Use case: InteractDoor

Scope: Flash point

Level: subfunction

Intention in context: Player to interact with door objects.

Primary actor: Player

Main success scenario:

1. Player chooses to interact with the door object.
2. System checks Player’s AP.
3. System flips the open/closed status of the door object.

Extensions:

1a. If the door object is not adjacent to the player, use case ends in failure.

2a. If player’s AP is less than 1, use case ends in failure.

Use case: DestoryWall

Scope: Flash point

Level: subfunction

Intention in context: Player to deal damage to a wall object.

Primary actor: Player

Main success scenario:

1. Player chooses to deal damage to a wall object.
2. System checks the remaining AP of the player.
3. System add 1 to the wall object’s damage count.

Extensions:

1a. If the wall object is not adjacent to the player, use case ends in failure.

2a. If player’s AP is less than 2, use case ends in failure.

3a. If the damage count of the wall is 2 after adding, System removes the wall object, and reduce 1 from the building’s health.