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| General Information | |
| Use Case Name\Number : Player inventory UC 050  Subject Area : Player Interaction  Description : Access and look through Inventory | Responsible Analyst : Carl Lowther |

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| Requirements/Feature Trace | |
| **REQ#** | Requirements Name and / or Short Description |
| 2.a | Player inventory |
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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 |

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| **Start Stimulus** |
| Player accesses there inventory |

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| **Use Case Main Course Steps** | | | |
| **Number** | **Description** | **Adds/Alt Name/Number** | **Bus Rule#** |
| 01 | Reads input to look through inventory |  |  |
| 02 | Reads input to toggle inventory |  |  |
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| **Exception Conditions** | | |
| **Exception Situations** | **Action(s) on Exception** | **Adds\Alt UC #** |
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| Post-Conditions | |
| **#** | **Description** |
| 01 | The inventory will be closed |
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| **Candidate Objects** | | |
| **Class/Object Name** | **Descriptions** | **Possible**  **attributes** |
| Inventory |  | List of objects, current position in inventory, is open |
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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 for player input from 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 | Seconds |  |  | 0.03 | Inventory should be quick to load and look though |
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| **Volume Information** | | | | | | |
| **#** | **Step #** | **Unit of**  **Measure** | **Minimum** | **Average** | **Maximum** | **Comments** |
| 1 | 1,2 | kb |  | 2 |  | Per object |
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