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. Player selects “New Game” from the GUI.  2. The screen displays “loading...”.  3. The first level is displayed along with the following information:  a. Health meter: 100  b. Level: 1  c. Player Inventory Empty |

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| Scenario Name: | 1b). Start Screen |
| 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.  4. Continues a game.  5. The current level is displayed along with saved data. |

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| Scenario Name: | 1c). Start Screen |
| Actors: | Player |
| Flow of Control: | 1. Player selects “Leaderboards” from the GUI.  2. The screen displays the best times that the levels have been completed.  3. The player selects “Back to Main Menu”.  4. Go back to Start Screen. |

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| Scenario Name: | 1d). 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. Encounter a ground enemy

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| Scenario Name: | 1a). Encounter a ground enemy |
| Actors: | Player |
| Flow of Control: | 1. Player encounters a ground enemy.  2. Player avoids enemy attacks and jumps over it.  3. Player continues with the level. |

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| Scenario Name: | 1b). Encounter a ground enemy |
| Actors: | Player |
| Flow of Control: | 1. Player encounters a ground enemy.  2. Enemy shoots at player.  3. Player is struck by the enemy’s attacks.  4. Player loses a portion of the health meter.  5. Player continues with the level. |

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| Scenario Name: | 1c). Encounter a ground enemy |
| Actors: | Player |
| Flow of Control: | 1. Player encounters a ground enemy.  2. Player uses weapon to shoot at enemy.  3. Enemy is struck and dies.  4. Player continues with the level. |

3. Encounter a flying enemy

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| Scenario Name: | 1a). Encounter a flying enemy |
| Actors: | Player |
| Flow of Control: | 1. Player encounters a flying enemy.  2. Enemy attacks player.  3. Player avoids attack.  4. Player continues with the level. |

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| Scenario Name: | 1b). Encounter a flying enemy |
| Actors: | Player |
| Flow of Control: | 1. Player encounters a flying enemy.  2. Enemy attacks player.  3. Enemy hits player.  4. Player loses a portion of the health meter. |

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| Scenario Name: | 1c). Encounter a flying enemy |
| Actors: | Player |
| Flow of Control: | 1. Player encounters a flying enemy.  2. Player attacks flying enemy.  3. Enemy is struck by the player’s attack.  4. Enemy dies.  5. Player continues with the level. |

4. Encounter pallet of barrels

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| Scenario Name: | 1a). Encounters pallet of barrels |
| Actors: | Player |
| Flow of Control: | 1. Player encounters a pallet of barrels.  2. Player jumps over the pallet of barrels.  3. Player continues on with the level. |

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| Scenario Name: | 1b). Encounters pallet of barrels |
| Actors: | Player |
| Flow of Control: | 1. Player encounters pallet of barrels.  2. Player strikes/shoots pallet of barrels with weapon.  3. Player loses a portion of health.  4. Player continues on with level. |

5. Encounter a spike pit of death.

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| Scenario Name: | 1a). Encounters spike pit of death |
| Actors: | Player |
| Flow of Control: | 1. Player encounters 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. |

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| Scenario Name: | 1b). Encounters spike pit of death |
| Actors: | Player |
| Flow of Control: | 1. Player encounters spike pit of death.  2. Player tries to jump over the spike pit of death and succeeds.  3. Player continues on with level. |

6. Encounters a second platform.

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| Scenario Name: | 1a). Encounters second platform. |
| Actors: | Player |
| Flow of Control: | 1. Player encounters a second platform.  2. Player tries to jump onto the second platform and misses.  3. Player lands back on the same spot. |

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| Scenario Name: | 1b). Encounters second platform. |
| Actors: | Player |
| Flow of Control: | 1. Player encounters a second platform.  2. Player tries to jump onto the second platform and misses.  3. Player falls into the spike pit of death and dies. |

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| Scenario Name: | 1c). Encounters second platform. |
| Actors: | Player |
| Flow of Control: | 1. Player encounters a second platform.  2. Player tries to jump onto the second platform and makes it.  3. Player continues on with level. |

7. Encounter a weapon

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| Scenario Name: | 1a). Encounter a weapon |
| Actors: | Player |
| Flow of Control: | 1. Player encounters a weapon.  2. Player avoids the weapon and does not pick it up.  3. Player continues with the level. |

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| Scenario Name: | 1b). Encounter a weapon |
| Actors: | Player |
| Flow of Control: | 1. Player encounters a weapon.  2. Player interacts with the weapon by clicking a button.  3. Player picks up the weapon and replaces the current item.  4. Player continues with the level. |

8. Encounter a treasure chest

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| Scenario Name: | 1a). Encounter a treasure chest |
| Actors: | Player |
| Flow of Control: | 1. Player encounters a treasure chest.  2. Player interacts with the chest by clicking a button.  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 a treasure chest |
| Actors: | Player |
| Flow of Control: | 1. Player encounters a treasure chest.  2. Player avoids the treasure chest.  3. Player continues with the level. |

9. Encounter a power-up

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| Scenario Name: | 1a). Encounter a power-up |
| Actors: | Player |
| Flow of Control: | 1. Player encounters a power-up.  2. Player avoids the power-up by jumping over it  3. Player continues with the level. |

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| Scenario Name: | 1b). Encounter a power-up. |
| Actors: | Player |
| Flow of Control: | 1. Player encounters a power-up.  2. Player makes contact with power-up.  3. Player is stronger for a duration of the level. |

10. Encounter a coin

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| Scenario Name: | 1a). Encounter a coin |
| Actors: | Player |
| Flow of Control: | 1. Player encounters a coins.  2. Player avoids the coin.  3. Player continues with the level. |

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| Scenario Name: | 1b). Encounter auto-get coin |
| Actors: | Player |
| Flow of Control: | 1. Player encounters a coin.  2. Player makes contact with coin to retrieve  3. Coin counter increases  4. Player continues with the level. |

11. Encounter a health potion

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| Scenario Name: | 1a). Encounter health potion items |
| Actors: | Player |
| Flow of Control: | 1. Player encounters a health potion  2. Player avoids the health potion  3. Player continues with the level. |

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| Scenario Name: | 1b). Encounter a health potion |
| Actors: | Player |
| Flow of Control: | 1. Player encounters a health potion.  2. Player makes contact with the health potion.  3. Health meter increases.  4. Player continues with the level. |