# CRUD Matrix

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Use Case ID** | **Use Case Name** | | Enemy Damager | PlayerInteraction | PlayerInventory | ShadowDetection | Player Movement | Main Menu | Settings Menu | In-Game menu | After Level Screen | | Level | | Enemy | Enemey Movement | Enemy Interaction | | AI Brain |
| 005 | Play First Level | |  |  |  |  |  | R |  |  |  | |  | |  |  |  | |  |
| 006 | Main Menu Interaction | |  |  |  |  |  | RU |  |  |  | |  | |  |  |  | |  |
| 010 | Main Menu Settings | |  |  |  |  |  | RU |  |  |  | |  | |  |  |  | |  |
| 011 | Quit Game | |  |  |  |  |  | R |  |  |  | |  | |  |  |  | |  |
| 015 | (Adds) Settings Menu | |  |  |  |  |  |  | RU |  |  | |  | |  |  |  | |  |
| 020 | In-Game Menu | |  |  |  |  |  |  |  | RU |  | |  | |  |  |  | |  |
| 022 | Resume Game | |  |  |  |  |  |  |  | RU |  | |  | |  |  |  | |  |
| 024 | Open Setting Menu | |  |  |  |  |  |  |  | RU |  | |  | |  |  |  | |  |
| 026 | Quit Level | |  |  |  |  |  |  |  | RU |  | |  | |  |  |  | |  |
| 028 | Quit Game from Level | |  |  |  |  |  |  |  | RU |  | |  | |  |  |  | |  |
| 035 | After Level Info | |  |  |  |  |  |  |  |  | RU | |  | |  |  |  | |  |
| 037 | Go to Next Level | |  |  |  |  |  |  |  |  | RU | |  | |  |  |  | |  |
| 039 | Quit to Main Menu | |  |  |  |  |  |  |  |  | RU | |  | |  |  |  | |  |
| 045 | Player Looking | |  |  |  |  | CRU |  |  |  |  | |  | |  |  |  | |  |
| 046 | Player Movement | |  |  |  |  | CRU |  |  |  |  | |  | |  |  |  | |  |
| 047 | Player Crouching | |  |  |  |  | RU |  |  |  |  | |  | |  |  |  | |  |
| 048 | Player Jumping | |  |  |  |  | RU |  |  |  |  | |  | |  |  |  | |  |
| 049 | Climbing Objects | |  |  |  |  | RU |  |  |  |  | |  | |  |  |  | |  |
| 050 | Player Inventory | |  |  | CRU |  |  |  |  |  |  | |  | |  |  |  | |  |
| 052 | Opening Doors | |  | RU |  |  |  |  |  |  |  | |  | |  |  |  | |  |
| 054 | Picking Locks | |  | RU |  |  |  |  |  |  |  | |  | |  |  |  | |  |
| 056 | Pick Safes | |  | RU |  |  |  |  |  |  |  | |  | |  |  |  | |  |
| 058 | Stealing Objects | |  | RU |  |  |  |  |  |  |  | |  | |  |  |  | |  |
| 060 | Knocking Out Enemies | | RU | RU |  |  |  |  |  |  |  | |  | |  |  |  | |  |
| 062 | Putting Out Light Sources | |  | RU |  |  |  |  |  |  |  | |  | |  |  |  | |  |
| 064 | Using Switches | |  | RU |  |  |  |  |  |  |  | |  | |  |  |  | |  |
| 065 | Enemy AI | |  |  |  |  |  |  |  |  |  | |  | |  |  |  | | CRU |
| 080 | Level | |  |  |  |  |  |  |  |  |  | | CRU | |  |  |  | |  |
| 085 | Database |  | |  |  |  |  |  |  |  | | RU | |  |  |  | |  |  |