**Oh Ship**

Requirements Analysis Document

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**Section 2: Proposed System**

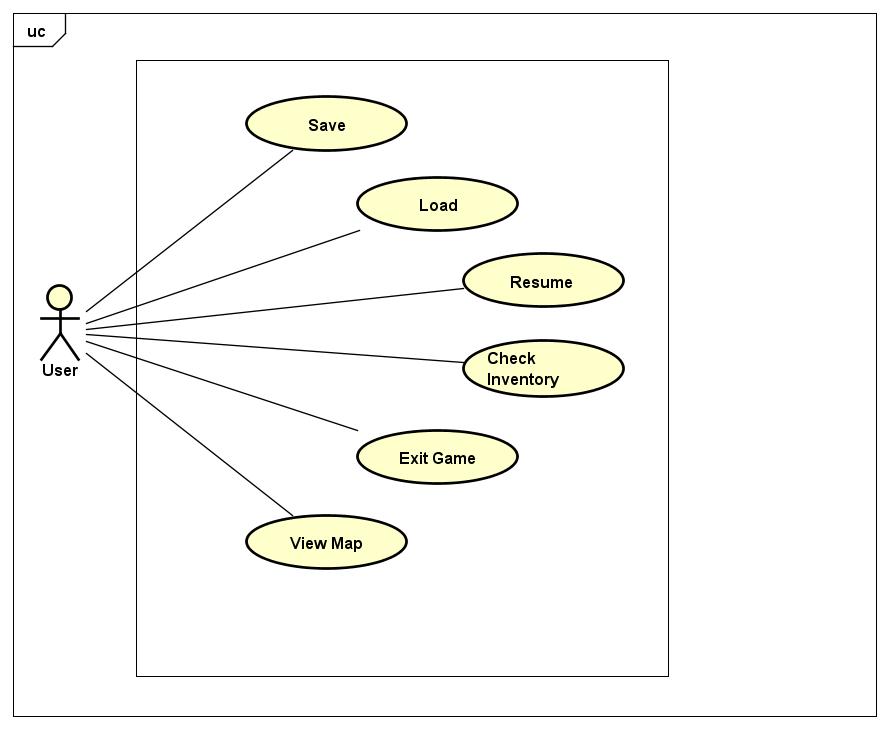
2.1 Overview

2.2 Functional Requirements

2.3 Non Functional Requirements

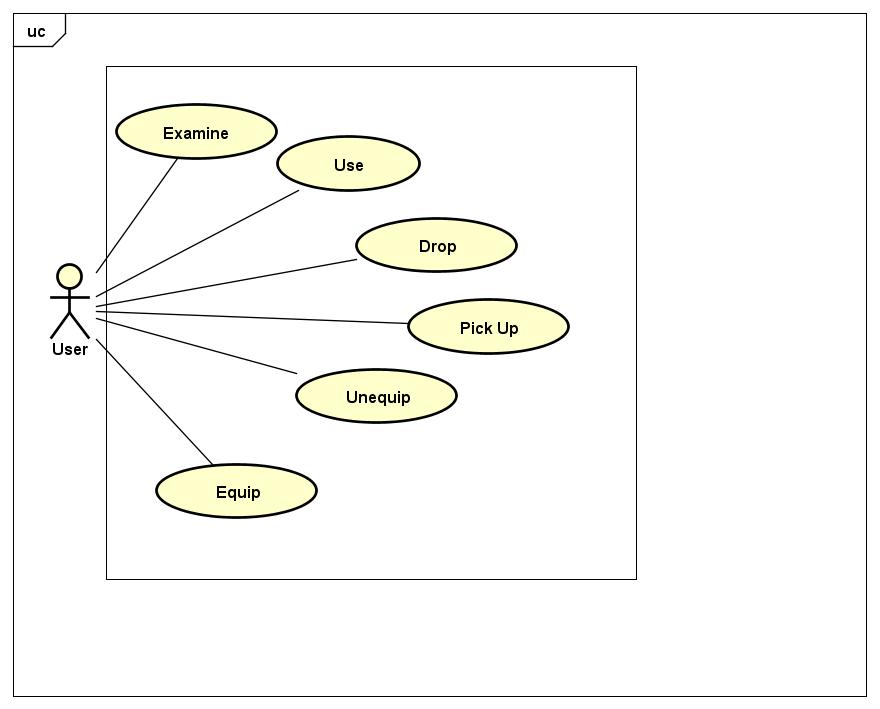
Use Case 1: Command Menu Feature

Description:



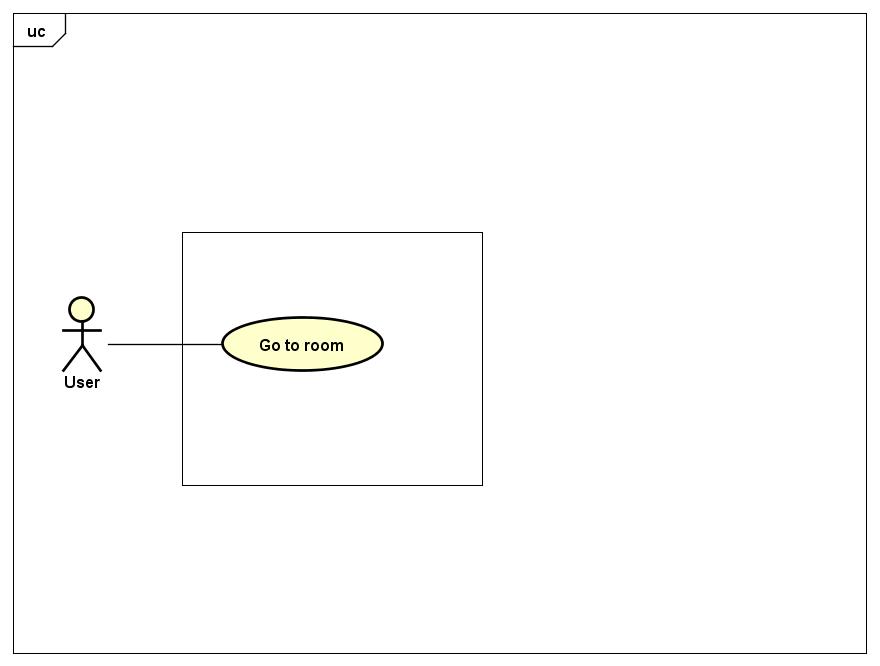
Use Case 2: Item Feature

Description



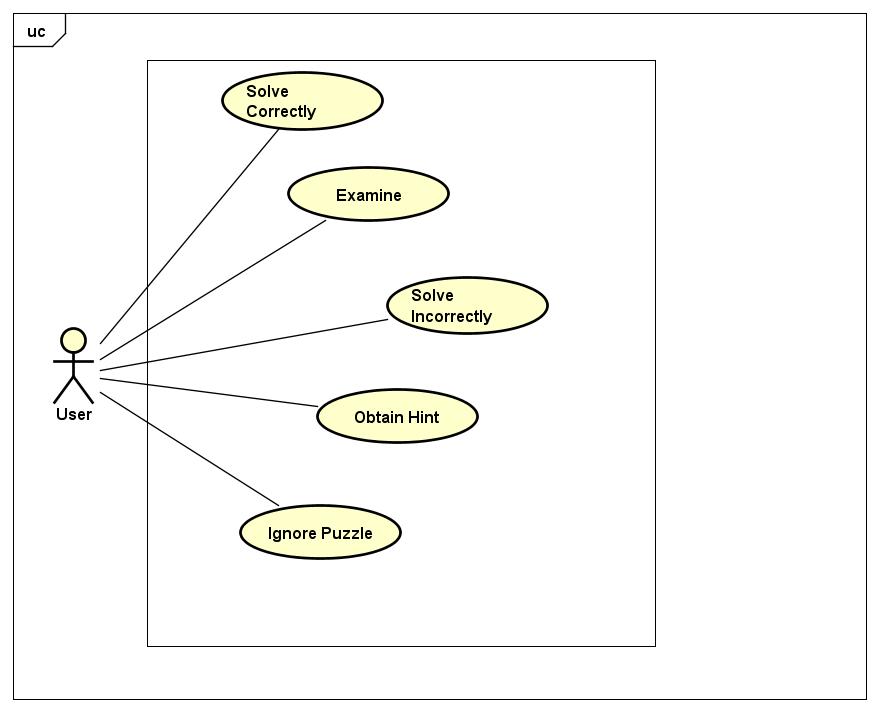
Use Case 3: Navigation Feature

Description:

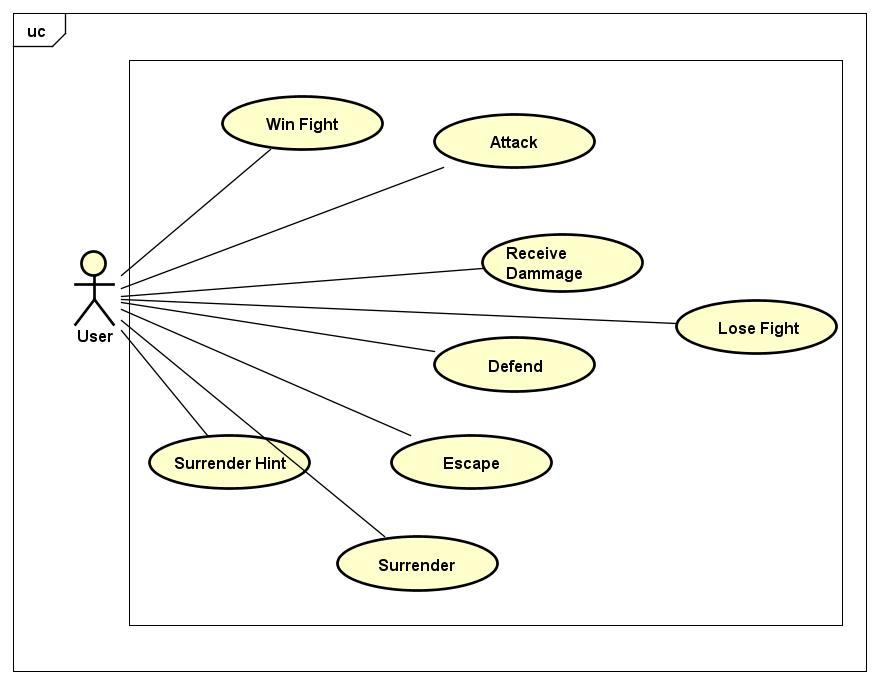


Use Case 4: Puzzle Feature

Description:



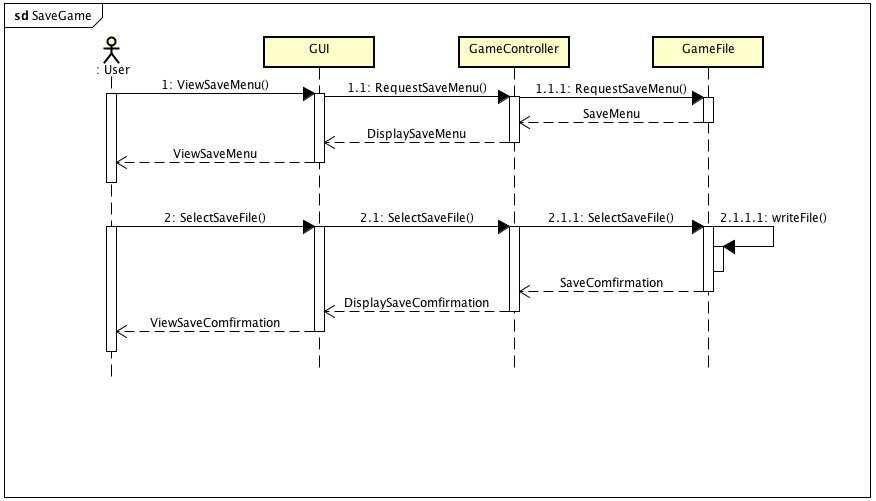
Use Case 5: Combat Feature

Description:

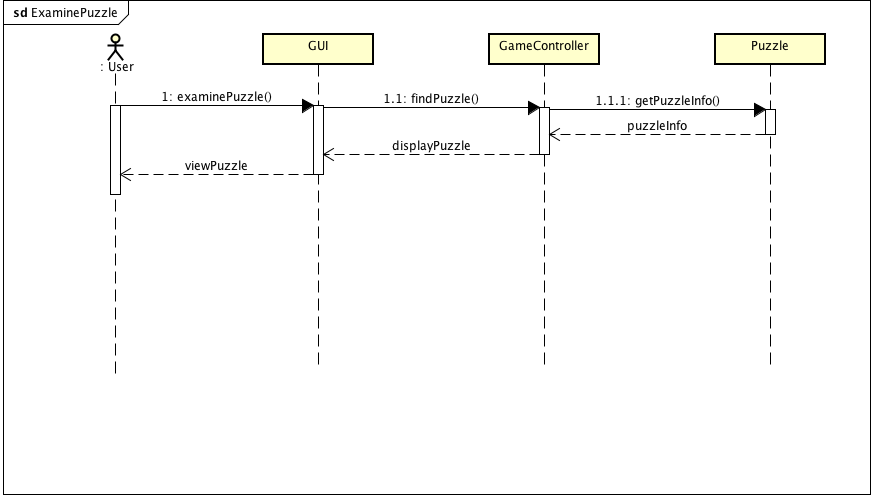
**2.4.2 Object Model**

**2.4.3 Sequence Diagrams**

SaveGame Diagram



ExaminePuzzle Diagram



SolvePuzzleCorrectly Diagram

