**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 | Tutorial | User |
| 2 | User Enter Section of Map | Movement | User | Character Moving | User |
| 3 | Enemy Spawn | Screen Change | User | A)Enemies  B)Restricted to that section of the map | User |
| 4 | Enemy Defeated |  | User | A)Acquire Experience  B)Acquire Currency  C)Move to Next Section | User |
| 5 | Level Up | Experience Bar Filled | User | A)Acquire Ability Points  B)Experience Becomes 0 | User |
| 6 | Pickup Weapon |  | User | A)Changes Attack Stat | User |
| 7 | Pickup Health | Movement | User | A)Recover Health | User |
| 8 | Enter Store | Movement | User | A)Acquire Mixtape | User |
| 9 | Enter Gym | Movement | User | A)Purchase Instructor  B)Gain Ability Points | User |
| 10 | Hit Man Hole | Attack | User | A)New Path Open | User |
| 11 | Player Dies | Health Points Reduced to Zero | User | A)Respawn User  B)Lose Currency | User |
| 12 | User Exit Program | Exit Game Selected | User | Confirm Exit Message | User |
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