

Name: Player Battle

Scope: user goal

Primary Actor: Player

Stakeholders and Interests:

-Player: Would like a quick battle, easy to navigate menus that display simple information effectively.

Preconditions:

-Battle is initiated, system properly loads the system

Postconditions:

-Player exits the battle in victory or defeat, depending on which one a screen is shown.

Main Success Scenario:

- 1) The player selects an option from the battle menu.
- 2) If Attack, the system asks the player which enemy to attack.
- 3) The player selects the enemy they wish to attack.
- 4) The system then calculates damage based on the attack of the player minus the defense of the enemy.
- 5) The system deducts from the enemy health accordingly, and updates the screen.
- 6) This ends the player's turn.
- 7) After the user's turn, the enemy system selects the player to be attacked, and the system calculates damage.
- 8) The system then updates the screen.
- 9) This repeats until either the player flees, the enemy is defeated, or the player is defeated.
- 10) The system then exits the battle, and returns the player to the map screen.

Extensions:

- a) If Flee is chosen, the system exits the battle and returns the user to the map.
- b) If Abilities, the system updates the menu displayed and shows the user's abilities on the menu.
 - 1) The user then selects which ability they wish to use.
 - 2) If applicable, the system asks for a target to attack, and the user selects which enemy to attack with that ability.
 - 3) The system performs the ability and if necessary, changes necessary data, then updates the screen.
 - 4) The user's turn is now over.
- c) If the user loses the battle, the system exits the battle and displays a game over screen

Special Requirements:

- Screen is readable
- Battle is fast, no hiccups in graphics

Technology and Tech Variations List:

- Keyboard for input of commands by player

Frequency of Occurrence:

- Frequent, as the player will battle often for experience.

Open Issues: