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| General Information | |
| Use Case Name\Number : Climbing objects UC 049  Subject Area : Player Movement  Description : Allows the player to climb objects | Responsible Analyst : Carl Lowther |

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| Requirements/Feature Trace | |
| **REQ#** | Requirements Name and / or Short Description |
| 1.e | climbing ladders, ropes, and chest high objects (walls, fences, windows) |
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| Revision History | | |
| Author | **Date** | **Comments** |
| Carl Lowther | 10/11/18 | First Draft |
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| **Insertion Points in other Use Cases (Adds Only)** | | |
| Use Case Name | **Use Case Number** | **Step Inserted After** |
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| **Actors** | | |
| **Actor Name** | **Person/System** | **Brief Description** |
| Player | P | The player that’s interacting with the video game. |
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| **Pre-Conditions** | |
| # | Description |
| 01 | In Game |
| 02 | Next to a climbable object |

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| **Start Stimulus** |
| Player right clicking on a climbable object |

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| **Use Case Main Course Steps** | | | |
| **Number** | **Description** | **Adds/Alt Name/Number** | **Bus Rule#** |
| 01 | Climb Ladders and ropes | 049.1 |  |
| 02 | Climbing over objects | 049.2 |  |
| 03 | Jump off of objects | 049.3 |  |

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| **Exception Conditions** | | |
| **Exception Situations** | **Action(s) on Exception** | **Adds\Alt UC #** |
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| Post-Conditions | |
| **#** | **Description** |
| 01 | The player is now in a new location |
|  |  |

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| **Candidate Objects** | | |
| **Class/Object Name** | **Descriptions** | **Possible**  **attributes** |
| Player Movement |  | Is climbing |
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| **Assumptions** | | | | | |
| **#** | **Assumption** | **Date**  **Raised** | **Raised**  **By** | **Date**  **Verified** | **Verified By** |
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| **Issues** | | | | | |
| **#** | **Issue** | **Date**  **Raised** | **Raised**  **By** | **Date**  **Verified** | **Verified By** |
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| **Other Comments** | | |
| **Author** | **Comment** | **Date** |
| Carl Lowther | While in game we will constantly check if the player has used the keyboard | 10/11/18 |
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| Frequency of Execution |
| **Frequency:**  Minimum: Maximum: Average: (OR)Fixed:  **Per:** Hour:Day:  Week:  Month:  Other: See comments |

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| **Timing Information** | | | | | | | |
| **#** | **At/**  **Between** | **Step(s)** | **Timing**  **Unit** | **Minimum** | **Average** | **Maximum** | **Comments** |
| 1 | At | 1,2,3 | seconds |  |  | 0.016 | Player should be moved as quickly as possible |
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| **Volume Information** | | | | | | |
| **#** | **Step #** | **Unit of**  **Measure** | **Minimum** | **Average** | **Maximum** | **Comments** |
| N\A |  |  |  |  |  |  |
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| **Alternate Course General Information** |
| Alternate Course Name\Number: Climb Ladders and ropes UC 049.1  Description: Allows the player to Climb Ladders and ropes  Reason for Execution: Non Exception:  Exception: |

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| Insertion Point |
| Step Inserted After |
| 01 |

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| Pre-Conditions | |
| 1. | Player is right clicking on a ladder or rope |
| 2. |  |

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| Alternate Course Steps | | | |
| **#** | **Step Description** | **Adds Use Case #** | **Business Rule(s)#** |
| 1. | Read keyboard input to move up or down |  |  |
| 2. | Move the player |  |  |
| 3. |  |  |  |
| 4. |  |  |  |

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| Post-Conditions | |
| 1. | Player has moved |
| 2. |  |

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| **Alternate Course General Information** |
| Alternate Course Name\Number: Climbing over objects UC 049.2  Description: Allows the player to climb over objects  Reason for Execution: Non Exception:  Exception: |

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| Insertion Point |
| Step Inserted After |
| 01 |

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| Pre-Conditions | |
| 1. | Player is right clicking on object to climb over |
| 2. |  |

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| Alternate Course Steps | | | |
| **#** | **Step Description** | **Adds Use Case #** | **Business Rule(s)#** |
| 1. | Move the player |  |  |
| 2. |  |  |  |
| 3. |  |  |  |
| 4. |  |  |  |

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| Post-Conditions | |
| 1. | Player has moved |
| 2. |  |

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| **Alternate Course General Information** |
| Alternate Course Name\Number: Jump off of objects UC 049.3  Description: Allows the player to jump off of an object that the player is climbing  Reason for Execution: Non Exception:  Exception: |

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| Insertion Point |
| Step Inserted After |
| 01 |

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| Pre-Conditions | |
| 1. | Player is climbing an object |
| 2. |  |

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| Alternate Course Steps | | | |
| **#** | **Step Description** | **Adds Use Case #** | **Business Rule(s)#** |
| 1. | Read keyboard input to jump off the object |  |  |
| 2. | Move the player |  |  |
| 3. |  |  |  |
| 4. |  |  |  |

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| Post-Conditions | |
| 1. | Player has moved |
| 2. |  |