Use Case Description - Team A

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1 Networked Multi-Player - Tessa Saul

Our concept for multi-player is implemented through separate instances. These instances would occur when a player enters a dungeon with other players, or wishes to trade with other players. This would feel similar to World of Warcraft dungeoning because you can wait for people you do not know to be gathered into a group, or you can get a group of friends together to do a dungeon. Players can do multi-player trading inside dungeons where they are already multi-player instanced, or they can create a multi-player instance specifically for trading. This could look like a break room where you can go to trade with anyone, or just with a list of approved players.

2 Enter Dungeon - Sarah Munds

Player groups enter a previously-queued dungeon.

2.1 Actor

Players 1 - Players N

2.2 Precondition

Player or player group must have cleared previous dungeon by defeating all enemies in the level. Dungeon must be queued. All players in multiplayer group must be present and loaded.

2.3 Description

1. Player approaches dungeon door and opens it by clicking on the door

2. Animation sequence for the new dungeon area

3. Enemies spawn in the dungeon area.

2.4 Alternatives

Previously-loaded dungeons may be re-queued if players re-enter the door. Enemies do not spawn.

2.5 Postcondition

Players can now navigate and attack.

3 Queue Dungeon - Sarah Munds

Progressive dungeons are queued by the game before players enter into a new dungeon map.

3.1 Actor

Players 1 - Player N

3.2 Precondition

Players must have cleared previous map.

3.3 Description

1. New dungeon map is chosen

2. Dungeon map is loaded by the game

3.4 Alternatives

None

3.5 Postcondition

Multiplayer teammates are able to join other players after dungeon is queued. Single players can proceed to enter dungeon.

4   Attack - Sarah Munds

Player engages with an enemy, combat sequence assigns damage to both defending and offensive entities.

4.1   Actor

Player 1 - Player N
Enemies

4.2   Precondition

Player(s) must have entered a dungeon

4.3   Description

1. Engage in combat with enemy

2. Choose weapon with which to attack

3. Choose attack sequence

4. Defending and offensive entities attack simultaneously

5. Damage is assigned to both offensive and defensive entities

6. If damage exceeds health threshold, entity dies.

7. Players who die experience respawn after set amount of time.

8. Dead enemies are cleared.

4.4   Alternatives

No entities die. Gameplay resumes.

4.5   Postcondition

Player respawns if they have died. Gameplay resumes if damage did not exceed player threshold.

5   Single Player - Sarah Munds

Single player game style is chosen and queued by the player.

5.1 Actor

Player 1

5.2 Precondition

Player has begun starting sequence from main menu.

5.3 Description

1. Player chooses single player mode in menu

2. Player creates new character, or player loads existing character

3. Game loads, player spawns

5.4 Alternatives

None

5.5 Postcondition

Player is now ready to begin gameplay sequence. Player may enter dungeon.

6 Change Floor - Arthur Putnam

6.1 Actor(s)

Player 1, Player 2... Player n

6.2 Precondition

1. Condition 1: Players must complete current floor objectives to proceed to the proceeding floor.

2. Condition 2: A prior floor or proceeding floor must exist in order to go to change floors.

6.3 Summary

Players go to the next level or map by changing floor. Players will change the floor to proceed to new areas of the game and return to previous areas of the game. Players can only interact with the floor they currently are on.

6.4 Description

1. Actor clicks on the entrance of the floor they wish to enter

2. The Actor proceeds to the floor.

6.5 Alternative

The Actor does not have access to the floor they are attempting to change to. This causes a display message notifying why the floor has not changed.

6.6 Postconditions

Allows the Actor to interact with the floor they changed to or displays a message why the floor cannot be accessed.

7 Use Environment - Arthur Putnam

7.1 Actor(s)

Player 1, Player 2... Player n

7.2 Precondition

1. Actor must not currently interacting with another item, object or player.

2. Actor must have an item, object or player that has an interaction available

7.3 Summary

The Actor will use the environment by interacting with another item, object or player in there current area of play. These interactions will allow Actors to make changes to there environment.

7.4 Description

1. Click on items, object or player.

2. if an interaction is available the default interaction will occur or selection of interaction options will be displayed.

7.5 Alternative

If no interaction is available no action will be taken or a message will display notifying why no interaction is available.

7.6 Postconditions

A item, object or player may change state, depending on the interaction that occurred.

8 Move - Arthur Putnam

8.1 Actor(s)

Player 1, Player 2... Player n

8.2 Precondition

1. Actor's character must have a tile they can move to.

2. Actor's character must be free of inhabiting states.

8.3 Summary

Player will move from one tile to the next either using the arrow keys.

8.4 Description

1. press the arrow key that corresponds to the tile the player wishes to move to

2. Player will move to the new tile location if possible.

8.5 Alternative

If the player can not move to the desired location nothing will occur or a message will display depending upon why the user can not move.

8.6 Postconditions

The player will be located in a new tile square or nothing will occur or a message will be displayed.

9 Get a Promotion - Tessa Saul

9.1 Actor:

Player

9.2 Precondition:

The player has completed the necessary quests and has sufficient social status with their coworkers

9.3 Summary:

The player is ready for a promotion, so is awarded higher pay or higher access within the company.

9.4 Steps:

1. Player talks to their boss

2. Player is awarded a bonus

3. Player decides what to apply their bonus to such as the supply closet or getting an intern.

10 Leveling up - Tessa Saul

10.1 Actor:

Player

10.2 Precondition:

The player has enough experience to advance a level

10.3 Summary:

The player gains enough experience to be awarded points to raise their character's abilities.

10.4 Steps:

1. The player selects the level up menu

2. The player distributes ability points and skill points.

3. The player chooses any available feats

11 Save Character - Tessa Saul

11.1 Actor:

The Player

11.2 Summary:

The player saves their progress so they can reload it later

11.3 Steps:

1. The player chooses the save menu

2. The player agrees to save their progress

3. The player's build, items, location, and status is recorded

12 Trading - Tessa Saul

12.1 Actors:

Player1 and Player2

12.2 Summary:

Player1 connects with Player2, opens a trade menu and exchanges items.

12.3 Steps:

1. If the player is not in a multiplayer dungeon then the player starts a mulitplayer instance with another player

2. The first player selects another player and selects the trade menu

3. The first player and second player select items and currency to trade

4. The players can agree to the trade or reject it

5. If the players both agree to the trade, the players receive the other's traded items and currency.

13 Multi-player - Gavin Quinn

Players are linked together from different machines to play the game in a co-operative environment.

13.1 Actor(s)

Player 1 and Player 2

13.2 Precondition

A second user must exist before multi-player tasks and strategies can be implemented.

13.3 Description

1. A player attempts to enter a dungeon.

2. If they choose to play multi-player, the player is placed into a queue to await a playing partner.

3. Both players are linked by the system, entering the dungeon in a co-operative environment. Both players are able to perform the same functions as if they were in single player, such as shopping, item use, character advancement, and environment interaction.

13.4 Postcondition

Multi-player ends when a player disconnects, or both players have agreed to exit the dungeon. It is also possible for a player to die within a dungeon during multi-player. At this time, the gameplay would revert back to a single player environment until the downed player could be revived.

14 Inventory - Thomas Hagen

Manage inventory quickly and intuitively

14.1 Actor

Player 1 or Player 2

14.2 Precondition

Must be in-game, not in pause menu or cut scene. None really besides that, the inventory can be pulled up at any time, even when empty.

14.3 Description

1. pull up inventory with 'i'

2. Navigate with up/down arrow keys and enter key

3. Select item

   (a) Use

   (b) Upgrade

   (c) Drop

4. Exit inventory

14.4 Postcondition

None

15 Talk - Casey Blair

15.1 Actor(s)

User 1 or 2

15.2 Precondition

User has engaged a coworker (Engage Coworker)

15.3 Summary

Converse with fellow coworkers to get information on quests to complete, or to improve social standing.

15.4 Steps

1. User has engaged a coworker.

2. A chat dialog screen appears where the player can select what to say.

3. The user selects what to say to the coworker, and either receives a quest or receives useful information to progress though the game.

16 Get Quest - Casey Blair

16.1 Actor(s)

User 1 or 2

16.2 Precondition

The user has engaged a fellow coworker in conversation (Talk).

16.3 Summary

The coworker gives the user a quest to complete. Once the quest is complete the user can level up attributes or obtain an item.

16.4 Steps

1. User talks to coworker.

2. Coworker mentions a task that they would like the user to complete, and what reward they will get for doing it.

3. The user either accepts or doesn't accept the task.

17 Turn in Quest - Casey Blair

17.1 Actor(s)

User 1 or 2

17.2 Precondition

The user has completed the quest.

17.3 Summary

The user has completed a quest, and returns to the coworker who gave him/her the quest. The coworker rewards the user with either an item, or gives the user points used to level up the user's attributes.

17.4 Steps

1. User completes a quest.

2. User returns to coworker and engages in conversation.

3. Coworker will acknowledge that task is complete, and give the user either attribute points or an item.

18 Engage Coworker - Casey Blair

18.1 Actor(s)

User 1 or 2

18.2 Precondition

The user has entered a floor of the office (Enter Floor).

18.3 Summary

The user approaches a coworker that he/she wishes to talk to and asks them to talk.

18.4 Steps

1. The user sees a coworker that they wish to talk to.

2. The user approaches the coworker, and tries to talk to the coworker.

3. If the user is able to talk to the coworker, both the coworker enter into a chat dialog screen where the user can choose between options of what to say.

19 Get Item - Casey Blair

19.1 Actor(s)

User 1 or 2

19.2 Precondition

The user has entered a dungeon (Enter Dungeon) or has engaged a coworker in conversation (Engage Coworker).

19.3 Summary

The user is currently in a dungeon and is completing a quest, and is able to pick up items. Also, for completing a dungeon, the user might receive an item from a coworker.

19.4 Steps

1. The user has entered a dungeon and is scavenging for items.

2. The user finds an item and picks it up and places it in their inventory.

3. The user completes a quest and is given another item from the coworker that sent them on the quest.

20 Shop - Abdulmajeed Alotaibi

Players are able to have feature of shopping which it will have buying an item or selling an item, and all this will be through shopkeeper which player will be able to engage with.

20.1 Buy

There will be list of items, which the shopkeeper have and each place shopkeeper have different list of item that he/she can sell to the player. The list of items will be in box look like chat box that the player can chose the item that he/she need. Moreover, player can buy things for health, while player on compete mode and need more health the player can use that item on that time.

20.2   Sell

Player will be able to sell the items that player do not need it, such as old weapon or armor that player do not need it anymore. Selling will be little different then buying item when the player want to sell an item it will show list of items that player have and the player can chose what item want to sell and it will get some money from selling it.

20.3   Engage Shopkeeper

Shopkeeper is an NPC (Non-player character) which his job is to sell and buy items from players. It will be in different place standing waiting for players. Player will need to Engage with shopkeeper by walking to him/her and click on him/her, when the player do that the shopkeeper will show message greeting the player and give the player choices if the player want to buy or sell item. If the player chose buy the shopkeeper will show the a list of items that he/she have in box and if the player chose sell the shopkeeper will show the player list of items that the player have in box.