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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 open an object that is able to be opened. | | |
| 1. **Preconditions:** | | | The user must be in game and be able to input commands | | |
| 1. **Business Trigger:** | | | The user inputs the “open <object>” command | | |
| 1. **Basic Flow:** | | | | | |
| 4.1) The “open” command is entered  4.2) The game checks to see if the specified object is able to be opened  4.3) The object is opened | | | | | |
| 1. **Post Condition:** | | | The user is able to input commands | | |
| 1. **Alternate Flow:** | | | | | |
| 4.1) The “open” command is entered  4.2) The game checks to see if the specified object is able to be opened  4.3) The object is not able to be opened  4.4) Return Error | | | | | |
| 1. **Post Condition:** | The user is able to input commands | | | | | |
| 1. **Alternate Flow:** | | | |
| 4.1) The “open” 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 “open” command is entered  4.2) Specified Object is already opened  4.3) Return Error | | | | |
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| 1. **Post Condition:** | | The user is able to input commands | | | | | |