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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 |
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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. The game then matches the object type and name with the game data files   2. The game executes the present scripts associated with object’s type and name. | |
| 1. **Post Condition:** | When all the instructions associated with the look at object has been executed. |
| 1. **Alternate Flow:** looked at object doesn’t exist. | |
| 1. Start at step 4.1. 2. The object’s type or name isn’t found within the game data files. 3. The game will tell the user that the looked at object doesn’t exist. 4. Return to await business trigger stage. 5. **Post Conditions:** When the game told the user that the looked at object doesn’t exist. | |
| 1. **Business Rules:** | |
| 1. The searching algorithm that the game uses to match the object type and name with the inputted object from the game user. 2. Searching algorithm needs to be compatible with the programming language(s) being used to create the game. | |