game**
  - **Choose Character Class**
    - Fighter
    - Rogue
    - Wizard
  - **Move Character**
  - **Perform Action**
    - Basic Attack
    - Power Attack (Fighter)
    - Sneak Attack / Twin Feint (Rogue)
    - Cast Spell (Wizard)
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## ***Player can: (continue)***

- End Turn
- View Game Effects
- Receive Upgrades
- Start Next Wave
- Quit Game

## ***• Game System can:***

- Initialize Game State
  - Render Grid and Characters
  - Manage Turns
  - Apply Damage / Healing
  - Trigger Visual Effects
  - Run Enemy AI Turn
  - Check Wave Completion
  - Show Upgrade / Victory / Defeat Screens
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Player

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Start Game

Choose Class

Quit Game



Fighter

Rogue

Wizard



Move Character

Perform Action



Basic Attack

Power Attack

Cast Spell

Sneak Attack

Twin Feint



End Turn

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Next Wave

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Receive Upgrades



Game System



Render

AI Enemy Turn

Apply Effects



Check Wave Completion



Victory / Defeat Screen

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