Requriements

Create New Everbie

Field	Content
Name:	Create New Everbie
ID:	1
User Story:	As a User I'd like to be able to choose which starting Everbie I'd like to raise and what s-/he should be called.
Trigger:	The user chooses "create new everbie"
Precondition:	The application has started
Basic Path:	1 The user chooses the race/picture by swiping with their finger left/right on the screen
	2 The user fills in the chosen name and presses the "create" button
Exception Path:	1 If the user presses the "exit" button the application will revert to the start screen
	2 No name is entered, the user can't continue by pressing the "create" button
Postcondition:	The application is still running and your chosen everbie has been created

Feed

Field	Content
Name:	Feed
ID:	3
User Story:	As a User I'd like to be able to feed my Everbie to keep him/her alive.
Trigger:	The user chooses "Feed Everbie" from menu
Precondition:	There has to be an Everbie object, and it can't be busy with work, studying or training
Basic Path:	1 The user presses "Feed Everbie" under the menu button
	2 The user picks wich food type to use.
Exception Path:	1 The user doesn't have enough money and is unable to select that specific food type
	2 <Om "bloi" går ffel så kommer "ble" att hända>
Postcondition:	All of the everbies stats affected by the choosen food type should have new values and money should be subtracted from your everbie

Log

Field	Content
Name:	Log
ID:	17
User Story:	As a User I'd like to be able to read the log to update myself about what has recently happened to my Everbie
Trigger:	Whenever something happens to your Everbie
Precondition:	There has to be an Everbie
Basic Path:	1 The user triggers another event, and data is sent to the log for displaying
	2 when the user gets back to the main view, they can read the log to verify what has happened
Exception Path:	1 The user exits the application before viewing main view, the log is wiped clean on next startup and no old events will be readable
Postcondition:	The triggered event will process correctly and a log entry will be displayed in the log

show status

Field	Content
Name:	show status
ID:	18
User Story:	As a User I'd like to be able to view the stats of my Everbie so that I can know his/her needs
Trigger:	whenever the user clicks the portrait of his/her Everbie in the mainview
Precondition:	There has to be an Everbie object
Basic Path:	1 The user clicks the portrait of his/her Everbie in the main menue
	2 The stats are shown in the view that appears
Exception Path:	
Postcondition:	The view will change to a view displaying the current stats of the users Everbie

Saving data

Field	Content
Name:	Saving data
ID:	16
User Story:	As a User I'd like the data about my Everbie to be saved so that I don't need to create a new one every time I play.
Trigger:	Saving is done automatically when the main activity is shut down
Precondition:	There has to be an Everbie object
Basic Path:	1 The user exits the application
	2 the data is saved automatically
Exception Path:	1 The user removes the battery from his/her phone, the game doesn't exit proplerly and no data is saved
Postcondition:	The game is closed and the data is saved

Interact

Field	Content
Name:	Interact
ID:	6
User Story:	As a User I'd like to be able to interact with my Everbie to increase it's happiness when it's sad.
Trigger:	When the user presses one of the buttons representing "pet", "snuggle", "kiss" etc
Precondition:	there has to be an Everbie and it cant be busy with work, studies or training
Basic Path:	1 the user clicks the interact button in the menu
	2 the user clicks the button representing the way in wich he/she want to interact with the Everbie
Exception Path:	

Items

Field	Content
Name:	Items
ID:	4
User Story:	As a User I'd like to be able to give items to my Everbie to give him/her something to play with.
Trigger:	The user clicks a button representing an item
Precondition:	there has to be an Everbie to recieve the item, and it can't be busy with work, studying or training
Basic Path:	1 the user clicks the items button in the menu, or the inventory button
	2 the user clicks the button representing the item you want to give your Everbie
Exception Path:	

Train

Field	Content
Name:	Train
ID:	9
User Story:	As a User I'd like to be able to train my Everbie to increase his/her skills
Trigger:	The user clicks the Train button in the menu
Precondition:	there has to be an Everbie and it can't be occupied with work, studying or training
Basic Path:	1 the user presses the menu button, then he/she presses the train button
	2 the user then choose wich form of training the Everbie should perform
Exception Path:	

Work

Field	Content
Name:	Work
ID:	10
User Story:	As a User I'd like my Everbie to be able to work so that s-/he can earn money for which I can buy him/her food and items.
Trigger:	the user clicks the work button
Precondition:	there has to be an Everbie and it can't be busy with working, studying or training
Basic Path:	1 the user presses the menu button then he/she presses the work button
	2 the user then choose wich type of work to perform
Exception Path:	

Inventory

Field	Content
Name:	Inventory
ID:	11
User Story:	As a User I'd like to be able to store items and food I bought for my Everbie to be able to use them later.
Trigger:	the user clicks the inventory button
Precondition:	there has to be an Everbie
Basic Path:	1 the user presses the menu button then he/she presses the inventory button
	2 The inventory will be displayed for the user
Exception Path:	

1	the user choose to go back or exits the application before selecting an interaction type			1	the user choose to go back or exits the application before selecting an item			1	the user tries to train his/her everbie while it's busy with work or studying			1	the user tries to train his/her everbie while it's busy with trianing or studying	
2	The Everbie is busy with something else and such cannot reccieve the interaction.							2	the user presses the back button before starting to train			2	the user presses the back button before starting to work	
Postcondition:	all the stats affected by the selected interaction has been changed			Postcondition:	All the stats affected by the item has been changed and the item has been removed from the inventory			Postcondition:	a certain time has passed in real life and all stats affected by the training has been altered			Postcondition:	a certain time has passed in real life and all stats affected by the work has been altered including money		Postcondition:	The inventory is displayed with the correct items and they are useable.