Use Cases

Use case for moving in the crawlspace:

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| --- | --- | --- |
| Step | User’s Actions | System’s Response |
|  |  | Instructions are shown and the user is prompted for a command of move, examine, take or exit. |
|  | User issues the move command. |  |
|  |  | System prompts user to command a direction of forward, backward, left, right, up or down. |
|  | User issues a direction command. |  |
|  |  | The system checks vector of locations to ensure the desired location is a possible move. |
|  |  | If it is possible, the current location of the explorer is updated. The user will then be shown the description of the new location. |
|  |  | If the move is not possible, the user will be shown a statement that it is not possible. |
|  |  | The loop will be restarted and the user will be prompted for another command |

Use case for examining:

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| Step | User’s Actions | System’s Response |
|  |  | Instructions are shown and the user is prompted for a command of move, examine, take or exit. |
|  | User issues the “examine” command. |  |
|  |  | The system checks to see if there is an object in the location. |
|  |  | If there is no object, the system will tell the user that this command is not possible. |
|  |  | If there is an object, the system will check if it is a treasure. |
|  |  | If it is not a treasure, that means it is an exit and the system will display where the exit leads. |
|  |  | If it is a treasure, the system will describe the treasure and say how many points it is worth |
|  |  | The loop will be restarted and the user will be prompted for another command |

Use case for taking:

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| Step | User’s Actions | System’s Response |
|  |  | Instructions are shown and the user is prompted for a command of move, examine, take, exit. |
|  | User issues the “take” command. |  |
|  |  | The system checks to see if there is an object in the location. |
|  |  | If there is no object, the system will tell the user that this command is not possible. |
|  |  | If there is an object, the system will check if it is a treasure. |
|  |  | If it is not a treasure, that means it is an exit and the system will display a string that says “what a concept!” |
|  |  | If it is a treasure, the system will say how many points were added to the score. |
|  |  | The system will then remove the treasure from that location. |
|  |  | The system will then check if there are other treasures still within the crawlspace that the explorer has not picked up. |
|  |  | If there are still treasures, the loop will be restarted and the user will be prompted for another command. |
|  |  | If there are no treasures, the code will exit the loop and present the user with their score. |

Use case for exiting:

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| Step | User’s Actions | System’s Response |
|  |  | Instructions are shown and the user is prompted for a command of move, examine, take, exit. |
|  | User issues the “exit” command. |  |
|  |  | The system checks to see if there is an exit in the location. |
|  |  | If there is no exit, the system will tell the user that this command is not possible. |
|  |  | If there is an exit, the system will update the current location of the explorer to where the exit leads to and display the description of the new location. |
|  |  | The loop will be restarted and the user will be prompted for another command |