

Name: Player Saves Game

Scope: Baylor RPG Game

Level: Player Goal

Primary Actor: Player

Stakeholders and Interests:

-Player: Wants to save the progress that has been made within the system, so the data can be retrieved for future use.

Preconditions: Player has created a game and has made progress.

Postconditions: Game data is saved to the system, and can be retrieved for future use.

Main Success Scenario:

1. Player chooses to save the game progress.
2. The system saves the game to the system memory.
3. The system confirms the data has been saved.
4. The system displays the menu.
5. Player chooses the next action.

Extensions:

Special Requirements:

- Menu is easy to read.
- Screen display is colorful.

Technology and Tech Variations List:

-Keyboard/Mouse to control Player, select menu items.

Frequency of Occurrence: Could be once for each session of play.

Open Issues:

Name: Player Deletes Game

Scope: Baylor RPG Game

Level: Player Goal

Primary Actor: Player

Stakeholders and Interests:

-Player: Wants to delete a previous game progress.

Preconditions: Player has game data within the system.

Postconditions: Game data is deleted from system memory.

Main Success Scenario:

1. Player chooses to delete a game.
2. The system erases the game data.
3. The system confirms the game has been erased.
4. The system displays the menu.
5. Player chooses the next action.

Extensions:

Special Requirements:

- Menu is easy to read.
- Screen display is colorful.

Technology and Tech Variations List:

-Keyboard/Mouse to control Player, select menu items.

Frequency of Occurrence:

Could be once for each session of play.

Open Issues:

Name: Player Adds Item to Inventory

Scope: Baylor RPG Game

Level: Player Goal

Primary Actor: Player

Stakeholders and Interests:

-Player: Wants to be able to add an item to inventory for future.

Preconditions: Player has created and made progress within the game. Player has encountered an item within the game.

Postconditions: The item is added to the Player inventory.

Main Success Scenario:

1. Player encounters a game item and wishes to add it to the inventory for future use.
2. Player chooses to add the item to inventory.
3. The system adds the item to inventory.
4. The system confirms the item is added to the inventory.

Extensions:**Special Requirements:**

-Menu is easy to read.

-Screen display is colorful.

Technology and Tech Variations List:

-Keyboard/Mouse to control Player, select menu items.

Frequency of Occurrence: Could be fairly frequent.

Open Issues:

-Can the player have duplicate items in inventory?

Casual: UC Player enters player data**Main Success Scenario:**

A **Player** needs to **enter the data** needed to **create a new game**, so the game is **retrievable later** when the **data** is used to login to the system. The **system** will begin by **displaying a menu** with **options the Player can select**. The **Player** will select to **create a new game**, and will then **enter the required information** needed to create a unique game that is **retrievable by the Player for future logins**. Upon **creation of the new game**, the **system will launch the game**.

Alternate Scenario:

If the **Player** enters data that **matches another account**, the **Player** will be **prompted to enter new data**.