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| **Version** | **Description** | **Changed By** | **Date** |
| 1.0 | First draft | Jonathan Petz | 11/1/14 |
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| 1. **Brief Description:** | | | This command returns the user to the main menu | |
| 1. **Preconditions:** | | | The user must be in game and be able to input commands | | |
| 1. **Business Trigger:** | | | | “mainmenu” command is entered | |
| 1. **Basic Flow:** | | | | | |
| 4.1) The “mainmenu” command is entered  4.2) The user is then asked if they want to return to the main menu. 4.3) If the user wants to quit, and if the user is not in combat, the game asks if the user wants to save.  4.4) If the user wants to save, the game saves and returns to the main menu. | | | | | |
| 1. **Post Condition:** | | The user is returned to the main menu | | | |
| 1. **Alternate Flow:** | | | | | |
| 4.1) The “mainmenu” command is entered  4.2) The user is then asked if they want to return to the main menu. 4.3) If the user does not want to return to the main menu, the user is returned to the game | | | | | |
| 1. **Post Condition:** | | The user is able to input commands | | | |
| 1. **Alternate Flow:** | | | | | |
| 4.1) The “mainmenu” command is entered  4.2) The game checks to see if the user is in combat  4.3) The user is then asked if they want to return to the main menu. 4.4) If the user wants to quit, and if the user is not in combat, the game asks if the user wants to save.  4.5) If the user does not want to save, the game returns to the main menu. | | | | | |
| 1. **Post Condition:** | The user is returned to the main menu | | | | |
| 1. **Alternate Flow:** | | | | | |
| 4.1) The “mainmenu” command is entered  4.2) The game checks to see if the user is in combat  4.3) The user is then asked if they want to return to the main menu. 4.4) if the user is in combat the game returns to the menu | | | | | |
| 1. **Post Condition:** | | | The user is returned to the main menu | | |