

**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. Repeat steps 1-2 as much as necessary, until your reach your goal.

**Extensions (or Alternative Flows):**

1. Player hits a wall or deadend.
   1. Use the alternative direction key to move away from the wall.
2. Player falls down a pitfall
   1. Goes to a gameover screen.

**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 – The character is incapacitated, and the player must be able to restart.

**Preconditions:** Start up the game, from the title screen.  
**Success Guarantee (or Postconditions):** The character dies in game, and a gameover screen pops up and gives the player a chance to restart from a checkpoint or close the game.

**Main Success Scenario:**

1. The character falls off the stage.
2. The screen changes, and prompts the gameover screen.
3. Player is given the options of returning to the latest checkpoint, or quitting.
4. Player chooses last checkpoint, and his character is transported to the checkpoint.

**Extensions (or Alternative Flows):**

1. Player chooses quit.
   1. Go through steps 1-3 in main scenario.
   2. Player chooses quit, instead of returning to last checkpoint.
   3. Gameover screen becomes darker.
   4. The game returns to the title menu.

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

* Player – The player may have to do something away from the game, so he needs to be able to freeze the game.

**Preconditions:** Start up the game, from the title screen.  
**Success Guarantee (or Postconditions):** The player hits the pause button/key, and the game freezes, leaving it exactly how it before he hit the key.

**Main Success Scenario:**

1. Player is currently playing the game.
2. The player has to do something outside of the game (unrelated to the game)
3. He presses the pause button/key.
4. The game freezes at that instance, and the player can come back to it when he is ready.
5. The player unpauses the game, and the player continues where he left off.

**Extensions (or Alternative Flows):**

1. The player doesn’t unpause the game.
   1. The player does steps 1-4.
   2. The player doesn’t unpause the game by hitting the pause key again.
   3. The game stays paused indefinitely.
2. The player picks an option on the menu
   1. Return to title screen
      1. Player picks this option
      2. Game returns to title screen
   2. Restart level
      1. Player picks this option
      2. Level is restarted

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

* Player – Wants to increase the speed of the character in the game

**Preconditions:** Start up the game, from the title screen.  
**Success Guarantee (or Postconditions):** The character in the game uses dash successfully and jumps over pit fall instead of falling to his death

**Main Success Scenario:**

1. Player pushes key associated with dash
2. The character on the screen increases speed
3. The character jumps with the increased speed
4. They are able to reach the other side of the pitfall.

**Extensions (or Alternative Flows):**

1. Player doesn’t jump
   1. The player falls to their death at an increased speed
2. Player dashes on ground
   1. The player uses dash to traverse level faster.

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

* Player – Wants to be able to continue as close to the goal as possible if he dies

**Preconditions:** Start up the game, from the title screen.  
**Success Guarantee (or Postconditions):** The character dies, and respawns at a checkpoint.

**Main Success Scenario:**

1. Player object collides with the checkpoint object.
2. The checkpoint stores id, room, x and y coordinates into global variables.
3. Player falls off the level, and dies in game.
4. The Player respawns from the variables the checkpoint object stored.

**Extensions (or Alternative Flows):**

1. Player doesn’t reach a checkpoint.
   1. The player falls down the level and dies in game.
   2. The player is respawned at the beginning of the level.
2. Player passes through another checkpoint.
   1. The checkpoint rewrites id, room, x and y coordinates of that checkpoint object.
   2. The player falls off level, and dies in game.
   3. The player respawns in the most recent checkpoint touched.

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**Preconditions:** Start up the game, from the title screen.  
**Success Guarantee (or Postconditions):** The player hits the pause button/key, and the game freezes, leaving it exactly how it before he hit the key.

**Main Success Scenario:**

1. Player is currently playing the game.
2. The player has to do something outside of the game (unrelated to the game)
3. He presses the pause button/key.
4. The game freezes at that instance, and the player can come back to it when he is ready.
5. The player unpauses the game, and the player continues where he left off.

**Extensions (or Alternative Flows):**

1. The player doesn’t unpause the game.
   1. The player does steps 1-4.
   2. The player doesn’t unpause the game by hitting the pause key again.
   3. The game stays paused indefinitely.
2. The player picks an option on the menu
   1. Return to title screen
      1. Player picks this option
      2. Game returns to title screen
   2. Restart level
      1. Player picks this option
      2. Level is restarted
   3. Restart at checkpoint
      1. Player picks this option
      2. Level is restarted from the last checkpoint

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

* Player – The player wants to throw his bag to be able jump over a pit

**Preconditions:** Start up the game, from the title screen.  
**Success Guarantee (or Postconditions):** The player throws the bag on the other side of the pit, and jumps over.

**Main Success Scenario:**

1. The player presses the action button.
2. The player sprite animates, throwing the bag.
3. The weight on the player is decreased.
4. The player presses the jump button as well as the directional keys.
5. The player jumps over the pit.

**Extensions (or Alternative Flows):**

1. The player throws the bag in the pit
   1. The bag will be respawned next to the player sprite
2. The player throws the bag at a wall
   1. The bag will hit the wall, and slide down
3. The player throws the bag on a button
   1. The bag will press on the button
   2. The button opens a door

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

* Player – The player wants more points, and treasure is one of the best way to rack them up.

**Preconditions:** Start up the game, from the title screen.  
**Success Guarantee (or Postconditions):** The player opens the chest, and gets treasure which is added to score.

**Main Success Scenario:**

1. The player moves to where a chest is at.
2. When collided the game prompts the user to open the chest
3. The player hits the action button, and the chest opens
4. The treasure is converted to points, and it is added to his total

**Extensions (or Alternative Flows):**

1. The player opens a fake chest
   1. The player presses the action key
   2. The chest damages the player’s score
2. The player opens a locked door
   1. The player presses the action key
   2. The door is opened
   3. The player goes to another room

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

* Player – The player has his bag at the end of the level, his score will go up.

**Success Guarantee (or Postconditions):** The player picks up his bag after he threw it.

**Main Success Scenario:**

1. The player goes near the bag
2. The game prompts the player with the action key
3. The player presses the action key
4. The player’s sprite swings the bag on his back.

**Extensions (or Alternative Flows):**

1. The player picks up something else
   1. The player picks up a heavy rock
   2. Uses it as a way to press the button instead

Brief Description

* **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.
* **Ceiling Trap**
  + The player goes underneath a trap. When he does the ceiling drops and kills the player in game. The player is then respawned to an earlier checkpoint.
* **Save**
  + The player will be able to save their progress before they end the game. This will ensure that the player will be able to come back to the game whenever they desire.