Diablo Remastered 1996

Use-Case Model

Version <1.0>

Revision History

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Use-Case Model

# Use-Cases Identification

[Identify actors, scenarios and use cases. Describe the three most important use-cases according to the following format:

***Use case: <use case goal>***

***Level: experience,story,gameplay***

***Primary actor: gamer***

***Main success scenario: <the steps of the main success scenario from trigger to goal deliverye following format:>***

***Extensions: <alternate scenarios of success or failure>***

]

# UML Use-Case Diagrams

[Create the UML Use-Case Diagrams.]

