

## USE CASE NARRATIVES

**Use Case Name:** Start New Game **Actors:** Player **Description:** This use case describes the process of starting a new game session from the main menu.

Main Flow:

1. The Player launches the game and is presented with the main menu.
2. The Player selects the "Start New Game" option.
3. The system transitions to the build mode screen, where the Player can design the inside of the first hall (Hall of Earth).
4. The Player is prompted to place a minimum of six objects in the hall.
5. Once the design criteria are satisfied, the Player can confirm and proceed.
6. The system switches to play mode, placing the Player (hero character) at a random initial location within the hall.
7. The "Start New Game" use case is complete, and gameplay begins.

**Use Case Name:** Enter Hall **Actors:** Player **Description:** The Player moves through different halls (Earth, Air, Water, Fire) during gameplay, each containing unique challenges.

Main Flow:

1. The Player completes the current hall by finding the rune and unlocking the exit door.
2. The Player moves through the exit door and enters the next hall in sequence (e.g., Earth to Air).
3. The system updates the environment to reflect the new hall's layout, including its objects, monsters, and challenges.
4. The Player continues gameplay within the new hall.

**Use Case Name:** Find Rune **Actors:** Player **Description:** This use case covers the actions the Player takes to locate and collect runes hidden within each hall.

Main Flow:

1. The Player navigates through the hall using arrow keys to move around the grid.
2. The Player interacts with objects by going through them to reveal hidden runes.
3. If a rune is found under an object:
  - a. The system makes the rune visible.
  - b. The system plays a sound effect to indicate a successful discovery.
  - c. The hall's exit door unlocks.
4. The Player collects the rune and moves towards the exit door to proceed to the next hall.
5. The use case ends when the Player successfully leaves the current hall with the collected rune.

**Use Case Name:** Avoid Monsters **Actors:** Player, Monsters (Archer Monster, Fighter Monster, Wizard Monster) **Description:** This use case describes how the Player interacts with different types of monsters while navigating the halls.

Main Flow:

1. While exploring the hall, the Player encounters a randomly appearing monster (e.g., Archer, Fighter, Wizard).

2. Depending on the type of monster, different actions and reactions are required:
  - a. **Archer Monster:** If the distance between the Player and Archer Monster is less than four squares, the Archer shoots an arrow every second. The Player must move out of range or use a cloak of protection to avoid damage.
  - b. **Fighter Monster:** The Fighter Monster engages the Player in close combat. The Player must avoid being within one square's distance or distract it using a luring gem.
  - c. **Wizard Monster:** This monster teleports the rune every five seconds, making it harder to find. The Player must adapt to the rune's changing location.
3. The Player uses enchantments, movement strategies, or evasion tactics to avoid damage and survive.
4. If the Player loses all lives due to monster attacks, the game ends, displaying a "Game Over" message and getting directed into the Start new game screen after 5 seconds.

**Use Case Name:** Use Enchantments **Actors:** Player **Description:** The Player uses collected enchantments to gain advantages during gameplay.

Main Flow:

1. The Player collects enchantments scattered throughout the halls.
2. The Player opens their inventory (bag) and selects an enchantment to use.
3. The system applies the selected enchantment's effect, such as protection from monsters, added time, or revealing the rune's location.
4. The enchantment's effect is either applied immediately or remains active for a duration.
5. The use case ends after the enchantment is used or stored.

**Use Case Name:** Pause/Resume Game **Actors:** Player **Description:** The Player can pause and resume gameplay at any point.

Main Flow:

1. During gameplay, the Player clicks the "Pause" button.
2. The system freezes game actions and displays a paused state overlay.
3. The Player clicks the "Resume" button to continue gameplay.
4. The system unfreezes and resumes gameplay.
5. The use case ends when the game is resumed.

**Use Case Name:** Collect Enchantments **Actors:** Player **Description:** The Player collects various enchantments to use during gameplay.

Main Flow:

1. The Player encounters a visible enchantment on the grid.
2. The Player clicks on the enchantment to collect it.
3. The system adds the enchantment to the Player's inventory (bag).
4. The use case ends when the enchantment is successfully collected.

**Use Case Name:** Exit Game **Actors:** Player **Description:** The Player exits the game session.

Main Flow:

1. The Player clicks the "Exit" button from the menu or in-game UI.
2. The system displays a confirmation prompt.
3. If the Player confirms, the system terminates the game session and returns to the desktop or main menu.
4. The use case ends when the game is exited.

**Use Case Name:** View Help **Actors:** Player **Description:** The Player accesses help or instructions within the game.

Main Flow:

1. The Player selects the "Help" option from the main menu or in-game UI.
2. The system displays a help screen with instructions, descriptions, and gameplay tips.
3. The Player navigates or closes the help screen.
4. The use case ends when the Player exits the help screen.