User Stories:

* As a player, I want to be able to place different types of blocks so that I can build a house that looks nice.
* As a player, I want to be able to view and manage my inventory so that I can organize it how I see fit.
* As a player, I want volume settings so that I can turn down the volume of the music without turning down the volume of the game.
* As a player, I want to be able to save my progress so that I can continue later.
* As a player, I want to be able to craft different tools so that I can do tasks faster.

Initial use cases:

* Changing the world:

System: In game

Actor: The player

Scenario: The player has started a game and wants to change their surroundings. They hold left click over a block.

Result: The block breaks and if it is wood, it drops and the player can pick it up, otherwise the block only drops if the player used the correct tool to break it.

* Fight Enemy:

System: In game

Actor: The player

Scenario: An enemy approaches the player. The player attacks the enemy.

Result: The enemy takes damage. If the enemy takes too much damage, they die. If the player misses their attack, the enemy may hit the player causing the player to lose health or die. If the player has a weapon, the enemy takes more damage and the player has a larger attack range equal to the weapons size.

* Manage Inventory:

System: In game

Actor: The player

Scenario: The player has more items than can fit in their hotbar. They press a hotkey to expand their inventory.

Result: Their inventory expands, and they can move items to and from their hotbar from their inventory.

* Manage Settings:

System: In game

Actor: The player

Scenario: The player is in the game and wants to edit video/audio settings. They press the “Esc” key.

Result: The settings menu pops up and has a button that says “Video” for video settings and “Audio” for audio settings. (As well as a save and quit button and a continue button).

* Continue from save:

System: Main menu of the game

Actor: The player

Scenario: The player creates a world, modifies the world, then saves their progress.

Result: A new button on the main menu that says “continue” reloads the last active save.