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| **Version** | **Description** | **Changed By** | **Date** |
| 1.0 | First draft | Aaron Kramer | 9/11/2014 |
| 1.1 | Second draft | Aaron Kramer | 9/14/2014 |
| 2.0  2.1 | Editing for sequence diagram  Revised as per request | Jonathan Petz  Jonathan Petz | 9/20/2014  9/23/2014 |
| 2.2 | Revised as per request | Jonathan  Petz | 9/25/2014 |

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| 1. **Brief Description:** | The player examines an object. |
| 1. **Preconditions:** | The player has the ability to use the command prompt and prompt the look command at a specific object. |
| 1. **Business Trigger:** | When the user types the phrase “look at (object)” in the command prompt. |
| 1. **Basic Flow:** | |
| * 1. Command is entered   2. The game then parses the input   3. The game checks to see if the specified object exists   4. The game then displays the information for the specified object | |
| 1. **Post Condition:** | Ready for next command. |
| 1. **Alternate Flow:** | |
| 6.1. Display error message: Invalid Input  6.2. Display error message: Object does not exist | |