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| **28.0** | **Enter Music Store** |
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| **Purpose:** | Give User an equipment to make a boss fight easier. |
| **Overview:** | User talks to the store owner to get a mixtape that exploits the boss’s weakness |
| **Type:** | Essential |
| **Preconditions:** | User is controlling their Character. |
| **Postconditions:** | Character obtains mixtape. |
| **Special Requirements:** |  |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | | 1. User talks to the store owner | 1. Character health is now at full. | | 1. Equip mixtape. |  | | |
| **Alternative Flow of Events** | |
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