**THESE WERE GRADED AS INCOMPLETE AND POORLY BUILT**

Scenario Player starts a Game

Description Scenario of player starting a game

Actors Player, System

Triggering Event Start of a new game

Pre-Condition Game Loaded Properly

Main Sequence 1. Player selects to play with 1-6 players. 2. Character Selected and Customized. 3.Method of victory selected. 3. Board Built and Populated. 4. Game is Started and played to end. 5. System will calculate final score and report to player.

Post-Condition A game will be played and a score calculated.

Resulting Event Game will end.

Alternative Scenarios

NFRs

Comments

Scenario Player plays a game(Treasure Hunt)

Description Scenario of player playing a game

Actors Player(s), System

Triggering Event Start of a new game

Pre-Condition Player has built their own character. System has created and populated a board.

Main Sequence 1. Player records the number of points hew needs to win game. 2. The game has one day worth of play. 3. Step 2 repreated for the 28 days in a month, or any of other 3 ways to quit. 4. Player does required discard then calculates his score using his victory points

Post-Condition A game score calculated.

Resulting Event Game will end.

Alternative Scenarios

NFRs

Comments

Scenario A Single Day of Play(see page 13)

Description Playing a single day in game.

Actors Player(s), system

Triggering Event New Game or end of another day in game

Pre-Condition Player has built their own character. System has created and populated a board.

Main Sequence 1. Player records his turn. 2. Monsters for the day are determined. 3. Each player randomly takes his turn during the daylight. 4. Evening behaviour. 5. Midnight behaviour. 6. Potions expire and curses are removed.

Post-Condition Day end.

Resulting Event Next day start or game end.

Alternative Scenarios

NFRs

Comments

Scenario A Single turn of Play(see page 13)

Description Player playing a single turn in game.

Actors Player

Triggering Event During daylight, you're chosen to go.

Pre-Condition

Main Sequence 1. Unhidden. 2. Does phases according to order he made at start of turn.

Post-Condition Player turn end.

Resulting Event 1. All monsters in tile move. 2. New Monsters?

Alternative Scenarios

NFRs

Comments