

Designer Use Cases

- **Modify Settings** - In the settings tab, users should be able to specify whether they want the game to be saved by the player under specified save points or at any time during game play. Users should also be able to set what event happens at Game Over when the player wins or loses. They should also be able to set different events for a game over caused by losing the game or a game over caused by winning the game.
- **Create and Modify Skills** - Users can choose an image for skills, and choose how the skill effects SP, HP, and XP
- **Create and Modify Actors** - Users should be able to change the actors within the story under the actor tab. They can specify an image to represent the actor, whether the actor is playable, non playable or an enemy, the skills the actor can gain, the beginning stats of the character, and the rate of increase in stats upon leveling up.
- **Create and Modify Events** - Users need to be able to change the story using an event system. In the user interface, under the event tab, users can create events which will include a set of actions that will occur on some actor or object. They should be able to create dialog between the playable characters and non playable characters, allow the player to find items, animate doors, and other interactions with objects. The user can set a required item for the event to occur (e.g. a key). Events can also be assigned to an NPC. The user can set whether the event occurs on touch or after a key is pressed.
- **Create and Modify Maps** - User can design a multilayer map using tilesets. User can add actors, items, and events to the map as well as directional blocks
- **Create and Modify Items** - Users should be able to create items under the item tab which can be acquired and/or used throughout the game by the player. Each item can have a customized image, name, and how the item can be used (as a weapon, key, etc.).
- **Save game** - Save a project to come back to it later
- **Export Game** - Export a game into a multiplatform playable format
- **Play Test** - The designer should be able to test the game during the designing process.

Player Use Cases

- **Control Character on Map** - Players should be able to roam around a map using the arrow keys.
- **Battle with Enemies** - In battle they will see a side view of their posse and the enemies and can select with the arrows and the enter key whether they want to use a skill, item, defend, run or regular attack. The characters will take turns attacking.
- **Open in-game menu** - While on the map players can hit the escape key to bring up a menu, in which they can view and use their items, equip and remove equipment, use and view skills, change their current posse, and load and save the game(when permitted by user). They should also be able to view their current playtime and amount of money in this menu.
- **Switch Posse Members** - Player can select which of its actors they want in the posse

- Interact with NPCs - While on the map players can press the enter key to interact with other characters and objects. This will allow them to talk with NPC's and collect items found on the map.
- Trigger Events - moving to different parts of the map will trigger certain events specified by the designer