

Use Case ID	FR3 NPC
Use Case Name	Open Shop Menu
Use Case Description	Opens the shop menu of the NPC the player is speaking with
Actors	Player
Pre-Condition	Player is speaking with an NPC who has a shop
Post-Condition	Shop menu is open
Flow of events:	<ol style="list-style-type: none"> 1. Shopkeep greets the player. 2. UI opens up interaction menu 3. Initial menu shows Buy, Sell, or Exit options 4. Option is chosen, and the next menu opens up. <ol style="list-style-type: none"> 4.1. If the player chooses Buy, the shop opens for buying items. <ol style="list-style-type: none"> 4.1.1. Player is finished, and hits the exit option and returns to the initial menu. 4.2. If the player chooses Sell, the shop opens for selling items. <ol style="list-style-type: none"> 4.2.1. Player is finished, and hits the exit option and returns to the initial menu. 5. Player is hits Exit and the shop menu closes.

Use Case Name	View Dialogue
Use Case Description	Shows the general dialogue of the NPC the player is speaking with
Actors	Player
Pre-Condition	Player is speaking with an NPC

Post-Condition	NPC has been spoken to
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Use Case Name	View Quest
Use Case Description	Allows the player to view the quests an NPC has, active or inactive
Actors	Player
Pre-Condition	Player is speaking to an NPC who has a quest the player has met the prerequisites of
Post-Condition	Player is viewing quest

Use Case Name	View Recruitment Requirements
Use Case Description	Allows player to see the requirements needed to recruit an NPC
Actors	Player
Pre-Condition	Player is speaking to an NPC who is recruitable
Post-Condition	Player can see the recruitment requirements

Use Case Name	Buy Items
Use Case Description	Opens the menu for the player to buy items from the NPC, and dispenses said items
Actors	Player
Pre-Condition	Shop menu is open
Post-Condition	Player has bought at least (0) items

Use Case Name	Sell Items
Use Case Description	Opens the menu for the player to sell items to the NPC, and removes the item from the players inventory
Actors	Player
Pre-Condition	Shop menu is open

Post-Condition	Player has sold at least (0) items
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Use Case Name	Accept Quest
Use Case Description	NPC offers a quest and the Player chooses to do it
Actors	Player
Pre-Condition	Viewing acceptable quest
Post-Condition	Player has a quest

Use Case Name	Turn in Quest
Use Case Description	Player returns to NPC and turns in the quest
Actors	Player
Pre-Condition	Player is in dialogue with NPC and completed the quest
Post-Condition	Player has completed a quest

Use Case Name	Recruit Character
Use Case Description	Player recruits an NPC into the party
Actors	Player
Pre-Condition	Player is in dialogue with NPC and has completed the recruitment requirement
Post-Condition	A new character is in the party

Use Case Name	Accept Reward
Use Case Description	The player receives a reward for completing a task
Actors	Player
Pre-Condition	Player has completed a quest
Post-Condition	Player is given a reward

