Name: Player Attacks
Scope: user goal
Primary Actor: Player
Stakeholders and Interests:
 -Player: Would like to attack an enemy on the map
Preconditions:
 -Battle is initiated, system properly loads the system
Postconditions:
 -Battle system is loaded.
Main Success Scenario:
1) The player walks around in the map until a random encounter or scripted battle occurs.
2) The system loads the battle system and passes the player and enemy info to the battle system.
3) Battle system loads the battle with the proper stats passed to it from the system.

Extensions:

Special Requirements:
 -Screen is readable
 -Random encounters not too frequent or sparse.

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: