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| **Title** | Goal and context. |
| **Description** | Expanded version of the title. |
| **Actor** | Person/System that interacts with the system. |
| **Preconditions** |  |
| **Postconditions** |  |
| **Main scenario** |  |
| **Extensions** |  |
| **Priority** |  |

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| **Title** | Player login |
| **Description** | The player enters their username and password, and presses a login button. |
| **Actor** | Player |
| **Preconditions** | The player is shown the login screen. |
| **Postconditions** | The player enters the world. |
| **Main scenario** | The player enters their credentials. The player presses the login button. The player enters the world. |
| **Extensions** | The player did not enter valid credentials. The player is shown a message and stays on the login screen. |
| **Priority** |  |

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| **Title** | Player presses a direction button. |
| **Description** | The player is in the world and presses a direction button to move the player to another tile. |
| **Actor** | Player |
| **Preconditions** | The player is in the world, all necessary data is available. |
| **Postconditions** | The player has moved should the world allow it. |
| **Main scenario** | The player presses a direction button. The desired position is available for moving. The player is moved to the position. |
| **Extensions** | The player presses a direction button. The desired position is not available for moving. The player stays in the same position. |
| **Priority** |  |

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| **Title** | The player accepts a battle with a wild monster. |
| **Description** | The player is given an option to fight or flee. The player chooses to fight. |
| **Actor** | Player |
| **Preconditions** | The player is shown a battle request. |
| **Postconditions** | The player enters a battle. |
| **Main scenario** | The player is shown a battle request. World input is locked for the player. The player gives input to accept the battle. The player enters the battle. |
| **Extensions** | The player is shown a battle request. World input is locked for the player. The player gives input to deny the battle. The request disappears. The world is unlocked. |
| **Priority** |  |

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| **Title** | The player inputs attack in a monster battle. |
| **Description** | The player inputs attack in a monster battle. |
| **Actor** | Player |
| **Preconditions** | The player is in a battle. |
| **Postconditions** | A full round is executed. |
| **Main scenario** | The player inputs attack. The fastest participant attacks and there’s a health check (1)(2). The other participant attacks, there’s a health check (1)(2). Both participants are still alive. The player can input battle commands again. |
| **Extensions** | (1) The player monster is dead. There’s a team check (5)(6).  (2) The wild monster is dead. The player monster receives experience. There’s a level check (3)(4). The player returns to the world.  (3) The monster has enough experience to level up. The monster levels up.  (4) The monster does not have enough experience to level up.  (5) The player still has monsters left. The next monster enters the battle.  (6) The player has no monsters left. The player is moved to the begin position in the world. The player returns to the world. |
| **Priority** |  |

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| **Title** | The player inputs flee in a monster battle. |
| **Description** |  |
| **Actor** | Player |
| **Preconditions** | The player is in a battle. |
| **Postconditions** | The player returns to the world. |
| **Main scenario** | The player inputs flee. The player returns to the world. |
| **Extensions** |  |
| **Priority** |  |

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| **Title** | The player inputs catch in a monster battle. |
| **Description** |  |
| **Actor** | Player |
| **Preconditions** | The player is in a battle. |
| **Postconditions** | A catch attempt has been made. |
| **Main scenario** | The player inputs catch. A catch check is done. (1)(2) |
| **Extensions** | (1) The player passes the check. The monster is added to the collection.  (2) The player fails the check. The monster attacks the player. |
| **Priority** |  |