

**Name:** Enter Player Data

**Scope:** Text-based RPG

**Level:** user goal

**Primary Actor:** Player

**Stakeholders and Interests:**

- Player: Wants to be able to enter their information and have the game store it.

**Preconditions:** Player starts a new game.

**Success Guarantee:** The game begins with the new player data.

**Main Success Scenario:**

1. Player opens a new game.
2. Game asks for the Player's name.
3. Player enters desired name.
4. Game begins a new game with the player's name initialized, as well as initial stats.

**Extensions:**

- a) Player does not enter a name.
  - 1) Game asks the player to please enter a name.

**Special Requirements:**

- Font color and background color must not clash.
- Keyboard and mouse for input.
- Non-touchscreen monitor for display.
- Text entry must be exclusive to standard ASCII excluding non-printable characters.

**Technology and Data Variations List:**

- Keyboard and mouse to provide player input.
- Screen to display the menu on.

**Frequency of Occurrence:** Occurs only in a new game.

**Miscellaneous:**