# Use case diagrams

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| UC041\_GameState |  |
| Actor | NULL |
| Samenvatting | Updates the screen and checks for game over |
| Precondities | UC03\_ReadyUp must be done |
| Scenario | 1. Update Game Timer every second 2. Display Score, Health, and Ammo 3. If Out of Health, go to UC05\_GameOver 4. After Time Up, go to UC05\_GameOver |
| Postcondities | Go to UC042\_GameOver |
| Uitzonderingen | NULL |

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| UC042\_Shooting |  |
| Actor | Player |
| Samenvatting | Waits for trigger press, then plays shoot sound and decreases ammo with one. If ammo is 0 waits for reload. |
| Precondities | Trigger must be pressed |
| Scenario | 1. Wait for trigger press 2. If ammo not 0, send shoot message 3. Play shoot sound 4. Increment shots taken 5. Decrease ammo 6. Wait for cooldown time 7. If ammo 0, wait for reload button press 8. Wait for reload time 9. Set ammo to max 10. go to 1 |
| Postcondities | NULL |
| Uitzonderingen | NULL |

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| UC043\_RecievingHits |  |
| Actor | NULL |
| Samenvatting | Waits for Hit message, then checks if it is an enemy. If so store (timestamp : shooter), play hit sound and decrease health |
| Precondities | Hit message must be recieved |
| Scenario | 1. wait for receive Hit Message 2. If Hit message is from someone other than you and/or a player on another team, else go to 1 3. Store (Timestamp : Shooter) 4. Play hit Sound 5. Decrement Health 6. go to 1 |
| Postcondities | NULL |
| Uitzonderingen | NULL |