Team: Alpha-Bravo

Members: Anthony Martinez (Team Leader), Dustin Chhum, Howard Cho, Luis Rodriguez

Actors: Player

Players: The player opens the program, starts the game, and controls the main character.

1. Start Screen

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| Scenario Name: | 1a). Start Screen |
| Actors: | Player |
| Flow of Control: | 1. The player selects “New Game” from the GUI. 2. The screen displays “loading...”. 3. The first level is displayed along with the following information:   Health meter: 100  Level: 1  Player Inventory Empty  Score 0 |

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| Scenario Name: | 1b). Start Screen |
| Actors: | Player |
| Flow of Control: | 1. Player selects “Leaderboards” from the GUI. 2. The screen displays the best scores. 3. The player selects “Back to Main Menu”. 4. Go back to Start Screen. |

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| Scenario Name: | 1c). Start Screen |
| Actors: | Player |
| Flow of Control: | 1. Player selects “Exit” from the GUI. 2. The game displays an exit screen showing the company logo. 3. The game exits to the desktop. |

2. Play a game

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| Scenario Name: | 2a). Play a game |
| Actors: | Player |
| Flow of Control: | 1. Player selects “Load Game” from the GUI. 2. The screen displays the list of saved games. 3. The player selects a game from the list.   Saved Games:  ..Tony saved on 1 9/01/2016 (game one )  ..Tony saved on 19/02/2016 (game two)   1. Game two is selected and loaded.   Health meter: 87  Level: 1  Player Inventory Empty  Score 1516 |
|  | 1. The player proceeds through the level by moving towards the right and encounters a level 2 tank enemy. 2. The enemy attacks the player with a gun attack. 3. The player avoids the attack and jumps over the tank. 4. The player continues with the level. |

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| Scenario Name: | 2b). Play a game |
| Actors: | Player |
| Flow of Control: | 1. The player selects “Load Game” from the GUI. 2. The screen displays the list of saved games. 3. The player selects a game from the list.   Saved Games:  ..Tony saved on 1 9/01/2016 (game one)  ..Tony saved on 19/02/2016 (game two)   1. Game one is loaded and the current level is displayed along with saved data.   Health meter: 67  Level: 1  Player Inventory Gun <current weapon>  Ground To Air Rocket  Score 78524 |
|  | 1. The player proceeds through the level by moving towards the right and encounters a Mark I flying robot. 2. The enemy attacks the player with a missile attack. 3. The player is struck by the attack and loses 30 health points. 4. The health meter now reads 37. 5. The player opens the inventory menu that shows:     Inventory List:  Gun <current weapon>  Ground To Air Rocket   1. <Empty> 2. <Empty> 3. <Empty> |
|  | 1. The player selects Ground To Air Rocket. 2. The new weapon is equipped and the player fires at the Mark I. 3. The enemy is struck and destroyed. 4. The player continues with the level. |
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| Scenario Name: | 2c). Play a game |
| Actors: | Player |
| Flow of Control: | 1. Player selects “New Game” from the GUI. 2. The screen displays “loading...”. 3. The first level is displayed along with the following information:   Health meter: 100  Level: 1  Player Inventory Empty  Score 0 |
|  | 1. The player proceeds through the level by moving towards the right and encounters a pallet of barrels. 2. The player jumps over the pallet of barrels and continues with the level. |
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3. Encounter an obstacle

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| Scenario Name: | 1a). Encounters an obstacle |
| Actors: | Player |
| Flow of Control: | 1. Player encounters a spike pit of death. 2. Player tries to jump over spike pit of death and fails. 3. Player falls down the pit and gets impaled by spikes and dies. 4. The game is over. |

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| Scenario Name: | 1b). Encounters an obstacle |
| Actors: | Player |
| Flow of Control: | 1. Player encounters a wall too high to jump over. 2. The player uses a nearby stack of boxes to jump on to. 3. The player then jumps from the boxes to the elevated platform. 4. The player continues with the level |

4. Encounter a weapon

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| Scenario Name: | 1a). Encounter a weapon |
| Actors: | Player |
| Flow of Control: | 1. As the player is moving along the level he comes across a machine gun that can be added to his inventory. 2. The player positions himself next to the machine gun and chooses to pick it up. 3. The inventory is adjusted to reflect the addition of the new weapon.     Inventory List:  Machine gun  Gun <current weapon>  Ground To Air Rocket  <Empty>  <Empty> |
|  | 4. The player selects the machine gun while the inventory list is still opened and equips it.  5. The inventory list is updated    Inventory List:  Machine gun <current weapon>  Gun  Ground To Air Rocket  <Empty>  <Empty>  6. The player continues with the level. |

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| Scenario Name: | 1a). Encounter a weapon |
| Actors: | Player |
| Flow of Control: | 1. As the player is moving along the level he comes across a ray beam gun that can be added to his inventory. 2. The player positions himself next to the ray beam gun and chooses to pick it up. 3. The inventory is adjusted to reflect the addition of the new weapon.     Inventory List:  Ray beam gun  Gun <current weapon>  Ground To Air Rocket  <Empty>  <Empty> |
|  | 1. The player closes the inventory list and continues with the level. |

5. Encounter non-weapon item

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| Scenario Name: | 1a). Encounter non-weapon item |
| Actors: | Player |
| Flow of Control: | 1. The player encounters a treasure chest. 2. The player positions himself next to the treasure chest and chooses to open it. 3. The treasure chest opens up. 4. Player receives all loot in chest. 5. Player continues with the level. |

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| Scenario Name: | 1b). Encounter non-weapon item |
| Actors: | Player |
| Flow of Control: | 1. Player encounters a 50 point health power-up. 2. The player walks through the power-up and receives 50 points of health. 3. Player continues with the level. |

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| Scenario Name: | 1c). Encounter non-weapon item |
| Actors: | Player |
| Flow of Control: | 1. The player encounter a 100 point coin. 2. The player walks through the power-up and receives 100 points to the score. 3. The player continues with the level. |