

Scenario

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A player initiates the client application and specifies a server to join.

The client attempts to connect to the server

- The server acknowledges the connection request and if permissible, allow the client to join

- The server sends a map to the client and waits for remainder of players to join

- The server sends a countdown to indicate the start of the game.

After the countdown, the player then sees the map from the player's perspective on the map.

The player presses the arrow keys and moves through the map.

The player interacts with food services to receive (or deplete) health.

The player interacts with exercise places to receive health.

The player attends a class to increase course credit.

The player steps on a manhole cover and either gains or loses energy.

After attending 36 credits of class, the player proceeds to Agganis arena.

Upon arriving at Agganis, the game is over and the server broadcasts this to all players.