

**Name:** Launch New Game

**Scope:** Text-based RPG

**Level:** user goal

**Primary Actor:** Player

**Stakeholders and Interests:**

- Player: Wants to be able to start a new game from the beginning, including starting a new game when other save states exist.

**Preconditions:** Player is at the start menu at the main screen.

**Success Guarantee:** The game starts from the beginning with new character data.

**Main Success Scenario:**

1. Player boots into the opening start menu.
2. Player chooses New Game from options.
3. Player creates a new character and enters bio information.
4. Player is asked to verify they wish to continue with the information they entered and start a new game.
5. Verify the player's hard drive has enough space for a save state.
6. New character is saved to a save state, labeled by the character's name, and game starts from the beginning.

**Extensions:**

- a. At any time, the player decides to cancel the new game creation:
  1. Player chooses the cancel option.
  2. Player is returned to the Start menu.

**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.
- Hard drive space available for save states of 1GB recommended.

**Technology and Data Variations List:**

- a. Player bio information fields entered with a keyboard.
- b. Info fields can be selected with a mouse or with the keyboard.

**Frequency of Occurrence:** Can be created one at a time until either HD space is maxed or at user's discretion.

**Miscellaneous:**

- Explore idea of integrating a standard USB controller and an onscreen keyboard for inputting data.
- What character customization would we like to integrate.