**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.