

Name: Player Traverses Map

Scope: user goal

Primary Actor: Player

Stakeholders and Interests:

-Player: Would like to easily traverse the map and enter the buildings quickly.

Preconditions:

-Map menu is loaded.

Postconditions:

-Player changes location.

Main Success Scenario:

- 1) The system displays the list of possible buildings the player can enter (like Cashion, Moody, etc.).
- 2) The system asks the player which building they would like to enter.
- 3) The player uses the input box on the map menu to enter their selection.
- 4) The system updates the player's location and displays the list of rooms the player can enter, if any are available to the player.
- 5) The system asks where the player would like to go, and also offers the option to leave the building.

Extensions:

- a) The player wants to load a menu on the map menu.
 - 1) The system loads the proper menu.
- b) The player wishes to enter a building that does not exist.
 - 1) The system informs the player that the building does not exist, and prompts again.
- c) The player gives misspelled input.
 - 1) The system informs the player that the input was not correct, and prompts again.

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 need to traverse the map in order to go places.

Open Issues: