

Dark Night

Use Case Specification

Submitted to:

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Unique Reference:

The documents are stored in the

<https://github.com/pogirae/CS191-ACT-Repository/tree/master/02-Requirements%20Engineering>

Document Purpose:

This document is to show the use case specifications of the project.

Target Audience:

Developers, professors, and anyone who wants to improve the project.

Revision Control*History Revision:*

Revision Date	Person Responsible	Version Number	Modification
09/27/16	Ethan Fredric Y. Tan	1.0	Initial Document
10/4/16	Ethan Fredric Y. Tan	1.1	Added scenarios, diagram

Use-Case Name: 2.2 Enter In-Game Menu

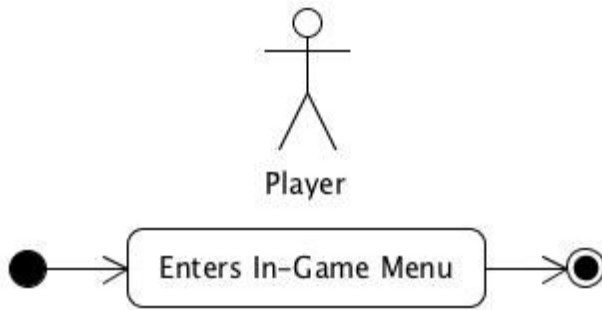
Description: The player can access the menu from in-game with the ESC key. In the menu, the player chooses which action to take with W, A, S, D, or arrow keys. The player can choose to resume the game, save the current game, load a previous save file, or exit to the main menu.

Preconditions: 2.0 Play Game

Flow of Events:

Scenario Name	Description
Scenario 1 Player enters in-game menu.	1. Player enters in-game menu.

Activity Diagram of the Flow of Events:



Postcondition: NONE

Relationships: Use Case 2.0 Play Game

Special Requirements:
NONE