

## ACTORS

The system has only one actor:

### 1. Player

Player is the actor who starts the system and controls the game flow including all features of the game.

## IDENTIFICATION OF ACTORS

1. Actor can use the system
2. Actor can select menu
3. Actor can show game screen
4. Actor can go to standings menu
5. Actor can go to training menu
6. Actor can go to team menu
7. Actor can go to fixture menu
8. Actor can go to transfer menu
9. Actor can go to match menu

## USE CASES

1. Select Menu
2. Show Game Screen
3. Go to Standings Menu
4. Go to Training Menu
5. Go to Team Menu
6. Go to Fixture Menu
7. Go to Transfer Menu
8. Go to Match Menu

### 1. Select Menu

1.a) Unique Name: Select Menu

1.b) Participating Actor: Player

1.c) Entry Condition: Player must execute the game

1.d) Exit Condition: Player must make a menu choice

1.e) Flow Event:

- Player makes a menu choice

- The window belongs the choice is opened or the action is performed

1.f) Special requirements: None.

**2. Show Game Screen**

2.a) Unique Name: Show game screen

2.b) Participating Actor: Player

2.c) Entry Condition: Start new game or load a saved game

2.d) Exit Condition: Make an in-game choice

2.e) Flow Event:

- Player makes an in-game choice

- The window belongs the choice is opened (e.g. Standings, Training Menu, Team Menu, Fixture Menu, Transfer Menu, Match Menu)

2.f) Special requirements: None.

**3. Go to Standings Menu**

3.a) Unique Name: Go to Standings Menu

3.b) Participating Actor: Player

3.c) Entry Condition: Click “Standings” button on Game Screen

3.d) Exit Condition: Click “Return to Game Screen” button

3.e) Flow Event:

- Player clicks “Standings” button

- Team Standings is displayed to the Player by default

- Wrestler Standings (for each weight) can be displayed according to player choice

- Returns to Game Screen when the button is pressed.

3.f) Special requirements: None.

**4. Go to Training Menu**

4.a) Unique Name: Go to training menu

4.b) Participating Actor: Player

4.c) Entry Condition: Click “Training” button on Game Screen

4.d) Exit Condition: Click “Return to Game Screen” button

4.e) Flow Event:

- Player clicks “Training” button

- Current training programs for each wrestler are fetched from database.

- Player decides a training program for each wrestler of his/her team.

- Wrestler attributes are updated according to previous trainings and works.

- Returns to Game Screen when the button is pressed.

4.f) Special requirements:

- Wrestler improvement frequency decreases due to his attributes' improvement.

**5. Go to Team Menu**

5.a) Unique Name: Go to team menu

5.b) Participating Actor: Player

5.c) Entry Condition: Click “Team” button on Game Screen

5.d) Exit Condition: Click “Return to Game Screen” button

5.e) Flow Event:

- Player clicks “Team” button
- Current wrestler list and strategies for each wrestler are fetched from database.
- Player decides team squad.
- Player decides game strategies (e.g. aggression) for each wrestler.
- Returns to Game Screen when the button is pressed.

5.f) Special requirements:

- Player must select one and only wrestler for each weight. (5 wrestlers total)

6. **Go to Fixture Menu**

6.a) Unique Name: Go to fixture menu

6.b) Participating Actor: Player

6.c) Entry Condition: Click “Fixture” button on Game Screen

6.d) Exit Condition: Click “Return to Game Screen” button

6.e) Flow Event:

- Player clicks “Fixture” button
- Fixture (match lists) is fetched from database.
- Returns to Game Screen when the button is pressed.

6.f) Special requirements: None.

7. **Go to Transfer Menu**

7.a) Unique Name: Go to transfer menu

7.b) Participating Actor: Player

7.c) Entry Condition: Click “Transfer” button on Game Screen

7.d) Exit Condition: Click “Return to Game Screen” button

7.e) Flow Event:

- Player clicks “Transfer” button
- Wrestler list and prices, team budgets are fetched from database
- Player explores the transfer lists.
- Player make a deal with a wrestler for his/her team
- After the transfer takes place the updated budget is written to database.
- Returns to Game Screen when the button is pressed

7.f) Special requirements:

- Player's club must have enough budget to make the deal.

8. **Go to Match Menu**

8.a) Unique Name: Go to match menu

8.b) Participating Actor: Player

8.c) Entry Condition: Click “Match” button on Game Screen

8.d) Exit Condition: Click “Return to Game Screen” button

8.e) Flow Event:

- Player clicks “Match” button
- The match program belongs the day, match commentary sentences are fetched from database

- Match result is produced by system's simulation engine due to comparison of player attributes
  - Produced match result is written to database
  - Returns to Game Screen when the button is pressed
- 8.f) Special requirements: None.

## 9. **Start New Game**

- 9.a) Unique Name: Start new game
- 9.b) Participating Actor: Player
- 9.c) Entry Condition: Click “Start New Game” button on Select Menu
- 9.d) Exit Condition: Start new game with default database datas
- 9.e) Flow Event:
- Player clicks “Start New Game” button
  - A database is created for player.
  - Default values for whole system is generated and written to new database
  - Goes to Game Screen when the previous step is done
- 9.f) Special requirements: None.

## 10. **Load Saved Game**

- 10.a) Unique Name: Load saved game
- 10.b) Participating Actor: Player
- 10.c) Entry Condition: Click “Load Game” button on Select Menu
- 10.d) Exit Condition: Start the game with saved database datas
- 10.e) Flow Event:
- Player clicks “Load Game” button
  - Game datas are fetched from player's database
  - Goes to Game Screen when the previous step is done
- 10.f) Special requirements: None.

## 11. **Choose Training Type**

- 11.a) Unique Name: Choose training type
- 11.b) Participating Actor: Player
- 11.c) Entry Condition: Player goes to Training Menu
- 11.d) Exit Condition: Click “Return to Game Screen” button
- 11.e) Flow Event:
- Player goes to Training menu
  - Player chooses a training type for wrestler's improvement
  - The choice is written to the database
  - Returns to Game Screen when the button is pressed
- 11.f) Special requirements: None

## 12. **Choose Wrestler to Train**

- 12.a) Unique Name: Choose wrestler to train

- 12.b) Participating Actor: Player
- 12.c) Entry Condition: Player goes to Training Menu
- 12.d) Exit Condition: Click “Return to Game Screen” button
- 12.e) Flow Event:
  - Player goes to Training menu
  - Player chooses a wrestler to set the training menu for him
  - The training type is applied for the wrestler
  - Returns to Game Screen when the button is pressed
- 12.f) Special requirements: None.

### 13. **Choose Squad**

- 13.a) Unique Name: Choose squad
- 13.b) Participating Actor: Player
- 13.c) Entry Condition: Player goes to Team Menu
- 13.d) Exit Condition: Click “Return to Game Screen” button
- 13.e) Flow Event:
  - Player goes to Team menu
  - Current squad is fetched from database
  - Player decides 5 wrestler for his/her squad
  - The choice is written to the database
  - Returns to Game Screen when the button is pressed
- 13.f) Special requirements: None.

### 14. **Choose Strategy**

- 14.a) Unique Name: Choose strategy
- 14.b) Participating Actor: Player
- 14.c) Entry Condition: Player goes to Team Menu
- 14.d) Exit Condition: Click “Return to Game Screen” button
- 14.e) Flow Event:
  - Player goes to Team menu
  - Current strategy is fetched from database
  - Player sets match strategies for each wrestler
  - The choice is written to the database
  - Returns to Game Screen when the button is pressed
- 14.f) Special requirements: None.

### 15. **Transfer Wrestler**

- 15.a) Unique Name: Transfer Wrestler
- 15.b) Participating Actor: Player
- 15.c) Entry Condition: Player goes to Transfer Menu
- 15.d) Exit Condition: Click “Return to Game Screen” button
- 15.e) Flow Event:
  - Player goes to Transfer menu

- Wrestler list for each team is fetched from database
- Player transfers a wrestler to his/her team (if team budget is enough)
- Updated squad list is written to the database
- Returns to Game Screen when the button is pressed

15.f) Special requirements:

- Player's club must have enough budget to make the deal.

**16. Simulate the Match**

16.a) Unique Name: Simulate the match

16.b) Participating Actor: Player

16.c) Entry Condition: Player goes to Match Menu

16.d) Exit Condition: Click "Return to Game Screen" button

16.e) Flow Event:

- Player goes to Match menu
- Match program of fixture is fetched from database
- Simulation engine generates match highlights, and a result of the match according to these highlights.
- Returns to Game Screen when the button is pressed

16.f) Special requirements:

- Match highlights and results are generated according to wrestler attributes.

## REQUIREMENTS-TRACEABILITY MATRIX

Use Cases →	Select Menu	Show Game Screen	Go to Standing s Menu	Go to Training Menu	Go to Team Menu	Go to Fixture Menu	Go to Transfer Menu	Go to Match Menu
Req.s ↓								
<b>Data Inputs To System</b>	✓	✓		✓	✓		✓	
<b>Process To Do At Each Screen</b>	✓	✓	✓	✓	✓	✓	✓	✓
<b>Workflow By System</b>			✓			✓		✓
<b>Description Of System Reports And Outputs</b>								✓
<b>Control Of System Users</b>	✓							
<b>Database Reading &amp; Writing</b>	✓		✓	✓	✓	✓	✓	✓

## USE CASE DIAGRAM





CLASS DIAGRAM

