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| Name: | Shopkeeper Interaction |
| ID: | UC-3 |
| Description: | How the user interacts with the NPC Shopkeeper |
| Actors: | Player |
| Triggers: | 1. Randomly generated on room generation 2. Before a boss fight |
| Pre-conditions: | 1. Refer to UC-1 (Start New Game) |
| Main Course: | 1. Random generated encounter 2. Shopkeeper says a line of dialogue 3. Option Menu opens    1. Shop    2. Talk    3. Fight 4. Player chooses option 5. System executes choice    1. Shop menu opens       1. Player uses gold to buy from the shop options          1. Inventory changes    2. Shopkeeper a random line of dialogue    3. A scripted fight occurred       1. Combat Encounter menu is generated (refer to UC-2 Combat Encounters) |
| Post-conditions: |  |
| Alternate Courses: |  |
| Exceptions: |  |