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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 displays the character’s stats |
| 1. **Preconditions:** | The user is in game and is able to input commands |
| 1. **Business Trigger:** | The “stats” command is entered |
| 1. **Basic Flow:**   4.1) The “stats” command is entered  4.2) The game checks to see if the character is alive and a game is loaded  4.3) If the character is alive, their statistics are displayed in the command line interface. | |
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| 1. **Post Condition:** | The user is able to input commands |
| 1. **Alternate Flow:**   6.1) The “stats” command is entered  6.2) The game checks to see if the character is alive and a game is loaded  6.3) If the character is dead, the game displays “you don’t have any stats, you are dead”. | |
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| 1. **Post Condition:** | The user is able to input commands |
| 1. **Alternate Flow:**   8.1) The “stats” command is entered  8.2) The game checks to see if the character is alive and a game is loaded  8.3) If the game is not loaded, the game displays “how can someone who doesn’t exist in this plane of existence have any sort of stats?”. | |
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| 1. **Post Condition:** | The user is able to input commands |