Dark Night
Use Case Specification

Submitted to:

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for the course
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Unique Reference:

The documents are stored in
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
09/30/16	Ethan Fredric Y. Tan	1.0	Initial Document, added scenarios, created diagram.
09/30/16	Jahziel Rae M. Arceo	1.1	Edited scenarios, resized diagram.
10/4/16	Ethan Fredric Y. Tan	1.2	Edited scenarios, edited diagram.

Use-Case Name: 1.0 Start Main Menu

Description: The game begins with a menu state. The player chooses which action to take with W, A, S, D, or arrow keys. The player can choose to start the game, load a previous saved game, change options, or exit the program.

Preconditions: Game has presented main menu.

Flow of Events:

Scenario Name	Description
Scenario 1 Player plays game.	1. Player plays the game. 2. Player exits the game.
Scenario 2 Player edits options.	1. Player edits options. 2. Player returns to menu.
Scenario 3 Player exits game.	1. Player exits the game.

Activity Diagram of the Flow of Events:
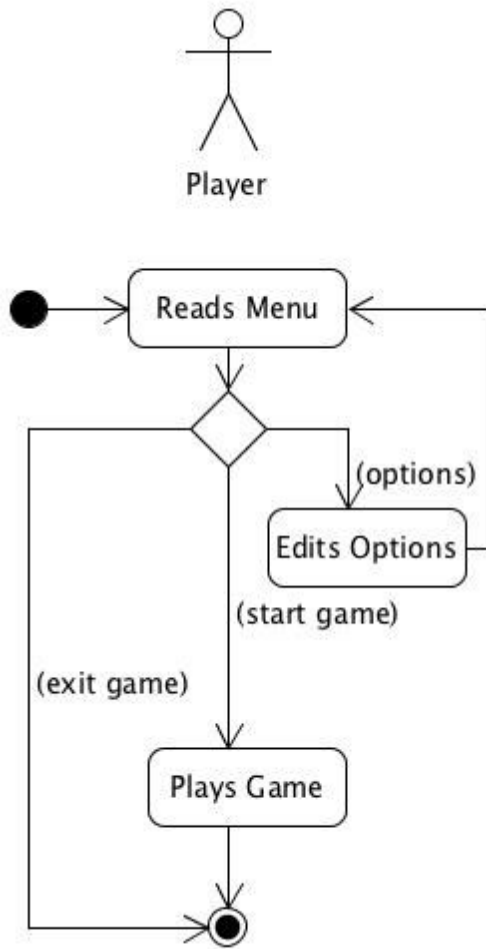
Postcondition: NONE

Relationships: Use Case 2.0 Play Game

Special Requirements:
                NONE