**EVENT TABLE**: List all the events that you anticipate your software will do and fill in the rest of the columns

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| --- | --- | --- | --- | --- | --- |
| Event Number | Event Description | System Input | Actor Providing Input | System Output | Actor Receiving Output |
| 1 | User Starts Program | Start Game Selected | User | Level | User |
| 2 | User Enter Section of Map | Keyboard (WASD) or  Controller (left analog stick) | User | Character move to direction that’s pressed | User |
| 3 | Light Punch | Keyboard (J) or Controller(360 pad X) | User | Character launch a quick jab | User |
| 4 | Heavy Punch | Keyboard(I) or Controller(360 pad Y) | User | Character launches a hook | User |
| 5 | Light Kick | Keyboard(K) Controller(360 pad A) | User | Character does Meia Lua de Compasso Dupla | User |
| 6 | Heavy Kick | Keyboard(L) Controller(360 pad B) | User | Character does bencao | User |
| 7 | Grapple | Keyboard(ALT) | User | Character holds onto the enemy | User |
| 8 | Grapple Attack | While Grappling Keyboard(J) | User | Punches enemy to distance enemy from User (left and right direction) | User |
| 9 | Grapple Attack 2 | While Grappling Keyboard(I) | User | Lands a heavy blow to the enemy knocking them to the ground | User |
| 10 | Grapple Attack 3 | While Grappling Keyboard(K) | User | Light Kick (Meia-lua de Frente) to give distance to the enemy form the user (up direction) | User |
| 11 | Grapple Attack 4 | While Grappling Keyboard(L) | User | Heavy kick (Martello) to send enemy into the air | User |
| 12 | Crouch | Keyboard(CTRL) | User | Character ducks to dodge | User |
| 13 | Roll | While Crouching Keyboard (A or D) | User | While Character crouch he can roll left or right for invincibility frames | User |
| 14 | Pause | Keyboard(ESC) | User | Pauses the game and check your Character’s stats | User, Game |
| 15 | Enemy Spawn | Screen Transition | User | When the Character moves to the next area a number of enemies will spawn | User |
| 16 | Enemy Defeated | Character Damage | User | Acquire Currency, Experience, and allow to progress through the map | User, Game |
| 17 | Level Up | Game | User | Acquire Ability Points  Experience Becomes 0 | User, Game |
| 18 | Pickup Weapon | Keyboard(V) | User | Changes Attack Stats for fist based attacks | User |
| 19 | Throw weapon |  |  |  |  |
| 20 | Pickup Health | Movement | User | A) Recover Health | User |
| 21 | Stamina Regen | Time | Game | Stamina Regenerate |  |
| 22 | Enter Store | Movement | User | Acquire mixtape to make boss fighter easier | User |
| 23 | Enter Gym | Movement | User | Character spends money on the gym to train and increase his stat | User |
| 24 | Hit Man Hole | Attack | User | Character is able to go through the sewers. | User |
| 25 | Player Dies | Game | User | Characters health reaches zero User is asked to continue. | User, Game |
| 26 | Player Respawn | Game | User | Character will respawn in a previous section of the map | User, Game |
|  | User Exit Program | Exit Game Selected | User | Confirm Exit Message | User |
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