Quality Attributes

QA-1
UC-1: Customizable Battles

Environment:	Normal Operations
Quality Attribute:	Performance
Source:	Player
Stimulus:	Player selecting the specific battle mode
Artifact:	Menu system, Combat system, Player customize system, Opponent system, Display
Response:	System launches the battle with player selected/chosen attributes and opponents
Response Measure:	Take max of 30 seconds to load and create the battle

QA-2
UC-2: Inventory

Environment:	Normal Operation
Quality Attribute:	Performance
Source:	Player
Stimulus:	Player interacting with inventory
Artifact:	Inventory system (equiping items, dropping items, inspecting items), display
Response:	Displays items available to the player
Response Measure:	Instantaneous response to any player action in the system. (

QA-3
UC-3: Turn Based combat

Environment:	Normal Operations
Quality Attribute:	Performance
Source:	Player
Stimulus:	Player beginning a battle

Artifact:	Combat system, Opponent system, Turn-based system
Response:	Displays player stats, turn order and actions that can be deployed
Response Measure:	Instant response, with a maximum of 20 seconds to choose an action before turn is skipped

QA-4
UC-4: Random Encounters

Environment:	Normal Operations
Quality Attribute:	Performance
Source:	System
Stimulus:	System initiates a battle
Artifact:	Combat system, Opponent system, Turn-based system
Response:	Displays player stats, turn order and actions that can be deployed
Response Measure:	Instant response, with a maximum of 20 seconds to choose an action before turn is skipped

QA-5
UC-5: Combat mechanics

Environment:	Normal Operations
Quality Attribute:	Performance
Source:	System
Stimulus:	A battle was initiated
Artifact:	Combat system, Opponent system, Turn-based system
Response:	Character stats and attack stats calculated. Returns action performed with visual response
Response Measure:	Max of 2 seconds to allow fast responsive battles

QA-6
UC-6: Saves and Autosaves

Environment:	Normal Operations
Quality Attribute:	Performance
Source:	System or Player
Stimulus:	Player reaches checkpoint or Player forces a save
Artifact:	Saving system, Display system, Storage system
Response:	All current game stats are saved to file
Response Measure:	Max of 5 seconds to create a save file

QA-7
UC-7: Leveling System

Environment:	Normal Operations
Quality Attribute:	Performance
Source:	System
Stimulus:	Player reaches certain experience goal/checkpoint
Artifact:	Player customize system, Display system
Response:	Generates random new stat variables and adds/inserts into current player stats
Response Measure:	5 second level up animation with max of 5 seconds to calculate stats