User case: Extinguish fire

Scope: System

Level: Sub-function

Intention in Context: Player want to extinguish fire or smoke in a specific place.

Primary Actor: Player

Main Success Scenario:

1. The player chooses to extinguish a fire.
2. change fire to smoke.
3. extinguish smoke
4. The player successfully finish the action.

Extension

(1-3)a. The player doesn’t have enough action point(2AP to extinguish fire; 1AP to change fire to smoke; 1AP to extinguish smoke). Fail User case

(1-2)b. The area where player stand doesn’t adjacent with fire. Fail User case.

3b The area where player stand doesn’t adjacent with smoke. Fail user case.

(1-3)d If the player is carrying a victim, then all the AP must double when he or she is doing some actions.