

1) Save Game

Afiq

- Primary Actor*: player
- Other Stakeholders*: None other than the player
- Preconditions*: The player has to have created a character and made progress since the last save.
- Postconditions*: The progress of the character and state of the world is saved
- Main Success Scenario*:

- 1) The player wishes to save their game, and he or she brings up a dialog box.
- 2) The player is met with two options: save or don't save.
- 3) The player presses save.

- Extensions or Alternate Flows*:

At 2), If the player decides not to save their game at the dialog box, they press "don't save." The player resumes where they were.

2) Trade Goods

Lawrence

- Primary Actor*: Player
- Other Stakeholders*: other characters involved in the trade who want a fair deal for their goods
- Preconditions*: The player must have space in their inventory or an empty store hold
- Postconditions*: The player will have new items in their inventory
- Main Success Scenario*:

- 1) When the players wishes to conduct a trade, he or she is given a list of items to trade .
- 2) The player then edits their inventory and leaves the trading process.

- Extensions or Alternate Flows*:

At 1), if the player sees the list of options and doesn't wish to continue the trade, the player can leave the trading scenario without exchanging any goods.

3) Load Game

Sarah

- Primary Actor*: Player
- Other Stakeholders*: The player is the only stakeholder in this situation
- Preconditions*: The player must have must have successfully saved the game from before

- Postconditions*: The player will have access to a previously saved game and pick off where he/she left off.

- Main Success Scenario*:

- 1) When the player wishes to continue progress from another time, the player will be given a list of previously saved games.
- 2) The player chooses which saved game they'd like to continue.

•*Extensions or Alternate Flows:*

At 2), if the game was not saved properly, the load will take the player to the last successful save so not all progress was lost. The game then becomes available to player.

4) Encounter NPC

Alix

•*Primary Actor:* Player

•*Other Stakeholders:* The NPC

•*Preconditions:* The player must be approached by an NPC or approach an NPC that is available for interaction

•*Postconditions:* There are many actions that can stem from encountering an NPC including but not limited to the ability to trade, converse, gain information, learn skills, fight, recruit, etc. Depending on how the player wishes to interact, the encounter will go based on the encounter.

•*Main Success Scenario:*

- 1) When interacting with an NPC, the player is given a list of actions to take depending on the type of NPC and circumstances.
- 2) The player successfully chooses a course of action which results in the consequence that he or she intended.

•*Extensions or Alternate Flows:*

At 2) Sometimes the outcome of an interaction will be predetermined so no matter the course of action that the player takes with an NPC, the outcome will be the same even. Thus, the outcome may not be what the player intended.

5) Upgrade Skills

6) Influence Political-System

7) Exchange Stocks

8) Customize character

Olivia

- Primary Actor*: Player
- Other Stakeholders*: The player is the only other person that is affected by this case
- Preconditions*: The player has the necessary item whether it is a piece of equipment, experience, consumable, etc and is able to use it.

•*Postconditions*: The player will receive the appropriate effect using a particular item whether it's more skill points from leveling up, health from eating, or damage given from equipment

•*Main Success Scenario*:

1) When the player attempts to use an item, the appropriate effect is administered upon the player.

•*Extensions or Alternate Flows*:

At 1), if the player is not allowed use a particular item, the item will not be consumed and a message will come up informing the player that the action cannot be done. An example would be trying to consume food at maximum health, nothing would happen but the food would still appear in the player's inventory.

9) Travel Universe

10) Play Minigame