

Player Finds a Material (by Kenny)

BASIC COURSE: The Player encounters a Material. The Player walks over the Material, and the Game adds the Material to the Player Inventory. The Player brings the Material to the weapon crafting location, and the Game removes the Material from the Player Inventory. The Game checks if all Materials have been collected.

ALTERNATE COURSES:

Player has collected all Materials: The Game spawns a Weapon.

AI hunts down Player while holding Material: The Game removes all Materials from the Player Inventory and respawns the Materials, and the Game respawns the Player.

Player Finds a Minor Objective (by Roger)

BASIC COURSE: The Player encounters a Tool or Trap. The Player walks over the Tool or Trap and the Player can choose to pick it up or not. If the Player picks it up, the Game adds the Tool or Trap to the Player Inventory. A Tool can provide a function to aid the Player like a map or a tracker, while a Trap can be placed in order to slow the AI down in some way.

ALTERNATE COURSES:

Player steps off of minor objective: The Player can choose not to pick a Tool or Trap up. In that case, it stays in the same place.

AI hunts down Player while completing Minor Objective: The Player keeps their Tools and Traps after respawning.

Player Starts Game (by Anthony)

BASIC COURSE: The Player loads the game and the Main Menu is displayed. The Player selects "Start Game". The Player then chooses what Map they want to play on and the game loads. (*Main menu displays, player selects "Start Game"*)

ALTERNATE COURSES:

Player selects "Game Instructions": (*Instructions display, tells player goal of game & how to play*) The Player loads the game and the Main Main is displayed. The Player then selects "Game Instructions" and the game displays the Game Instructions and a "back" button.

Player selects "Exit": (*Quits game*) The Player loads the game and the Main Menu is displayed. The Player selects "Exit" and the game terminates safely.

Player Attacks AI (by Nick)

BASIC COURSE: The Player attacks the AI using a Weapon. The AI Health decrements to zero, resulting in its defeat. The Game displays a victory message, which the Player dismisses to return to the Main Menu.

ALTERNATE COURSES:

AI Health does not decrease to zero: The AI Health decreases from its current stored value, and the AI is not defeated.

Player does not have a Weapon: The AI Health is not modified and the AI is not defeated.