Game: Destiny 1-2
Server Interaction

1. **Source of stimulus**. This is some entity (a human, a computer system, or any other actuator) that generated the stimulus.
        Human players,
        Non playable characters,
        in game events/modes

2. **Stimulus**. The stimulus is a condition that requires a response when it arrives at a system.
        Battling NPCs,
        Finding in game items,
        Battling other human players

3. **Environment**. The stimulus occurs under certain conditions. The system may be in an overload condition or in normal operation, or some other relevant state. For many systems, "normal" operation can refer to one of a number of modes.
        When the server is first created it is in normal operation. Bootup/Startup, Server Population updating
        Players can interact with the environment in the server which would put it in overload condition

4. **Artifact**. Some artifacts are stimulated. This may be a collection of systems, the whole system, or some piece or pieces of it.
        Enemy dying, player dying, player joining or leaving, using abilities in game, attacking in game, Player taking damage, Player or NPC moving, Summoning items or mounts

5. **Response**. The response is the activity undertaken as the result of the arrival of the stimulus.
        Loot dropping, environment changing, Dialogue Audio and text generating, Quests Updating

6. **Measure**. When the response occurs, it should be measurable in some fashion so that the requirement can be tested
        Item spawn capacity, Account Level Number, Quests Available, Weapon Level Number, Server player count, Server NPC count.

Scenario: Finding a File
1. **Source of stimulus**. This is some entity (a human, a computer system, or any other actuator) that generated the stimulus.

Human Inputs File Name
Program Searches for File Through Windows

2. **Stimulus**. The stimulus is a condition that requires a response when it arrives at a system.

The system awaits for the user to enter the name of the file to search for.
The system returns the files found, and is waiting for the user to select a file

3. **Environment**. The stimulus occurs under certain conditions. The system may be in an overload condition or in normal operation, or some other relevant state. For many systems, "normal" operation can refer to one of a number of modes.

Windows OS File Manager

4. **Artifact**. Some artifacts are stimulated. This may be a collection of systems, the whole system, or some piece or pieces of it.

Keyword Search
Locations of files
Computer location permissions
Anti-viruses
Accessing Files on Computer

5. **Response**. The response is the activity undertaken as the result of the arrival of the stimulus.

The user enters the name of the file and enters parameters to look for (File type, Size, ect…)

The user selects a file to open.

6. **Measure**. When the response occurs, it should be measurable in some fashion so that the requirement can be tested

The program is tested to make sure that it can find a file in an obscure location.,

The program can handle if the file no longer exists when the user wants to open it.w3