

The Learning Triangle

Use Case Specification: set field rules

Version <1.2>

| Date | Version | Description | Author |
|------------|---------|--------------------------|----------------------|
| 31.10.2016 | 1.0 | First set up | LearningTriangleTeam |
| 14.11.1016 | 1.1 | Added Feature File | LearningTriangleTeam |
| 27.11.2016 | 1.2 | Changed Activity Diagram | LearningTriangleTeam |

1. Set field rules

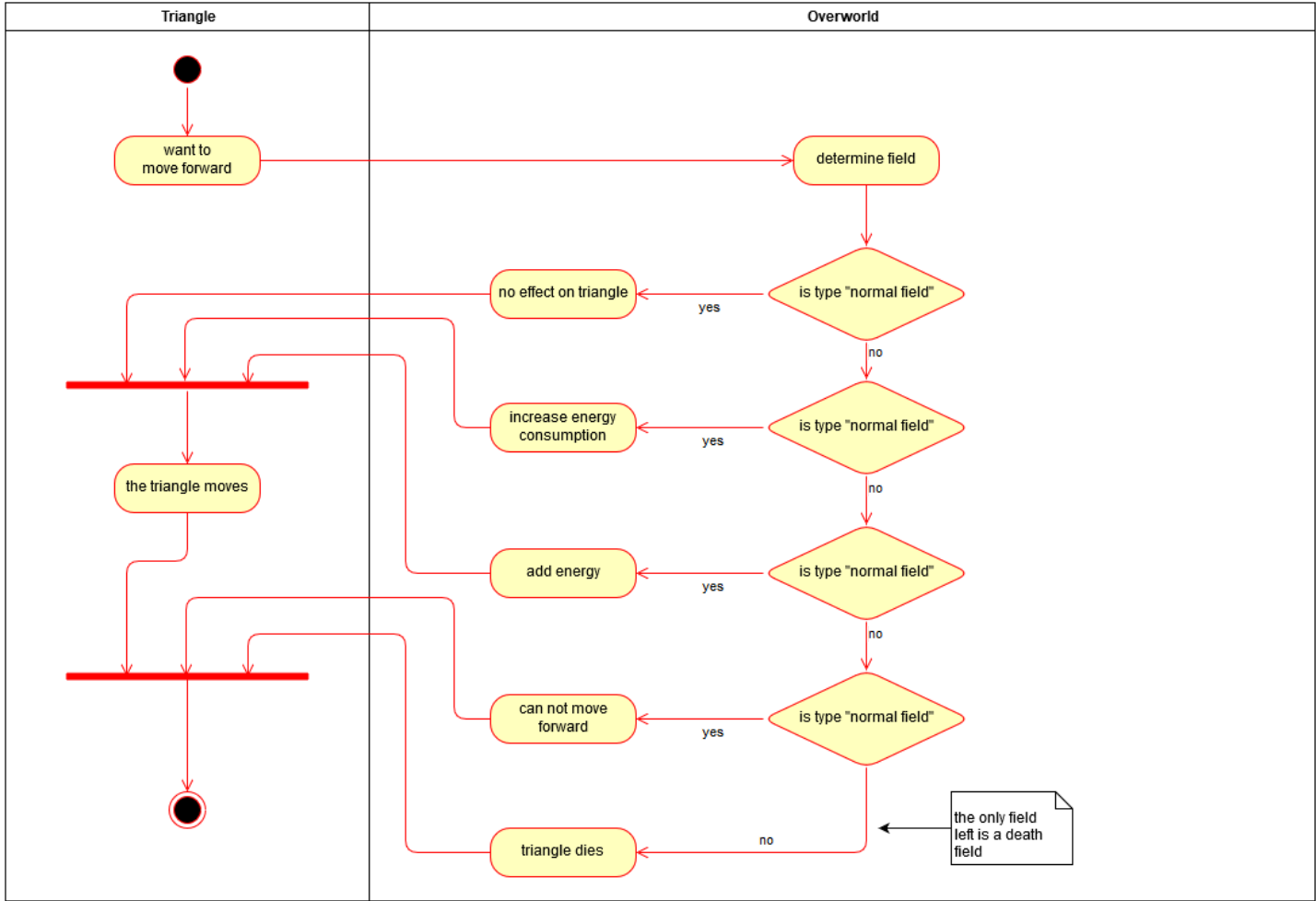
1.1 Brief Description

The field rules should specify how creatures in the world are interact with their environment. There are some specific fields that have a strong impact on creatures behavior and stats. You can look at the specific fields in the [Software Requirement Specification](#) at “Generation of different Overworlds using seeds.”

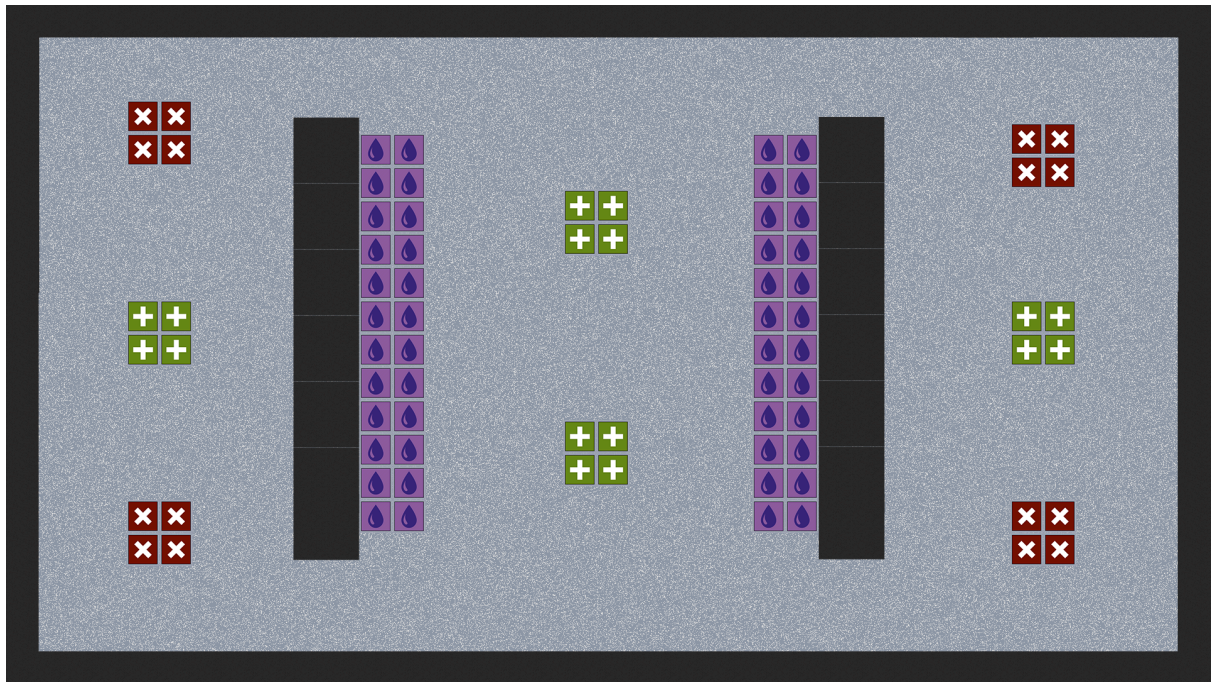
2. Flow of Events

2.1 Basic Flow

Activity diagram:



Mockup:



This picture shows a possible game map and isn't final. Also our world will be randomly generated, so you can't show a "final" version. The following list shows the different fields in our world.



→ **Normal field**, nothing happens to the triangle



→ **Energy field**, increases the energy



→ **Death field**, kills the triangle



→ **Poison field**, increases the energy consumption



→ **Wall field**, the triangle can't move over this field

Feature File:

Feature: Game rules

In order to set the game rules

As a triangle

I want to define the events for the different types of fields in the overworld

Scenario: Normal Field

Given I want to move in any direction

When I would move on a normal field

Then I move forward

Scenario: Poison Field

Given I want to move in any direction

When I would move on a poison field

Then I move forward

And my energy consumption becomes higher

Scenario: Energy Field

Given I want to move in any direction

When I would move on an energy field

Then I move forward

And my energy becomes higher

Scenario: Wall Field

Given I want to move in any direction

When I would move on a poison field

Then I don't move forward

Scenario: Death Field

Given I want to move in any direction

When I would move on a death field

Then I don't move forward

And I die

3. Special Requirements

n/a

4. Preconditions

One important thing is the start of the game. Also triangles have to exist in the world. After that the AI must be possible to control the game.

5. Postconditions

After one move, different things could happen to the triangle. Several effects could influence the triangle now, depending on the field. That can lead into the death of the triangle. While the triangle is living, the next move can be started.

6. Extension Points

n/a