|  |
| --- |
| Class Information |
| **Class Name**: PlayerInteraction  Abstract Type: No Persistence: No |

|  |  |  |
| --- | --- | --- |
| Trace-ability Information | | |
| **Use Case ID** | **Use Case Name** | **Steps** |
| 052 | Opening Doors | 01 |
| 054 | Picking Locks | 01 |
| 056 | Pick Safes | 01 |
| 062 | Putting Out Light Sources | 01 |
| 064 | Using Switches | 01 |

|  |  |  |
| --- | --- | --- |
| Public Methods | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| Void Update() | Game is running | Calls HandlePlayerInput |
| Void HandlePlayerInput() | In the update loop | Calls InRangeOfLoot, InRangeOfEnemy, and InRangeOfInteractable |
| Void InRangeOfLoot | Called from HandlePlayerInput | Updates Items In Range and returns true if items were found |
| Void InRangeOfEnemy | Called from HandlePlayerInput | Updates Enemies In Range and returns true if enemies were found |
| Void InRangeOfInteractable | Called from HandlePlayerInput | Returns true if Intractable object is found |

|  |  |  |
| --- | --- | --- |
| Protected Methods | | |
| **Signature** | **Preconditions** | **Post Conditions** |
|  |  |  |

|  |  |  |
| --- | --- | --- |
| Private Methods | | |
| **Signature** | **Preconditions** | **Post Conditions** |
|  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Attributes | | | | | |
| **Name** | **Type** | **Object(Y/N)** | **Instance/Static** | **Visibility** | **Description** |
| ItemsInRange | Item[] | Y | Instance | Private | Items in range of the player |
| EnemiesIn Range | Enemy[] | Y | Instance | Private | Enemies in range of the player |

|  |  |
| --- | --- |
| Concurrency | |
| **Threading Issue** | **Description** |
| N\A |  |

|  |  |  |
| --- | --- | --- |
| Major Exceptions | | |
| **Name** | **Trigger** | **Action** |
| N\A |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Instance Information | | | |
| **Minimum** | **Maximum** | **Mean** | **Fixed** |
|  |  |  | 1 |

|  |  |  |
| --- | --- | --- |
| General Comments | | |
| **Author** | **Date** | **Comments** |
|  |  |  |