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| **Use Case Name: Equip Item** | **ID**: | **Priority**: High | |
| **Actor:** Player | | | |
| **Description:** Player needs to be able to select a character and equip an item in the appropriate slot. | | | |
| **Trigger**:  Type: 🞎 Button Press 🞎 Event Trigger | | | |
| **Preconditions:**  In Main Menu -> Character Status Screen. | | | |
| **Normal Course: Information for Steps:**  Player opens the main menu. Player selects the character they wish to equip. Player then selects the item slot. An inventory of the proper items appears. Player selects the item. Replaces currently equipped item, if any. Goes back to status. | | |
| **Postconditions:**  Player is back on character status screen and can go back to main menu and continue the game or exit. | | |
| **Exceptions**:  Combat, Cut scenes | | |

A picture containing text, clipart

Description automatically generated