

Name: Pause Game

Scope: Text-based RPG

Level: user goal

Primary Actor: Player

Stakeholders and Interests:

- Player: Wants to be able to pause and unpaue the game at will, letting them come back to the game or access menus.

Preconditions: Player is on the map.

Success Guarantee: The game stops running and loads the pause menu.

Main Success Scenario:

1. Player clicks to open the pause menu.
2. Game pauses its running and loads the pause menu.
3. After player does what they wish in the pause menu, they unpause.
4. Game resumes its processes.

Extensions:

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:

Frequency of Occurrence: Pause menu and game can be paused when the player is on the map.

Miscellaneous: