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)
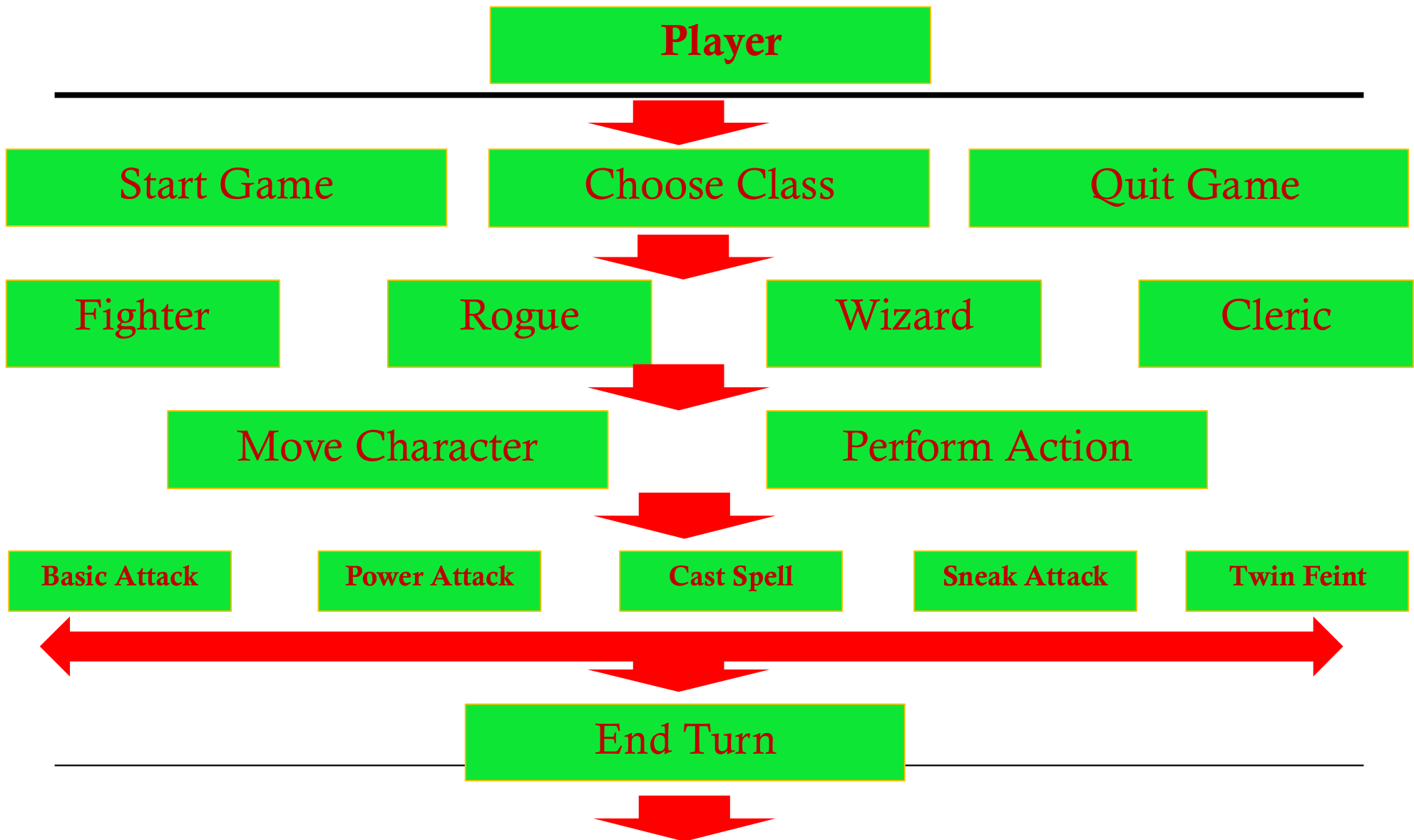
Use Cases

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, Cleric)

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

```mermaid
flowchart TD
    A[Next Wave] --> B[Receive Upgrades]
    B --> C[Game System]
    C --> D[AI Enemy Turn]
    D --> E[Check Wave Completion]
    E --> F[Victory / Defeat Screen]
    G[Render]
    H[Apply Effects]
```

Next Wave

Receive Upgrades

Game System

Render   AI Enemy Turn   Apply Effects

Check Wave Completion

Victory / Defeat Screen