Name: Open Menu

Scope: Text-based RPG

Level: user goal

Primary Actor: Player

Stakeholders and Interests:

 - Player: Wants to be able to open a menu and interact with it.

Preconditions: Player is on the map, or in a battle, or paused.

Success Guarantee: The game opens the required menu.

Main Success Scenario:

1. Player wants to open a menu.

2. Player clicks on the menu button.

3. Game loads the menu that the player selected (pause, items, save, etc).

Extensions:

    a) Player wants to close menu.
        1) Player clicks the close menu button.

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: A menu could be loaded at any time.

Miscellaneous: