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| **Version** | **Description** | **Changed By** | **Date** |
| 1.0 | First draft | Jonathan Petz | 10/17/14 |
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| 1. **Brief Description:** | | | This command allows the user to close an object that is able to be closed. | |
| 1. **Preconditions:** | | | The user must be in game and be able to input commands | |
| 1. **Business Trigger:** | | | The user inputs the “close <object>” command | |
| 1. **Basic Flow:** | | | | |
| 4.1) The “close” command is entered  4.2) The game checks to see if the specified object is able to be closed  4.3) The object is closed | | | | |
| 1. **Post Condition:** | | | The user is able to input commands | |
| 1. **Alternate Flow:** | | | | |
| 4.1) The “close” command is entered  4.2) The game checks to see if the specified object is able to be closed  4.3) The object is not able to be closed  4.4) Return Error | | | | |
| 1. **Post Condition:** | The user is able to input commands | | | | |
| 1. **Alternate Flow:** | | | |
| 4.1) The “close” command is entered  4.2) Specified Object does not exist  4.3) Return Error | | | |
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| 1. **Post Condition:** | | The user is able to input commands | | | | |
| 1. **Alternate Flow:** | | | |
| 4.1) The “close” command is entered  4.2) Specified Object is already closed  4.3) Return Error | | | |
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| 1. **Post Condition:** | | The user is able to input commands | | | | |