Primary actor: Player
Stakeholders: Developers
Goals: Developers want to see the Player pick skills so that the he can start game.
Preconditions: Player has started a new game.
Postconditions: Player has created a new character.
Success scenario:
1. Player has started a new game (precondition and trigger).
2. Player is shown a skill-selector screen.
3. Player assigns all points to various skills then system shows assignments.
4. Player confirms choices, then system saves that data.
5. System creates a character.
6. Player begins the game.

Alternate Flows:
1.
2.
3. Player doesn't assign all points.
   1. Player is prompted by system to assign remaining points.
   2. Player can choose to exit creation and return to home screen.
4. Player doesn't confirm choice.
   1. Player is returned to skill assignment screen.
   2. Player can choose to exit creation and return to home screen.
5.
6.