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| **29.0** | **Enter the Gym** |
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| **Purpose:** | Give User a place to purchase combo or build up stat using currency dropped from enemies. |
| **Overview:** | Pay to use the gym to build stats or buy combos |
| **Type:** | Essential |
| **Preconditions:** | User is controlling their Character. |
| **Postconditions:** | Character stats change |
| **Special Requirements:** |  |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | | 1. User Enter gym. 2. Selects what to work on. | 1. Lose currency. 2. Character training take effect | |  |  | | |
| **Alternative Flow of Events**  Line 2: Character have no currency. | |
| **Sub Events**  29.1: Select Stats to increase  29.1.1: Select Strength and increase it by 1.  Or  29.1.2: Select Agility and increase it by 1.  Or  29.1.3: Select Endurance and increase it by 1.  Or  29.1.4: Select Vitality and increase it by 1.  Or  29.2: Select Combos to learn.  29.2.1: Purchase Combo.  Or  29.3 Not enough funds. | |
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