|  |  |
| --- | --- |
| General Information | |
| Use Case Name\Number : In-Game menu UC 020  Subject Area : In-Game menu  Description : Opens in-game menu | Responsible Analyst : Carl Lowther |

|  |  |
| --- | --- |
| Requirements/Feature Trace | |
| **REQ#** | Requirements Name and / or Short Description |
| 2.h | Player opening in-game menu |
|  |  |
|  |  |
|  |  |

|  |  |  |
| --- | --- | --- |
| Revision History | | |
| Author | **Date** | **Comments** |
| Carl Lowther | 10/11/18 | First Draft |
|  |  |  |
|  |  |  |
|  |  |  |

|  |  |  |
| --- | --- | --- |
| **Insertion Points in other Use Cases (Adds Only)** | | |
| Use Case Name | **Use Case Number** | **Step Inserted After** |
|  |  |  |
|  |  |  |

|  |  |  |
| --- | --- | --- |
| **Actors** | | |
| **Actor Name** | **Person/System** | **Brief Description** |
| Player | P | The player that’s interacting with the video game. |
|  |  |  |
|  |  |  |

|  |  |
| --- | --- |
| **Pre-Conditions** | |
| # | Description |
| 01 | In game |

|  |
| --- |
| **Start Stimulus** |
| Player hits the escape key |

|  |  |  |  |
| --- | --- | --- | --- |
| **Use Case Main Course Steps** | | | |
| **Number** | **Description** | **Adds/Alt Name/Number** | **Bus Rule#** |
| 01 | Pauses game |  |  |
| 02 | System displays in-game menu |  |  |
|  |  |  |  |

|  |  |  |
| --- | --- | --- |
| **Exception Conditions** | | |
| **Exception Situations** | **Action(s) on Exception** | **Adds\Alt UC #** |
|  |  |  |

|  |  |
| --- | --- |
| Post-Conditions | |
| **#** | **Description** |
| 01 | In-game menu is open |
|  |  |

|  |  |  |
| --- | --- | --- |
| **Candidate Objects** | | |
| **Class/Object Name** | **Descriptions** | **Possible**  **attributes** |
| In-game menu | A list of UI elements |  |
|  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Assumptions** | | | | | |
| **#** | **Assumption** | **Date**  **Raised** | **Raised**  **By** | **Date**  **Verified** | **Verified By** |
|  |  |  |  |  |  |
|  |  |  |  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Issues** | | | | | |
| **#** | **Issue** | **Date**  **Raised** | **Raised**  **By** | **Date**  **Verified** | **Verified By** |
|  |  |  |  |  |  |
|  |  |  |  |  |  |

|  |  |  |
| --- | --- | --- |
| **Other Comments** | | |
| **Author** | **Comment** | **Date** |
| Carl Lowther | The in-game menu will be accessed when the player needs to pause the game, edit settings or quit the game or level. | 10/11/18 |
|  |  |  |

|  |
| --- |
| Frequency of Execution |
| **Frequency:**  Minimum: Maximum: Average: (OR)Fixed:  **Per:** Hour:Day:  Week:  Month:  Other: See comments |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Timing Information** | | | | | | | |
| **#** | **At/**  **Between** | **Step(s)** | **Timing**  **Unit** | **Minimum** | **Average** | **Maximum** | **Comments** |
| 1 | Between | 1,2 | Seconds |  |  | 0.1 | Should pause the game and bring up the in-game menu quickly. |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Volume Information** | | | | | | |
| **#** | **Step #** | **Unit of**  **Measure** | **Minimum** | **Average** | **Maximum** | **Comments** |
| N\A |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |