

Id: 1

Title: New Everbie

Preconditions: The application is started and the user has chosen to create a new Everbie.

Postconditions: A new Everbie has been created with the corresponding name and race.

Rationale: The user starts the application for the first time/wants to start a new game.

Description: By clicking the "start new game" from the start screen the user gets to a screen where s-/he by swiping can select a race and then type in a name for the new Everbie.

Relations: None

Id: 2

Title: Feed

Preconditions: There has to be an Everbie, and it can't be busy with work, studying or training.

Postconditions: All of the everbies stats affected by the chosen food type should have new values and money should be subtracted from the Everbie.

Rationale: The user want to feed their Everbie to keep him/her happy and alive.

Description: When in the game the user can click the menu button which will bring up, among others, the option "Feed". Pressing this choice will bring up a separate menu from which the user chooses what food to feed the Everbie with.

Relations: None

Id: 3

Title: Log

Preconditions: There has to be an Everbie.

Postconditions: The triggered event will process correctly and a log entry will be displayed in the log.

Rationale: User does something and wants feedback that her/his action had any effect.

Description: The user triggers another event, for example "feed", and data is sent to the log for displaying. When the user gets back to the main view, they can read the log to verify what has happened.

Relations: 2, 6, 7, 8, 9

Id: 4

Title: Show Status

Preconditions: There has to be an Everbie.

Postconditions: The view will change to a view displaying the current stats of the users Everbie.

Rationale: The user wants to view the Everbie's stats to see in what way s-/he needs care.

Description: The user clicks the portrait of his/her Everbie in the game. The stats are shown in the view that appears.

Relations: None

Id: 5

Title: Saving Data

Preconditions: There has to be an Everbie.

Postconditions: The game is closed and the data is saved

Rationale: The user don't want to start a new game every time s-/he starts the application.

Description: The user exits the application and the data is saved automatically.

Relations: None

Id: 6

Title: Interact

Preconditions: There has to be an Everbie and it can't be busy with work, studies or training

Postconditions: All the stats affected by the selected interaction has been changed.

Rationale: The user wants to do stuff with their Everbie to, for example, cheer her/him up.

Description: When in the game the user can click the menu button which will bring up, among others, the option "Interact". Pressing this choice will bring up a separate menu from which the user chooses what action to do with the Everbie.

Relations: None

Id: 7

Title: Store

Preconditions: There has to be an Everbie.

Postconditions: The money are subtracted and the item has been added to the inventory.

Rationale: The user wants to be able to entertain, train or support her/his Everbie by buying different items.

Description: When in the game the user can click the menu button which will bring up, among others, the option "Store". Pressing this choice will bring up a separate menu from which the user chooses what item to buy, then money is subtracted and the item appears in the inventory from where it can be given to the Everbie.

Relations: 10

Id: 8

Title: Training

Preconditions: There has to be an Everbie and it can't be occupied with work, studying or training.

Postconditions: A certain time has passed in real life and all stats affected by the training has been altered.

Rationale: The user wants to improve the stats of her/his Everbie to make sure s-/he evolves the way the user wants.

Description: When in the game the user can click the menu button which will bring up, among others, the option "Training". Pressing this choice will bring up a separate menu from which the user chooses what training to engage her/his Everbie in. For some time the Everbie will be unable to do other tasks, after the specified time has ended the user will be notified that the training is completed.

Relations: None

Id: 9

Title: Work

Preconditions: There has to be an Everbie and it can't be busy with work, studying or training.

Postconditions: A certain time has passed in real life and all stats affected by the work has been altered including money gained.

Rationale: The user wants her/his Everbie to make money so that the user can buy food and new items.

Description: When in the game the user can click the menu button which will bring up, among others, the option "Work". Pressing this choice will bring up a separate menu from which the user chooses what work her/his Everbie should perform. For some time the Everbie will be unable to do other tasks, after the specified time has ended the user will be notified that the work is completed.

Relations: None

Id: 10

Title: Using Inventory

Preconditions: There has to be an Everbie and it can't be busy with work, studying or training.

Postconditions: All the stats affected by the item has been changed and the item has been removed from the inventory.

Rationale: The user wants to entertain, train or support her/his Everbie by giving it different items.

Description: When in the game the user can click the menu button which will bring up, among others, the option "Inventory". Pressing this choice will bring up a separate menu from which the user can browse among all the unused, bought items and choose what item to give to her/his Everbie.

Relations: 7