Assignment: Use Cases

In class, we discussed how to develop use cases. For this assignment, you will need to develop a set of use cases for the game.

In our simplified version, one player plays against two computer-simulated players. The AI for that can be as simple as choosing randomly, in the same way as you would choose a random number between 1 and 6 to simulate a dice throw.

You know the requirements from the game rules (provided as PDF in BeachBoard):

- All action cards and associated moves that are not related to battles.
- You can implement all the battle features for a bonus.

Please provide an overview diagram of all use cases (the one with one bubble per use case, like Fig. 5.2 in the book), plus a detailed version of all use cases providing the full information from the template in the lecture slides (the Cockburn template, see following page).
Please also provide your description of the rationale for it, at least two paragraphs of how you did it and what you found difficult or the most challenging aspect of it.

Deliverables:

A single pdf file per team should be submitted to via Beachboard in the Dropbox.

Evaluation:

- Is a use case overview diagram provided that is well structured and includes all important use cases?
- Are all use cases that are important for the system depicted in that diagram?
- Is a complete and correct description provided for all use cases in a table (according to the Cockburn template)?
- Are the scenario descriptions in the use cases correct and complete?
- Is a description provided about the rationale and challenges?

Submission deadline: March 2nd

Use case	**Name of use case**
Primary actor	Name of primary actor
Goal in context	What this function shall achieve.
Preconditions	What is necessary so this function can work?
Trigger	What starts this particular use case?
Scenario	Describe step by step what the actor does and what the system does. 1. The system displays the home screen 2. The user selects… 3. The system… 4. The user…
Exceptions	What happens when things don't go as planned.
Priority	How important is this use case for the system?
When available	Which delivery will include the functions for this use case?
Frequency of use	How often will this use case happen during usage of the system?
Channel to actor	Via which interface do actor and system interact?
Secondary actors	Which actors are involved to keep this function working?
Channels to secondary actors	How do they interact with the primary actor or the system?
Open issues	What needs to be solved before implementing this use case?