OFFLINE ITEM USEAGE STORY

This story maps the user utilizing the store and inventory portions of our system.

This story maps to the requirements: 7.1, 7.2, 8.2,

Bob was sick. He needed to be able to heal so when he pulled up the main menu he clicked on the “offline” button to get to his inventory. He needed potions, so he clicked on the shop and opened up the purchasable items. He saw he had $5 to spend, so he spent them all on potions. He tried to be greedy and get more than his current cash but the store told him “Failed to buy potion.” So he went back to his inventory, or his “stash”, and noticed he had his five potions to use. He used all his potions in order to help heal himself.