

**Scope:** Video Game  
**Level:** user goal  
**Primary Actor:** Player  
**Stakeholders and Interests:**

* Player – Wants to move the character on screen to progress the game.

**Preconditions:** Start up the game, from the title screen.  
**Success Guarantee (or Postconditions):** The character in the game is moved from the left to right (or the other way around).

**Main Success Scenario:**

1. Player pushes key associated with left or right.
2. The character on the screen moves in the direction pressed.
3. They are able to the end goal of the current level.

**Extensions (or Alternative Flows):**

1. Player hits a wall
   1. Use the alternative direction key to move away from the wall

**Scope:** Video Game  
**Level:** user goal  
**Primary Actor:** Player  
**Stakeholders and Interests:**

* Player – The player sees an obstacle, wants to get past it.

**Preconditions:** Start up the game, from the title screen.  
**Success Guarantee (or Postconditions):** The player sees an obstacle, and is able to jump over it using his character.

**Main Success Scenario:**

1. Player finds themselves in front of a pitfall.
2. Player moves in the direction of the pitfall, and presses key associated to jump.
3. The character on the screen jumps over the pitfall.
4. The character lands on the other side, and the player continues to the next part of the level.

**Extensions (or Alternative Flows):**

1. Player falls into the pitfall
   1. The player respawns at a checkpoint
   2. The player will move the character back to the pitfall
2. The Player needs to jump on a higher platform
   1. The player moves in the direction of the platform
   2. The player presses the jump key
   3. The character on the screen jumps
   4. The character lands on the higher platform

**Scope:** Video Game  
**Level:** user goal  
**Primary Actor:** Player  
**Stakeholders and Interests:**

* Player – Cannot jump over the pitfall. Character too heavy, and wants to lighten the character’s weight.

**Preconditions:** During the game, press the action button.  
**Success Guarantee (or Postconditions):** The player successfully throws his bag to the other side of a ravine.

**Main Success Scenario:**

1. The player sees a pitfall, and cannot jump over it. His character is too heavy.
2. The player pushes the corresponding key to make the character in the game throw his bag.
3. The bag makes it to the other side, and now the character is light enough to jump over the pitfall.
4. The player pushes the key to jump, and moves in the direction of the pitfall.
5. The character makes it over the pitfall, and the player picks up the bag and continues his game.

**Extensions (or Alternative Flows):**

1. The player throws the bag in a pitfall
   1. The bag will respawn next to the player, but a percentage of the inventory will be gone.
2. The player throws the bag at a wall
   1. The player pushes the throw key
   2. The bag hits the wall
   3. The bag will bounce back
3. The player throws the upwards to a higher platform
   1. The player pushes the jump key
   2. The player pushes the throw key
   3. The character will throw the bag while jumping onto the higher platform

Brief Description

* **Checkpoint:**
  + During the game, as the player makes progress, there will be a point where the game will save by itself. If the player dies, the character in the game will respawn at that point in the game. There will be a penalty placed if the player dies in the game, and he will lose some items in the inventory that are specifically for points.
* **Health**
  + If the player gets hurt, if the character he is controlling lands on spikes, the character will die and be respawned. There are certain items that will give the player armor, which will act as health. If the player moves his character on spikes, the character will not die, but will be able to move for a brief moment of invincibility to safety.
* **Pause**
  + The player can press the pause key to stop the game for an indefinite amount of time. When the player wants to return to the game, he will strike the pause key to resume.
* **Title Screen**
  + When the player starts up the game, the game will go to the title screen. The title screen will give the player the option to start a new game, continue on his current game, or go to the stats screen. All the player will move the directional keys to whatever he would like to go to.
* **Lock Pick**
  + In the game there will be objects such as doors, or chests that can be opened using the action key. The player will move next to the object, and the screen will prompt him to press the action key. Once the player presses it, the character will go in motion to look like he is lock picking before the object opens.
* **Inventory**
  + The player presses the inventory button. The player will be able to view the amount of treasure he has, and some other items that will be important to the game. Such as a knife, or grapple. The player can pick this, and equip them to the action button to use it.
* **Stats Screen**
  + The player goes to the stats option on the title screen. When he goes on it, he will be able to see his score and be able to compare it to players. Once the player is done, they will be able to exit.
* **Pickup**
  + Once the bag wrapped around the character is thrown, the player will be able to pick up the bag again. Once the bag is picked up, the character in the game will be slower and heavier, so the player will take into consideration when to pick it back up.
* **Cut**
  + The character in the game will also be able to wield a knife. The player will go into the inventory screen, and equip the knife in the action button. The default button will be lock picking. The action button will be replaced with the command cut. The player will use the knife to cut a rope that may have weight. Once the player is done, they will go back the inventory screen and un-equip it.