2-12-2025:

* The presentation itself
  1. Global use case
     1. Start Menu/ Intro screen
        + Trigger start game
     2. Save System
        + New Game data
        + Load Game data
     3. Character Creator
        + Player data
     4. Level Loader
        + Load first level
        + Place enemies
        + Place collectables
     5. Player
        + Player Moves
        + Start dialogue with NPCs
     6. NPC
        + Responds with dialogue boxes
     7. Player
        + Player uses dialogue options to fight NPC
        + Player updates clue count or receives item into container
     8. Level Loader
        + Door moves asides to open area
     9. Player
        + Player moves to find additional NPCs
        + Through dialogue and fighting, the player uncovers mystery
     10. NPC
         + Player tracks down final NPC villain for boss fight
     11. Victory screen
         + Different ending depending on clue count and NPC interactions
  2. Storyboard
     1. Scene 1: Main menu/ Start menu
        + Opening scene of the game.
     2. Scene 2: Character Creator
     3. Scene 3: Prologue
        + Grandmother's house
     4. Scene 4: The Wolf
        + Tutorial
        + Open the next area
     5. Scene 5: The Bear, The Hunter, The Hiker
        + Passageway to next scene
     6. Scene 6: The Wizard, The Hippie, The Cat, The Owl, The Fish
        + Passageway to next scene
     7. Scene 7: The Axman
     8. Scene 8: Victory screens
        + Successful vengeance
        + On partial, alternate screen
        + On failure, weather destroys world