|  |  |  |
| --- | --- | --- |
| System | System Context | Irrelevant Environment |
| Move Character | keyboard | voice |
| Select attack | mouse |  |
| Select item |  |  |
| Select target |  |  |
| Generate encounter |  |  |
| Generate encounter items |  |  |
| Accept winnings |  |  |
| Remove item |  |  |
| Load Game |  |  |
| Save Game |  |  |
| Display map |  |  |
| Start new game |  |  |

Use Case : Start new game

Actors : User

Description : The user creates a new game state, with default settings.

Use Case : Load Game

Actions : user

Description : The user loads a previous game state.

Pre-condition : A game state must have been saved on a previous iteration.

Use Case : Save Game

Actors : user

Description : The user saves the current game state, so it may be loaded later.

Pre-condition : A current iteration of the game must be running.

Use Case :Display map

Actors : system

Description : The areas in which the user is able to move are displayed. Updates when the user moves the character

Pre-condition : User must start a new game, or load a previous game state.

Use Case : Move Character

Actors : user

Description : The user is able to move the character about the displayed map.

Pre-condition : The current map must be displayed indicating a game state is currently being accessed.

Use Case : Generate encounter

Actors : system

Description : An encounterable foe is generated for the user to battle within the game.

Pre-condition : The user must be moving on the world map to encounter a foe.

Use Case : Generate encounter items

Actors : system

Description : Items which are held by the user’s foe are generated, these are given to the user upon completion of the encounter.

Pre-condition : The system must generate an encounter to contain the item.

Use Case : Select Attack

Actions : User

Description : The user selects the type of attack to execute against the encountered foe. The selected attack produces an amount of damage to be removed from the encounter’s energy, until it reaches 0.

Pre-condition : An encounter must be generated to attack.

Use Case : Select Item

Actions : User

Description : The user selects an item to use. Items are held by the user upon completion of previous encounters.

Pre-condition : The user must have received an item from a previous encounter.

Use Case : Select target

Actions : User

Description : The user decides which character will receive the attack or item they with to execute.

Pre-condition : The user must have selected either an attack or item to use.

Use Case : Accept winnings

Actors : user

Description : Upon the completion of the encounter, the user is granted experience and the items that were held by the encounter.

Pre-condition : The encountered foes energy must be reduced to 0, ending the encounter.

Use Case : Drop item

Actors : user

Description : The user is able to remove less desirable items from their inventory to make room for newer items.

Pre-condition : The user must hold at least one item to drop items.

