## Contents

1	$\mathbf{Use}$	Case Get Help
	1.1	Analysis
	1.2	Design – Help Framework
	1.3	Define Database Schema – Help Framework
	1.4	Design – Interface to Help Framework
	1.5	Create Help Texts
	1.6	Create Unit Tests for Help Framework
	1.7	Create Unit Tests for Help Interface
	1.8	Implementation Help Framework
	1.9	Implementation Help Interface
	1.10	Testing Help Framework
		Testing Help Interface
<b>2</b>	$\mathbf{Use}$	Case Set Checkpoint 4
	2.1	Analysis
	2.2	Analysis – What is part of a Checkpoint? 4
	2.3	Define Database Schema
	2.4	Design – Extracting a Checkpoint
	2.5	Design – Writing Checkpoint to Database
	2.6	Create Unit Tests – Writing a Checkpoint
	2.7	Create Unit Tests – Extracting a Checkpoint
	2.8	Implementation – Writing a Checkpoint
	2.9	Implementation – Extracting a Checkpoint
	2.10	Testing – Writing a Checkpoint
		Testing – Extracting a Checkpoint
		0 I
3	Use	Case List Checkpoints 4
	3.1	Analysis
	3.2	Design
	3.3	Create Unit Tests
	3.4	Implementation
	3.5	Testing
4	$\mathbf{Use}$	Case Enhanced Enter Scene 4
	4.1	Analysis
	4.2	Design Location Framework
	4.3	Design Scene Availability Framework
	4 4	Design Scene Availability Notifications 4

	4.5	Design Event Framework	4
	4.6	Design – Trigger Entry Events	4
	4.7	Create Unit Tests – Location Framework	4
	4.8	Create Unit Tests – Scene Availability Frameworks	4
	4.9	Create Unit Tests – Event Framework	4
	4.10	Implementation – Location Framework	4
		Implementation – Scene Availability Frameworks	4
	4.12	Implementation – Event Framework	4
	4.13	Testing – Location Framework	4
	4.14	Testing – Scene Availability Frameworks	4
	4.15	Testing – Event Framework	4
5		Case Enhanced Interact with Object	4
	5.1	Analysis	4
	5.2	Design – Interaction Events	4
	5.3	Design – Persistent GameObject States	4
	5.4	Define Database Schema	4
	5.5	Create Unit Tests – Interaction Events	4
	5.6	Create Unit Tests – Persistent GameObject States	4
	5.7	Implementation – Interaction Events	4
	5.8	Implementation – Persistent GameObject States	4
	5.9	Testing – Interaction Events	4
	5.10	Testing – Persistent GameObject States	4
6	Use	Case Enhanced Interact with Character	4
	6.1	Analysis	4
	6.2	Design – Interaction Events	4
	6.3	Design – Persistent Character States	4
	6.4	Define Database Schema	4
	6.5	Create Unit Tests – Interaction Events	4
	6.6	Create Unit Tests – Persistent Character States	4
	6.7	Implementation – Interaction Events	4
	6.8	Implementation – Persistent Character States	4
	6.9	Testing – Interaction Events	4
	6.10	Testing – Persistent Character States	4

- Use Case Get Help 1
- 1.1 Analysis
- 1.2 Design – Help Framework
- 1.3 Define Database Schema – Help Framework
- 1.4 Design – Interface to Help Framework
- Create Help Texts 1.5
- 1.6 Create Unit Tests for Help Framework
- 1.7 Create Unit Tests for Help Interface
- 1.8 Implementation Help Framework
- 1.9 Implementation Help Interface
- Testing Help Framework 1.10
- 1.11 Testing Help Interface
- $\mathbf{2}$ Use Case Set Checkpoint
- 2.1Analysis
- 2.2 Analysis – What is part of a Checkpoint?
- 2.3 Define Database Schema
- 2.4 Design – Extracting a Checkpoint
- 2.5 Design – Writing Checkpoint to Database
- 2.6 Create Unit Tests – Writing a Checkpoint
- 2.7 Create Unit Tests – Extracting a Checkpoint
- 2.8 Implementation – Writing a Checkpoint
- 2.9 Implementation – Extracting a Checkpoint

4

- 2.10 Testing – Writing a Checkpoint
- 2.11 Testing – Extracting a Checkpoint
- 3 Use Case List Checkpoints
- 3.1Analysis
- 3.2
  - Design
- 3.3 Create Unit Tests
- 3.4 Implementation
- 3.5 Testing

Use Case Enhanced Enter Scene