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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 | Editing for sequence diagram | Jonathan Petz | 9/20/2014 |

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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. Then, the game checks to see if the specified object exists   4. The game then displays the information for the specified object | |
| 1. **Post Condition:** | When all the instructions associated with the look at object has been executed and the information has been displayed. |
| 1. **Alternate Flow:** looked at object doesn’t exist. | |
| 1. Start at step 4.3. 2. If the object does not exist... 3. Display error message. 4. Return to await business trigger stage. 5. **Post Conditions:** When the game told the user that the object does not exist. | |