**The last of us**

A terrible accident on an important international laboratory, has released a deadly virus, well, I guess deadly is not the right way to describe it, because all people that get exposed to the virus, besides dying in 2 hours, they don’t stand still to be buried, they rise again. The problem is that they are not the same people they used to be, they turn into a horrible thing, which sadly cannot be called “human” any more. The critical point is that the virus has took months until people started getting seek, and you can’t imagine how quickly, until it was spread throughout the world. My name is John Smith I´ve been trying to survive here in Saint George Utah, but things are getting worse day after day, I’ve lost all my family and friends, and I don’t remember the last time I saw a living person. I don’t know why the virus seems not to affect me, I was bitten by my neighbor when I was trying to help her husband, but so far, I still feel ok. As far as I know everyone that is bitten don´t last more than 2 hours, so don´t bet bitten or even get in contact with any contaminated person. After reading this message, please come after me, I’m going towards Rexburg Idaho, I heard though a radio broadcast, that there are some people which has found a way to survive to all this chaos, and work to find a cure. Perhaps the answer to stop this virus is current running in my veins. I’m stopping from time to time to search for supplies, and I´ll always leave a red mark throughout may way. Ps - Be careful to everyone you can possibly meet along the road.

Your character has awaken from a coma in a hospital in St George Utah, and has just discovered John´s message. John was one of hospital’s security guards and he locked you at the hospital room to protect you, and left the message believing you could wake up from coma. Your goal is to survive, follow John´s leads, make sure to find him, get all the supplies you can find and are useful, and together reach Rexburg Idaho. You also have to find the place where this survivor group is gathered, so you all can try using John´s blood to synthesize a cure.

**List of end user stories**

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* Search for resources
* Find a way out of the room
* Explore a location
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**Description of end user stories**

***Start the program***

The end user enters the command to start the program. The computer displays a banner with the name of the game and an image that refers to it. Computer prompts requesting user’s name and age. The user enters their name and age then the computer displays the Main Menu. An error message is displayed if an invalid character is entered, such as, numbers or special characters and the player is prompted to reenter a valid name or quit.

***Main Menu***

Main menu Displays an image that refers to the game theme and instructions on how the game works followed by the below menu.

N - Start new game

E – Exit

If the computer finds game progress data saved for this user, instead of the above menu, it will display the below menu.

N - Start new game

C - Continue existing game

E – Exit

The end user (player) enters the selected item. The computer then displays the

selected scene. If an invalid menu item is entered, the computer displays an error message and redisplays the main menu. The program terminates when Exit is selected. An error message is displayed if any character different than the ones on menu is entered. the player is prompted to reenter a valid option.

***Start new game***

The player enters Start new game. The computer prompts the overview story and the goals of the game, then asks the user to choose one of the below options.

R – Search for resources

F – Find a way out of the room

H – Check your health conditions

Q – Quit Game

User enters one of the above options, and the computer switches to the selected view. An error message is displayed if any character different than the ones on menu is entered, then player is prompted to reenter a valid option.

***Check your health conditions***

The computer then displays the health conditions of the user, who has just woke up from a coma, and give some details such as, thirsty, body weakened etc. Then displays the below options.

R – Search for resources

F – Find a way out of the room

Q – Quit Game

The user enters a choice and the computer switches to the selected view. When Quit is selected, display the Main Menu.

An error message is displayed if any character different than the ones on menu is entered, then player is prompted to reenter a valid option.

***Search for resources***

The computer displays the below list to the player and instruct him to pick 2 resources from the list by typing the options that refers to each one.

S - Scalpel

L – Linen

B – Blanket

W – Bottle of Water

M – Serum Metal Stick

Computer will save the items on Player’s inventory, and then automatically move to “Find a way out of the room” Story. An error message is displayed if any character different than the ones on menu is entered, then player is prompted to reenter a valid option.

***Find a way out of the room***

Computer displays the scenario where the player is inserted, with the door locked, room at the 2nd floor of the building, the view looking through the window, and offers the below options.

D – Force the door

C – Climb down through the window

Computer switches to the selected option. An error message is displayed if any character different than the ones on menu is entered, then player is prompted to reenter a valid option.

***Force the door***

Computer displays the scenario when player unlock the door, and push hard to remove the furniture that was blocking it. Then offers the below options.

E – Explore location

M – Move to a new location

***Explore location***

The computer displays a message describing the contents of the location and then display to the player some options to pick. All locations are related to the path towards Rexburg, and will involve specific places such as, stores, supermarkets, Drugstore, Malls, parks etc.

***Move to a new location***

The computer displays a map pointing the nearest locations and request the player to choose one. All locations are related to the path towards Rexburg, and will involve specific cities, or counties.

***Fight for your life***

In some locations or places, the player will be put in a dangerous situation, and will have to choose what to do, depending on the choice he make, it will have a consequence. It could be get infected and die, get hurt, or scape without any injuries.

***View list of inventory items***

Computer will display all the items the player has in his inventory, and some of these items will be necessary to escape from danger situations, to save people, or just to keep himself alive and healthy. Computer will display the option to look at the inventory just in specific occasions, and not at any time during the game.

***Save game***

Computer Save the player game, map, inventory items, and personages that are with the player along the journey, then displays a message saying that the game was saved successfully. At last display the Main Menu.

***Continue the game saved***

Computer read the player game, map, inventory items, ship, and personages that are with the player along the journey. All data is read from a file and then displays the map and the menu options, which the player has last saved.