

TextVenturer
Use-Case Specification: get inventory

Version <1.0>

TextVenturer	Version: <1.001>
Use-Case Specification: get inventory	Date: <01/NOV/16>

Revision History

Date	Version	Description	Author
<01/NOV/16>	<1.0>	First Uploaded	André Schmitt
<07/DEC/16>	<1.001>	Correct some things	André Schmitt

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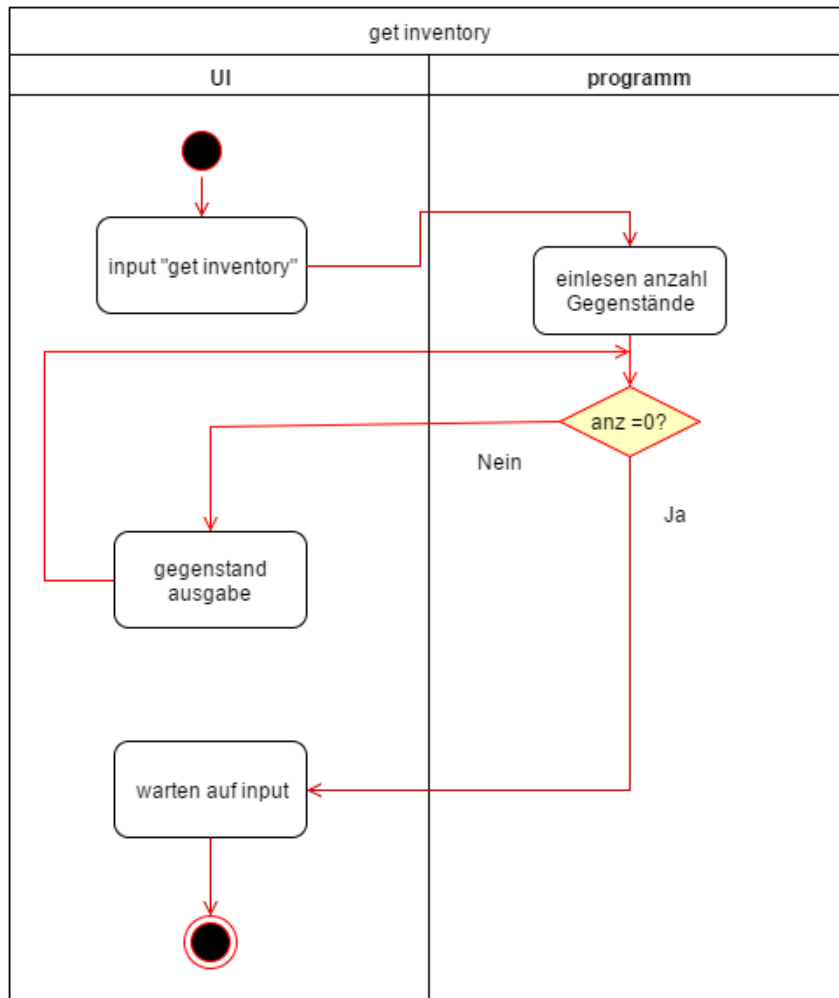
1. Use-Case Name

1.1 Brief Description

This is our UC Diagram which starts if you type in get inventory

2. Flow of Events

2.1 Basic Flow



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You enter the DHBW through the mainentrance.
There are the staircases from the C and E Wing, the Casino and
the information Board.
What do you want to do?

>get inventory_

2.2 Alternative Flows

2.2.1 amount of inventory zero

If the number of things in your inventory is zero it Outputs “there is nothing in your Inventory”

3. Special Requirements

n/a

4. Preconditions

n/a

5. Postconditions

Wait for next input

6. Extension Points

n/a