Workbook

Version 1.0

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## Features

* First person view.
* Ability to move in all directions.
* Ability to sprint.
* Ability to jump.
* Ability to crouch.
* Sprinting will increase movement speed.
* Crouching will decrease movement speed.
* Cannot sprint while crouching and vice versa.
* Can only sprint while moving forward.
* Jumping will cancel sprinting or crouching.
* There will be sprint duration.

## Requirements

Use Case Diagram:



|  |  |
| --- | --- |
| Use Case Name | Move |
| Participating Actors | Initiated by Player |
| Flow of Events | 1. The Player activates the “Move” function during a game session. 2. The system checks to see if the “Move” function is available at that time.    1. If it is available, change the character’s state to Moving and change the characteristics accordingly.    2. If it not available, do nothing and exit the use case. |
| Entry Condition | * Player currently in a game session. |
| Exit Conditions | * Player deactivates the “Move" function. * The check at step 2 yields a failure. |
| Quality Requirements | * System must respond within 1/60 seconds. |

|  |  |
| --- | --- |
| Use Case Name | Sprint |
| Participating Actors | Initiated by Player |
| Flow of Events | 1. The Player activates the “Sprint” function during a game session. 2. The system checks to see if the “Sprint” function is available at that time.    1. If it is available, change the character’s state to Sprinting and change characteristics accordingly.    2. If it is not available, do nothing and exit use case. |
| Entry Condition | * Player currently in a game session. |
| Exit Conditions | * Player deactivates the “Sprint" function. * The check at step 2 yields a failure. |
| Quality Requirements | * System must respond within 1/60 seconds. |

|  |  |
| --- | --- |
| Use Case Name | Jump |
| Participating Actors | Initiated by Player |
| Flow of Events | 1. The player activates the “Jump” function during a game session. 2. The system checks to see if the “Jump” function is available at that time.    1. If it is available, change the character’s state to Jumping and change characteristics accordingly.    2. If it is not available, do nothing and exit use case. |
| Entry Condition | * Player currently in a game session. |
| Exit Conditions | * Player deactivates the “Jump" function. * The check at step 2 yields a failure. |
| Quality Requirements | * System must respond within 1/60 seconds. |