The Worst of Friends

Phase 2

#### Create Project

**Basic Course:**

The User clicks the New Project button from the File Menu. The system displays the New Project screen. The User enters a Project Name. The User clicks the Create Project button. The system creates a file for the Project. The system displays the Project Hub screen of the Project.

**Alternate Course:**

*Project Name is already used:*

The system displays the Name Unavailable Error screen to the User, explaining a Project with that Project Name already exists. The User may click the Overwrite button or click the Cancel button. If the User clicks the Overwrite button, the system overwrites the file. Then the system displays the Project Hub screen of the Project. If the User clicks Cancel button, the system returns to the New Project screen.

*Project Name is not valid:*

The system displays the Name Format Error screen to the User, explaining the Project Name was entered in an invalid format. The system returns the User to the New Project screen.

#### Open Project

**Basic Course:**

The User clicks the Open Project button from the File Menu. The system displays the File Manager. The User selects the Existing Project from the File Manager. The system displays the Project Hub screen.

**Alternate Course:**

*The program does not have read and write privileges on the selected file:*

The system displays the Privilege Error screen, explaining that the Project file cannot be opened. The system displays the Project Hub screen.

#### Create Path

**Basic Course:**

The system displays the Create Path screen. The User enters a Path Name. The User clicks the Create button. The system saves the Path. The system displays the Edit Path screen.

**Alternate Course:**

*Path Name already exists:*

The system displays the Name Unavailable Error screen, explaining a Path with that Path Name already exists. The User may click the Overwrite button or click the Cancel button. If the User clicks the Overwrite button, the system overwrites the file. Then the system opens the Edit Path screen.

*Path Name is not valid:*

The system displays the Name Format Error screen to the User, explaining the Path Name was entered in an invalid format. The system displays the previous screen.

#### Create Path from Project Hub

**Basic Course:**

The User clicks the Create Path button from the File Menu. The system invokes the Create Path use case. The system returns to the Project Hub screen.

**Alternate Course:**

#### Open Path from Project Hub

**Basic Course:**

The User clicks the Open Path button from the File Menu. The system displays the File Manager screen. The User selects the desired Path from the File Manager. The system loads the Project. The system displays the Edit Path screen.

**Alternate Course:**

*The program does not have read and write privileges on the selected file:*

The system displays the Privilege Error screen, explaining that the Path file cannot be opened. The system displays the Project Hub screen.

#### Create Path from Edit Button Screen

**Basic Course:**

The User clicks the Create Path button on the Edit Button screen. The system invokes the Create Path use case. The system returns to the Edit Button screen.

**Alternate Course:**

#### Open Path from Edit Button Screen

**Basic Course:**

The User clicks on the Open Selected Path button. The system displays the Edit Path screen of the selected Path.

**Alternate Course:**

#### Create Button from Edit Path Screen

**Basic Course:**

The User clicks the Create Button button from the Button Menu. The system displays the Create Button box. The User may either click the Choose Image button or fill in a Button Text field. Then the User clicks the Create Button button.

**Alternate Course:**

*The User loads an image and fills in the Button Text field:*

The system ignores the Button Text field.

#### Open Button from Edit Path screen

**Basic Course:**

The User clicks the Edit Button button associated with a Button on the Button List. The system displays the Edit Button screen for the selected Button.

**Alternate Course:**

*The selected Button’s Edit Button screen is already open:*

The system will reorient the selected Button’s Edit Button screen to the front in order to bring it to the User’s attention.

#### Create Path Group

**Basic Course:**

The system displays the Create Path Group screen. The User enters an Path Group Name. The User clicks the Create button. The system saves the Path Group. The system displays the Edit Path Group screen.

**Alternate Course:**

*Path Group Name already exists:*

The system displays the Name Unavailable Error screen, explaining a Path Group with that Path Group Name already exists. The User may click the Overwrite button or click the Cancel button. If the User clicks the Overwrite button, the system overwrites the file. Then the system closes the Save As screen. If the User clicks the Cancel button, the system displays the previous screen.

Path Group *Name is not valid:*

The system displays the Name Format Error screen to the User, explaining the Path Group Name was entered in an invalid format. The system displays the previous screen.

#### Create Path Group from the Project Hub

**Basic Course:**

The User clicks New Path Group button from the File menu. The system invokes the Create Path Group use case.

**Alternate Course:**

#### Create Path and Add to Path Group from Edit Path Group Screen

**Basic Course:**

The User will click the Add New Path button. The system invokes the Create Path use case. The system displays the Edit Path screen.

**Alternate Course:**

#### Add to Path Group from Edit Path Group Screen

**Basic Course:**

The User selects any number of Paths in the Path List. The User then clicks the Add Selected Paths to Path Group button. The System will remove the selected Paths from the Path List and add them to the Path Group. If the User clicks the Create New Path button the System will invoke the Create Path use case. The System will add the new Path to the Path Group.

**Alternate Course:**

#### Remove Path from Path Group from Edit Path Group Screen

**Basic Course:**

The User clicks the Remove Path button associated with the desired Path on the Path List. The system removes the Path from the Path Group.

**Alternate Course:**

#### Delete Path Group from Edit Path Group Screen

**Basic Course:**

The User clicks the Delete Path Group button. The system displays the Verification screen, confirming the deletion of the Path Group. The User may either click the Delete button or the Cancel button. If the User clicks the Delete button, the system deletes the Path Group. Then the system closes the Edit Path Group screen. If the User clicks the Cancel button, the system returns to the Edit Path Group screen.

**Alternate Course:**

*The User clicks the Cancel button on the Verification screen:*

The system closes the Verification screen and return the User to the Edit Path Group screen.

#### Edit Character

**Basic Course:**

The User clicks the Character button from the File Menu on the Project Hub screen. The system displays the Edit Character screen. The User clicks Add Attribute button. The User enters the Attribute Name in the Attribute field and selects the type of variable from the Type dropdown. The User then enters a valid default value for the Attribute.

**Alternate Course:**

#### Run Play Test

**Basic Course:**

The User clicks the Play Test button. The system displays the Play Test Options screen.

The User selects the desired Play Test Options. The User clicks the Continue button.

The system displays the Play Test screen. The Game Engine loads the Project.

The Game Engine runs the Project. The system displays the Project Hub screen.

**Alternate Course:**

*The Play Test screen is exited before the Game Engine completes running the Project:*

The system displays the Early Termination Warning screen,

explaining the Project closed before completion.

The User may either click the Ok button or click the Cancel button.

If the User clicks Ok button, the system displays the Project Hub screen.

If the User clicks the Cancel button, the system returns to the Play Test screen.

*A Path for the Project to begin on has not been selected on the Play Test Options screen:*

The system displays the No Path Error screen, which tells the User to select a Starting Path.

The User clicks the Continue button. The system displays the Play Test Options screen.

#### Save Project

**Basic Course:**

The User clicks the Save Project button from the File Menu. The system saves the project.

**Alternate Course:**

*The Project has not been saved previously:*

The system invokes the Save As use case.

#### Save As

**Basic Course:**

The User clicks the Save As button. The system displays the Save As screen. The User navigates to the desired directory and enters a Project Name. The User clicks the Save button. The system saves the current Project as the Project Name in the directory.

**Alternate Course:**

*Project Name is already used:*

The system displays the Name Unavailable Error screen to the User, explaining a Project with that Project Name already exists. The User may click the Overwrite button or click the Cancel button. If the User clicks the Overwrite button, the system overwrites the file. Then the system closes the Save As screen. If the User clicks Cancel button, the system displays the Save As screen.

*Project Name is not valid:*

The system displays the Name Format Error screen to the User, explaining the Project Name was entered in an invalid format. The system returns the User to the Save As screen.

#### Export Project to Executable

**Basic Course:**

The User clicks the Export Project to Executable button from the File Menu on the Project Hub. The system displays the Select Export Location screen. The User selects the desired directory. The User enters the Executable File Name. The User clicks the Continue button. The system creates the Executable file. The system displays the Project Hub.

**Alternate Course:**

*A file with an identical file name already exists in that directory:*

The system displays the Name Unavailable Error screen to the User, explaining a file with that already exists. The User either clicks the Overwrite button or the Cancel button. If the User clicks the Overwrite button, the system overwrites the file. If the User clicks the Cancel button, the system returns to the Select Export Location screen.