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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 “use” an item. |
| 1. **Preconditions:** | The user must be in the game and be able to input commands |
| 1. **Business Trigger:** | The user inputs the “use <object / item>” command |
| 1. **Basic Flow:**   4.1) The “use” command is entered  4.2) The game checks to see if the player can use the item / object  4.3) The item/object is used | |
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| 1. **Post Condition:** | The user is able to input commands |
| 1. **Alternate Flow:**   4.1) The “use” command is entered  4.2) The game checks to see if the player can use the item / object  4.3) The object / item can not be used  4.4) Return error | |
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| 1. **Post Condition:** | The user is able to input commands |
| 1. **Alternate Flow:**   4.1) The “use” command is entered  4.2) The game checks to see if the player can use the item / object  4.3) The object / item does not exist  4.4) Return error | |
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| 1. **Post Condition:** | The user is able to input commands |