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| Name: | New Game |
| ID: | UC1 |
| Description: | User starts a new game. |
| Actors: | Player |
| Triggers: | Selects new game |
| Pre-conditions: | Program opens |
| Main Course: | 1. Select New Game 2. Choose Character Name 3. Player is going through Scripted Story Encounter 4. Combat Menu generated (refer to UC-2 Combat Encounters) 5. Choose Class and Initial given prompts 6. Placed place in room |
| Post-conditions: | * New file is saved to the database * Character with chosen name is created * Class is chosen * Stats is generated based on class * Initial Encounters is generated |
| Alternate Courses: |  |
| Exceptions: |  |