Use case name Town Square

**Related Requirements** none

**Goal In Context** Inform player of game goal and give them items and knowledge to accomplish the goal.

**Preconditions**  none

**Successful End Condition** Player collects sword and shield for the adventure. Also has the opportunity to collect information about future encounters.

**Failed End Condition**  Player does not buy a sword and shield

**Primary Actors**  Player, Town Citizen

**Secondary Actors** none

**Trigger**  Game Start

**Main Flow Step Action**

1 blah

2 blah

3 blah

**Extensions** **Step Branching Action**

1.1 blah

2.1 blah