**Oh Ship**

Requirements Analysis Document

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**Section 2: Proposed System**

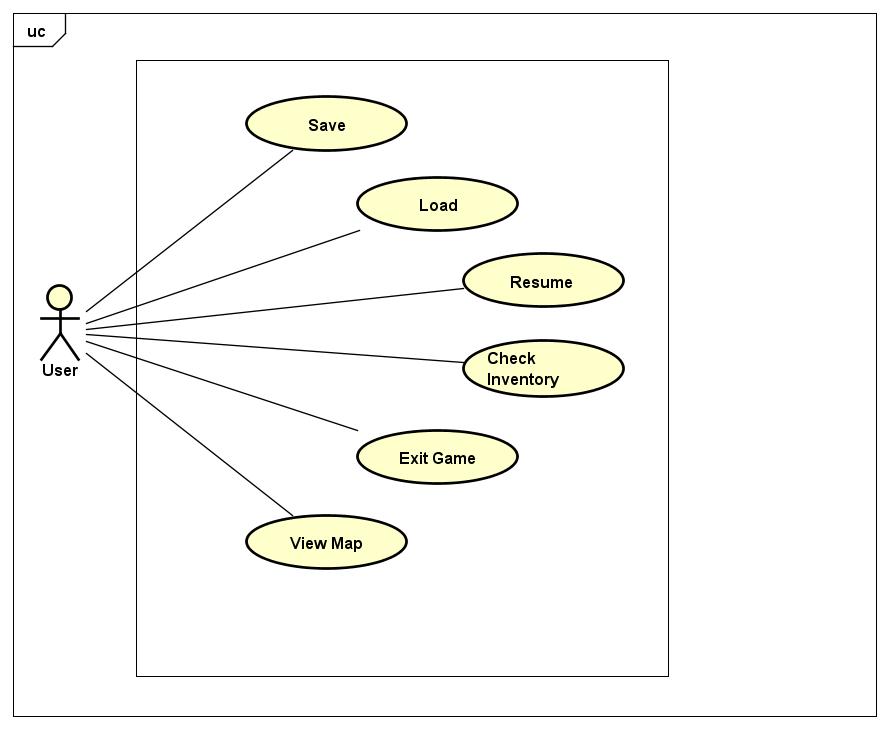
2.1 Overview

2.2 Functional Requirements

2.3 Non Functional Requirements

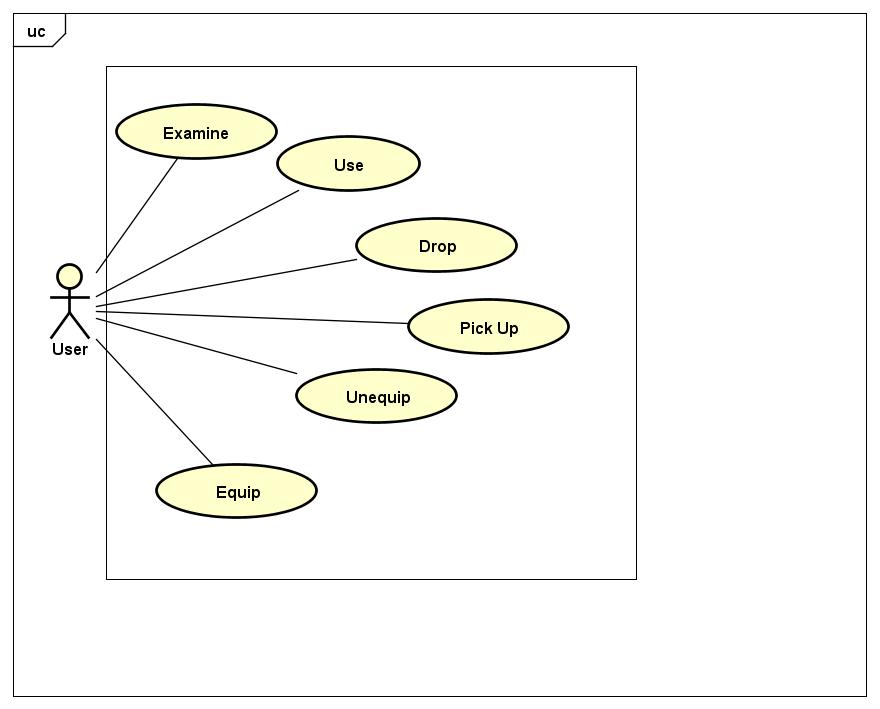
Use Case 1: Command Menu Feature

Description:



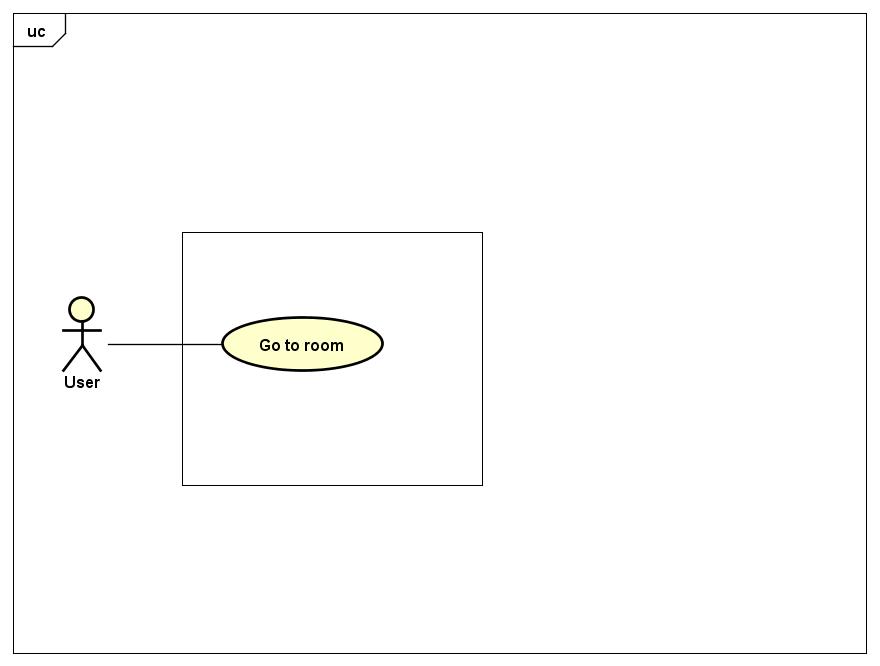
Use Case 2: Item Feature

Description



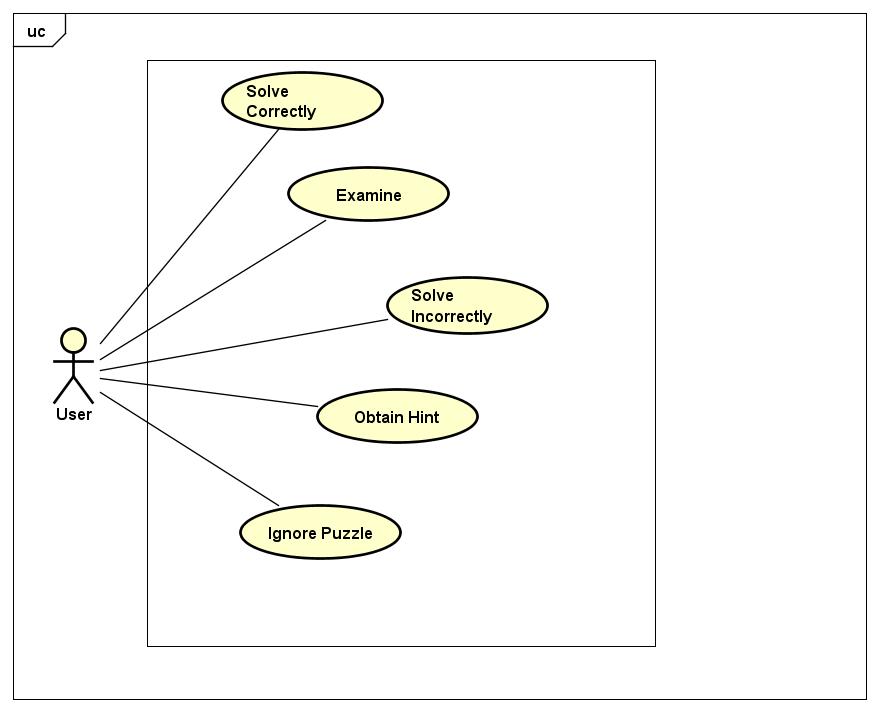
Use Case 3: Navigation Feature

Description:

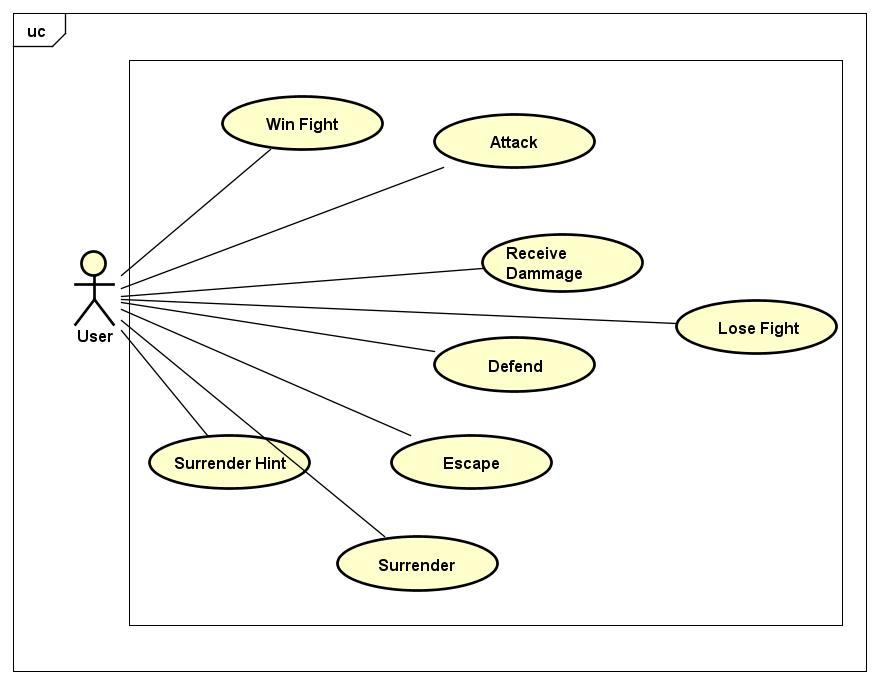


Use Case 4: Puzzle Feature

Description:



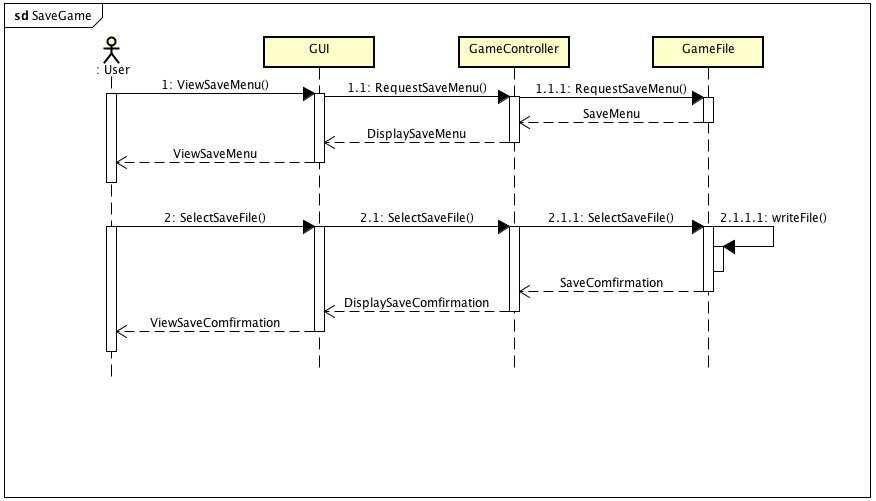
Use Case 5: Combat Feature

Description:

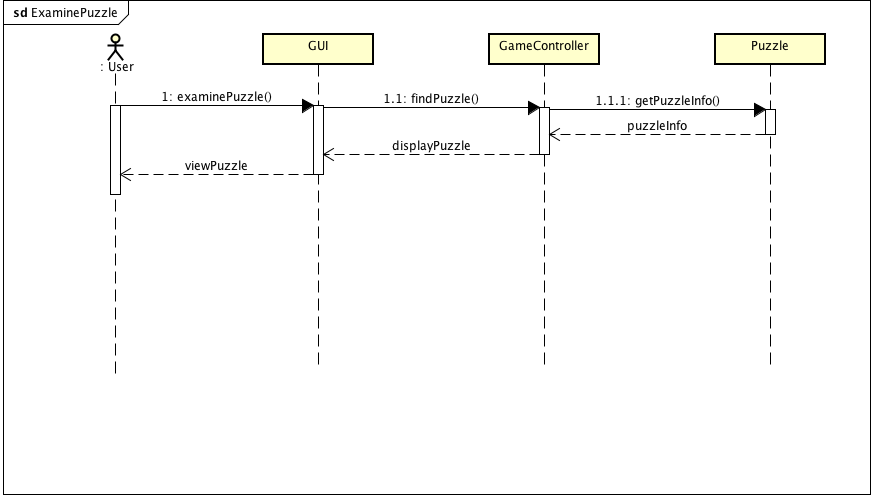
**2.4.2 Object Model**

**2.4.3 Sequence Diagrams**

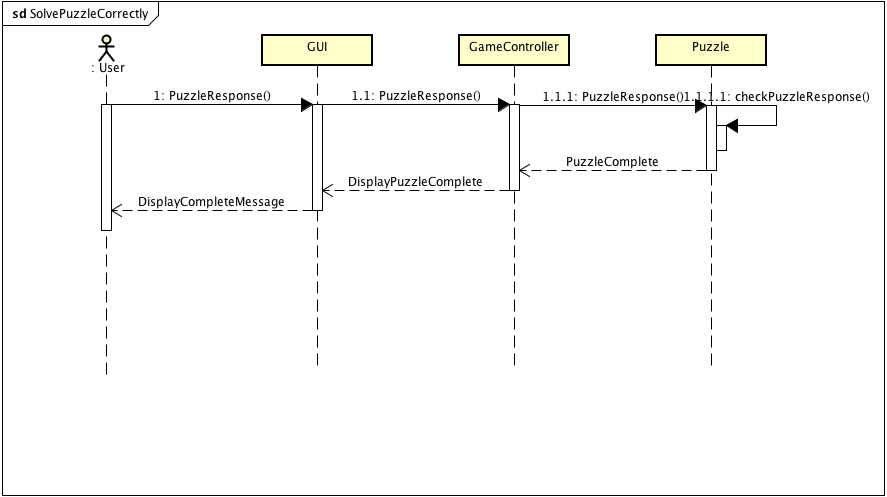
SaveGame Diagram



ExaminePuzzle Diagram



SolvePuzzleCorrectly Diagram



Exit Game Diagram



View Map Diagram



Drop Item Diagram



Equip Item Diagram



Escape Combat Diagram



Examine Item Diagram



Pick Up Item Diagram



Surrender Hint Combat Diagram



Un-Equip Item Diagram



Use Item Diagram



Surrender Combat Diagram

