PF2E AUTO BATTLER

USE-CASE DIAGRAM

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
  - Cleric
- Move Character
- Perform Action
  - Basic Attack
  - Power Attack (Fighter)
  - Sneak Attack / Twin Feint (Rogue)
  - Cast Spell (Wizard)

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

Player

Start Game | Choose Class | Quit Game

Fighter | Rogue | Wizard | Cleric

Move Character | Perform Action

Basic Attack | Power Attack | Cast Spell | Sneak Attack | Twin Feint

End Turn
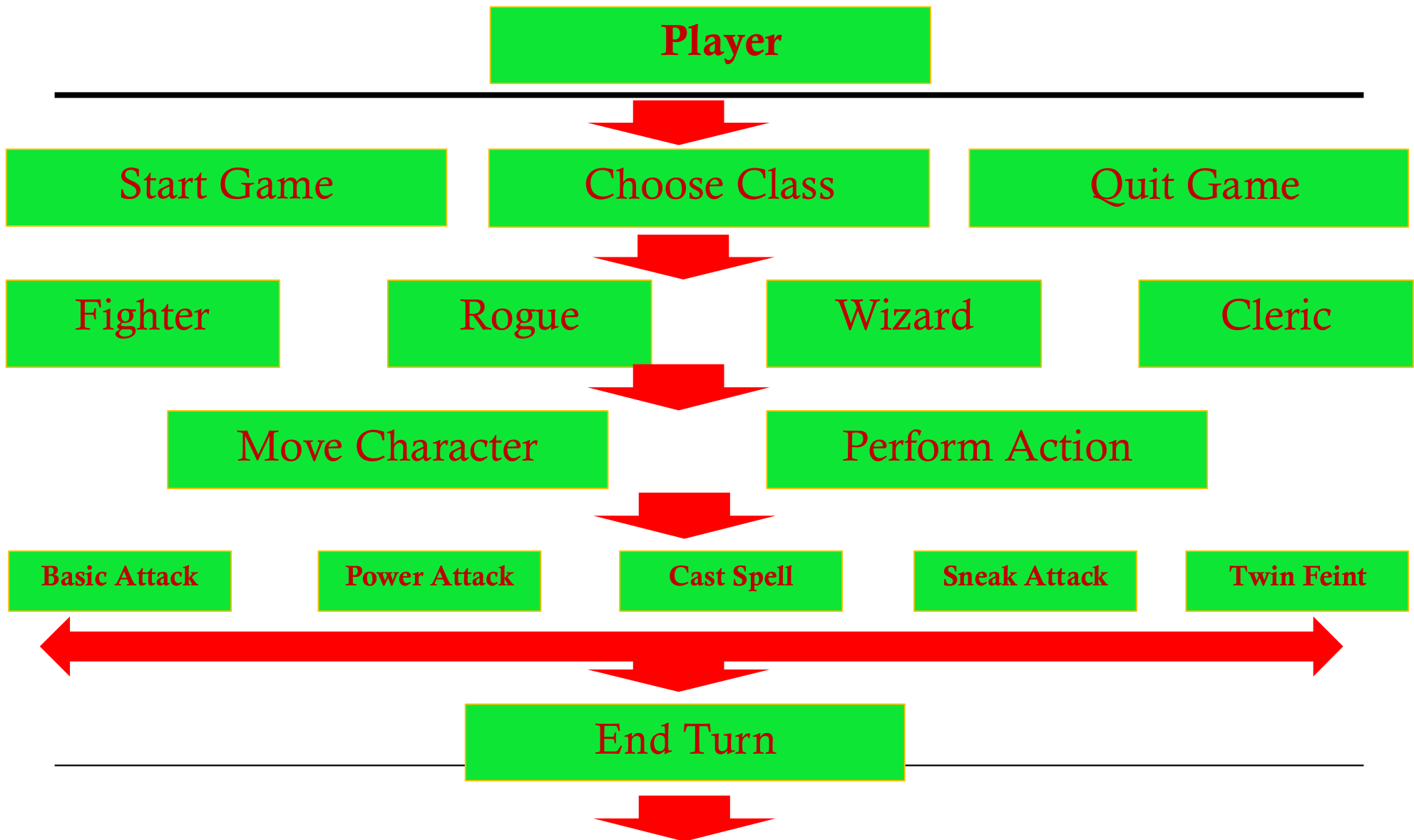
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                    Next Wave

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                 Receive Upgrades

                   Game System

   Render          AI Enemy Turn         Apply Effects

              Check Wave Completion

             Victory / Defeat Screen
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