**Oh Ship**

Requirements Analysis Document

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**Section 2: Proposed System**

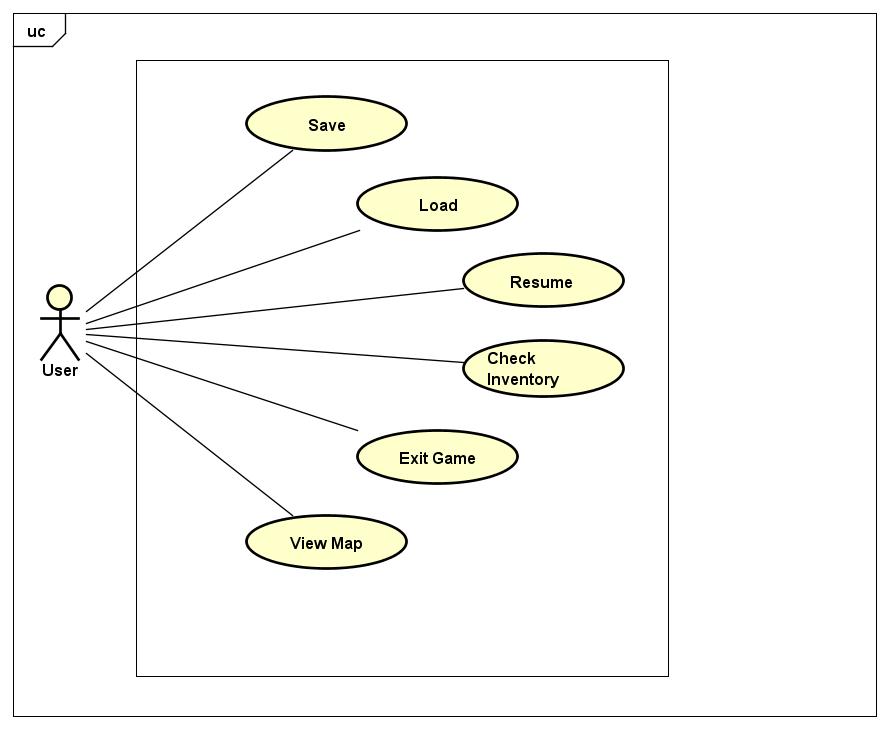
2.1 Overview

2.2 Functional Requirements

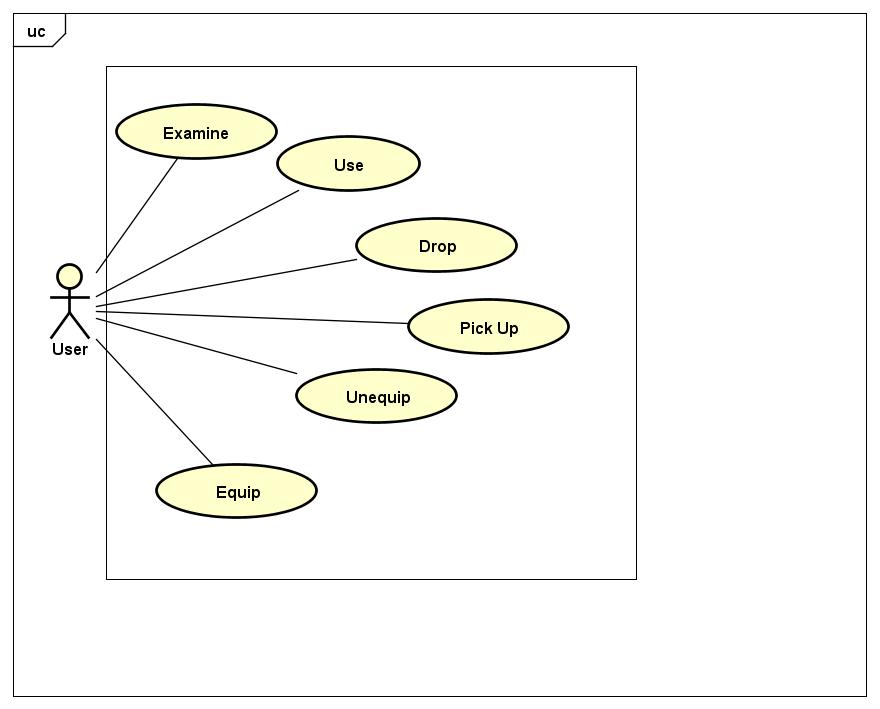
2.3 Non Functional Requirements

**2.4.1.1 Use Case Diagrams**

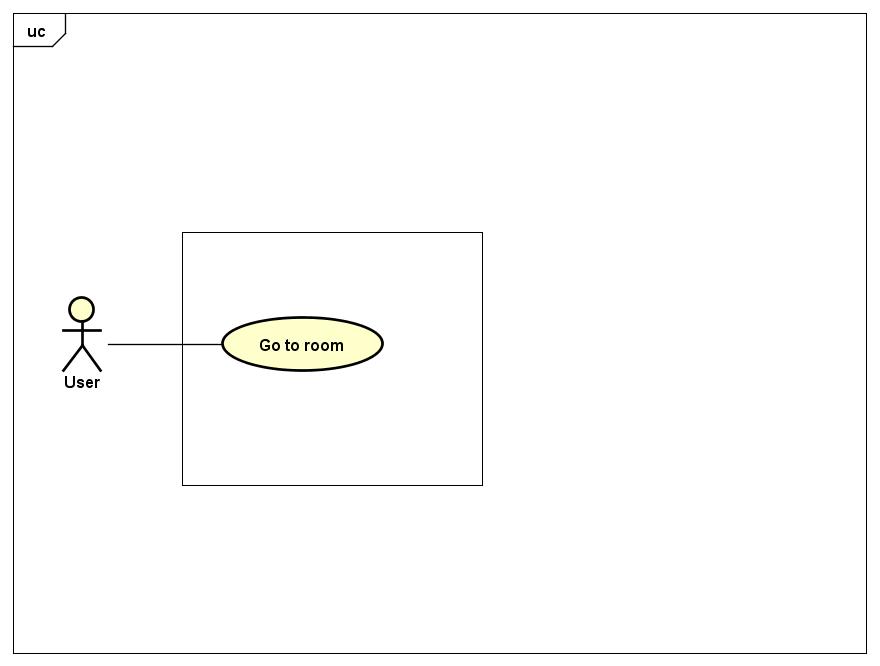
Command Menu Feature



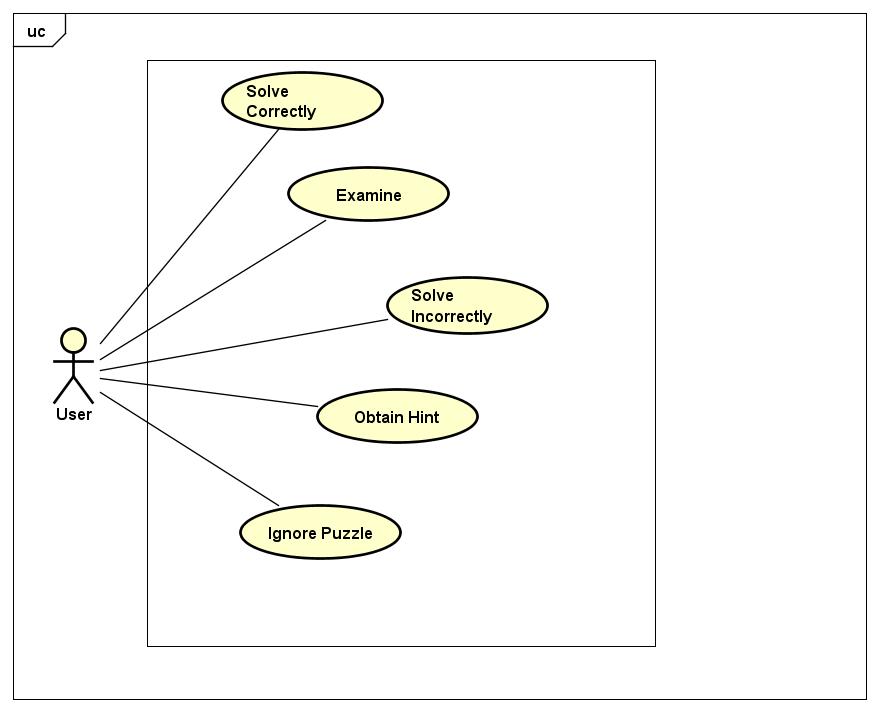
Item Feature



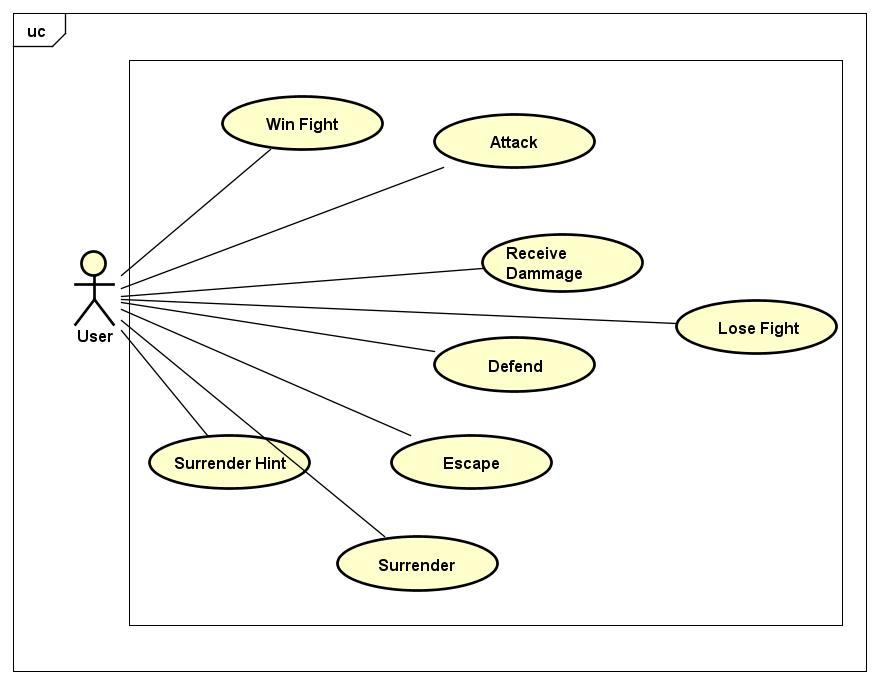
Navigation Feature



Puzzle Feature



Combat Feature



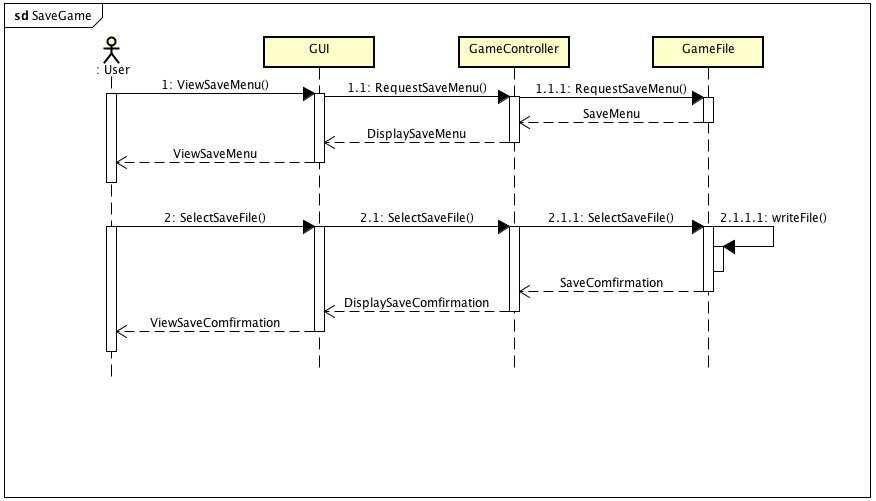
**2.4.1.2 Use Case Descriptions**

**2.4.2 Object Model**

**2.4.3 Sequence Diagrams**

**2.4.3.1 Command Feature**

3.1.1 Save Game Diagram



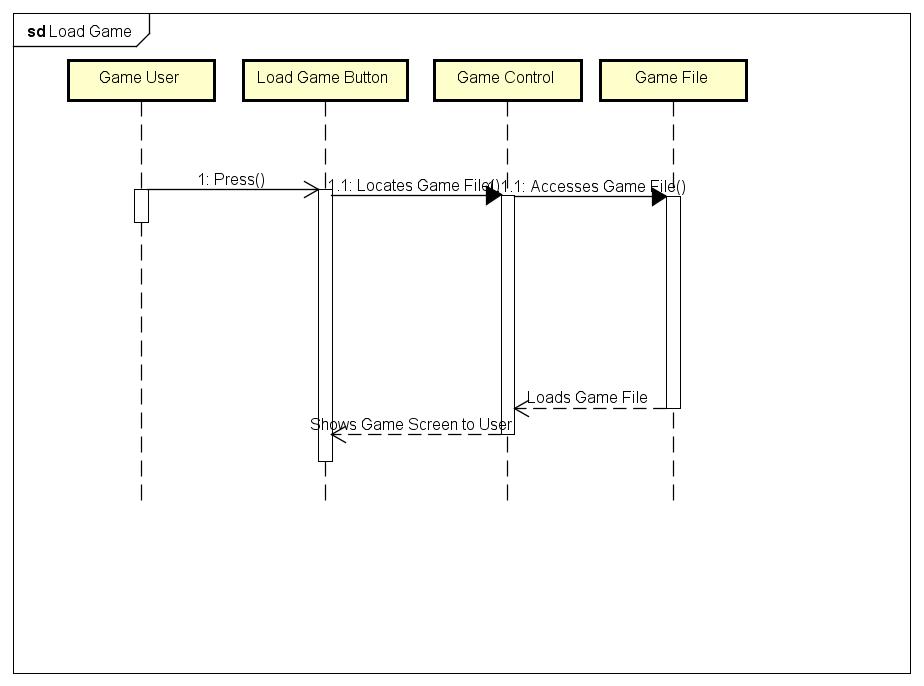
3.1.2 Exit Game Diagram



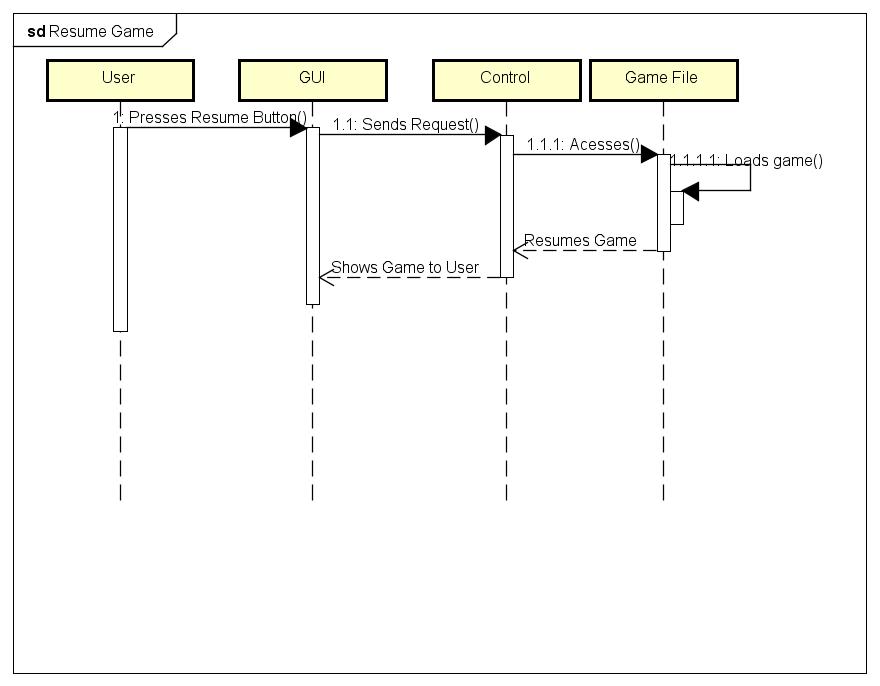
3.1.3 View Map Diagram



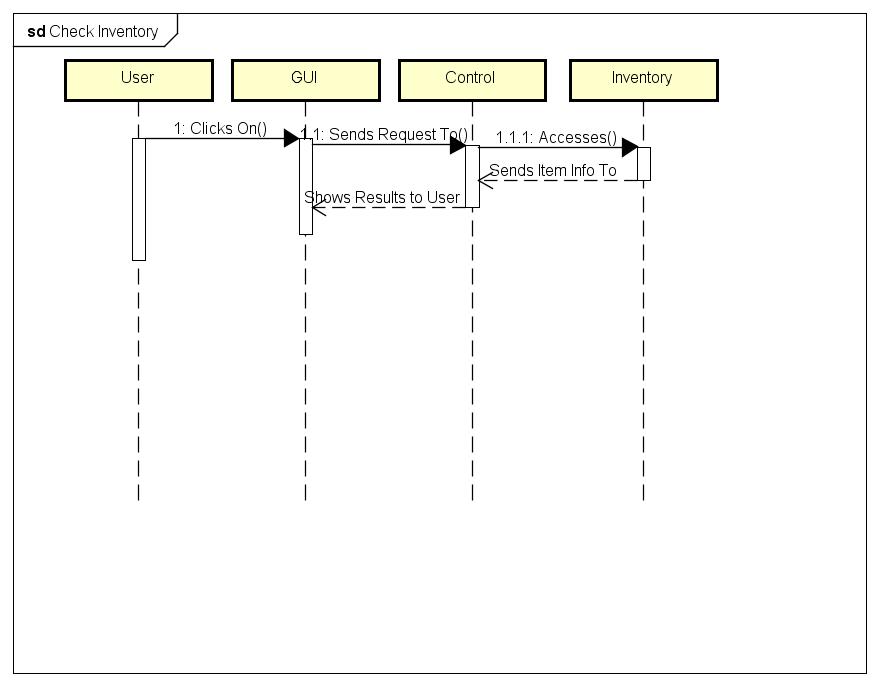
3.1.4 Load Game Diagram



3.1.5 Resume Game Diagram



3.1.5 Check Inventory Diagram



**2.4.3.2 Item Feature**

3.2.1 Use Item Diagram



3.2.2 Pick Up Item Diagram



3.2.3 Un-Equip Item Diagram



3.2.4 Examine Item Diagram



3.2.5 Equip Item Diagram

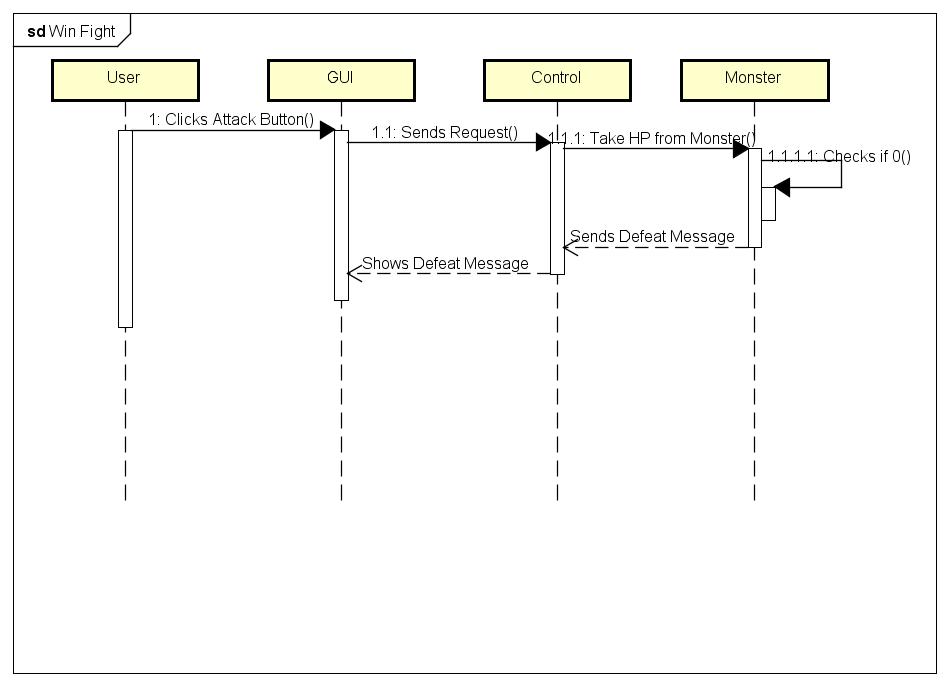


3.2.6 Drop Item Diagram

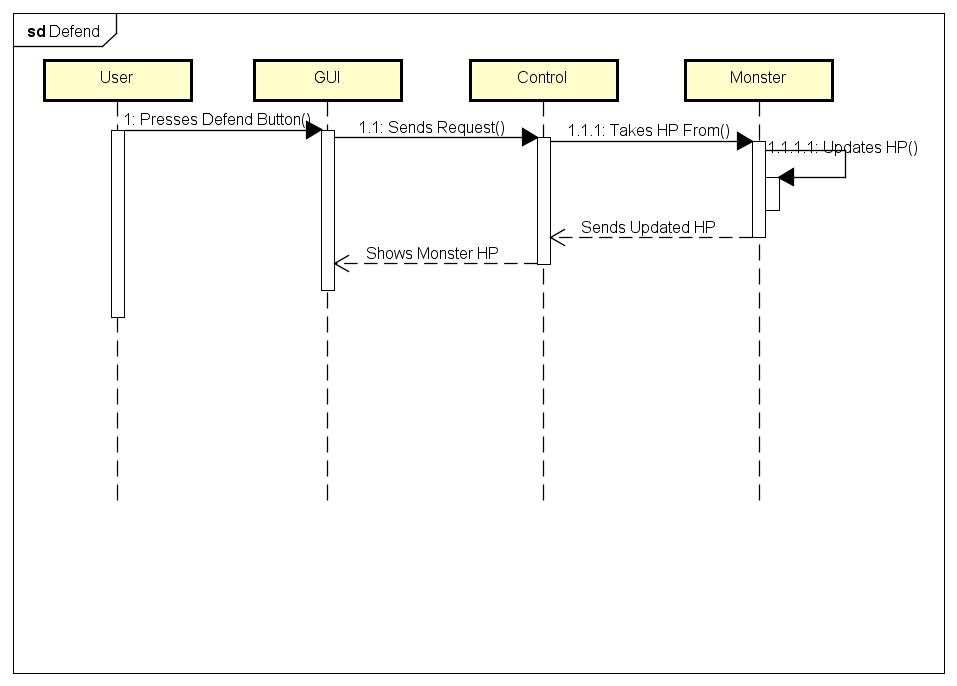


**3.4.3.3 Combat Feature**

3.3.1 Win Fight Diagram



3.3.2 Defend Diagram



3.3.3 Surrender Hint Diagram



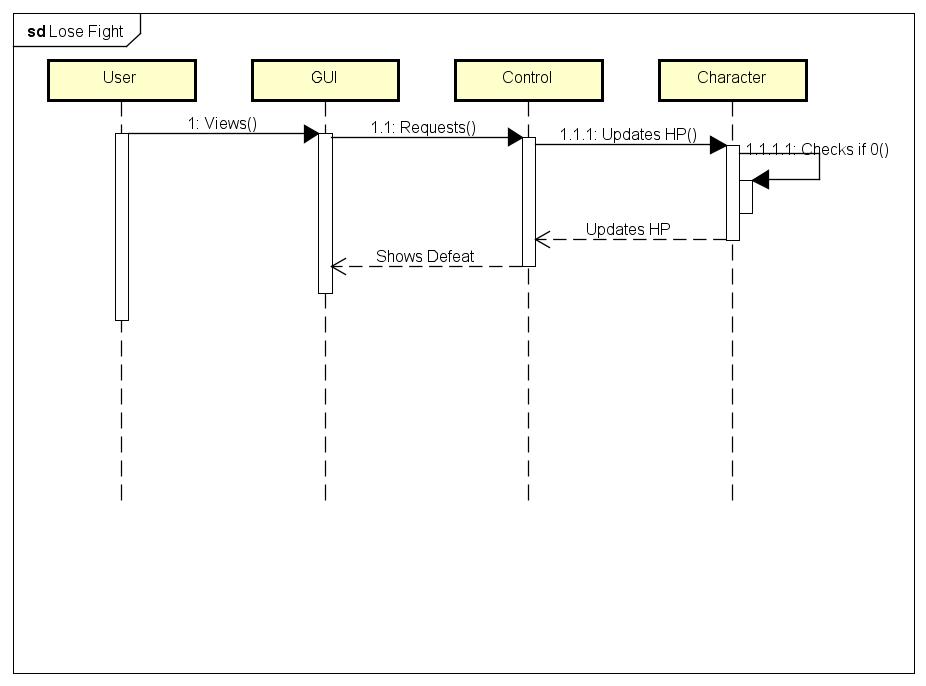
3.3.4 Escape Fight Diagram



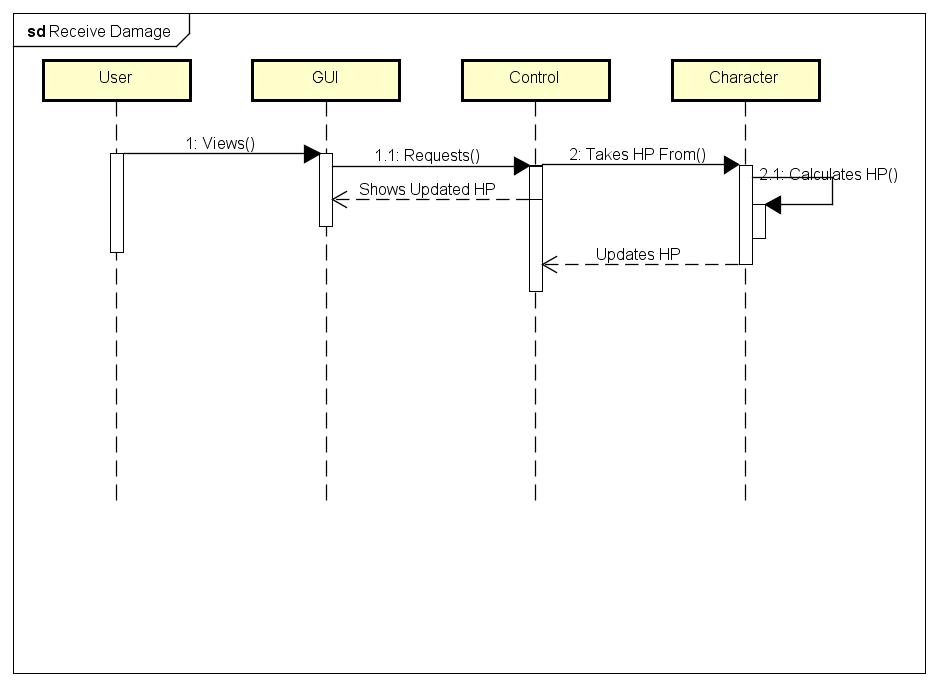
3.3.5 Surrender Fight Diagram



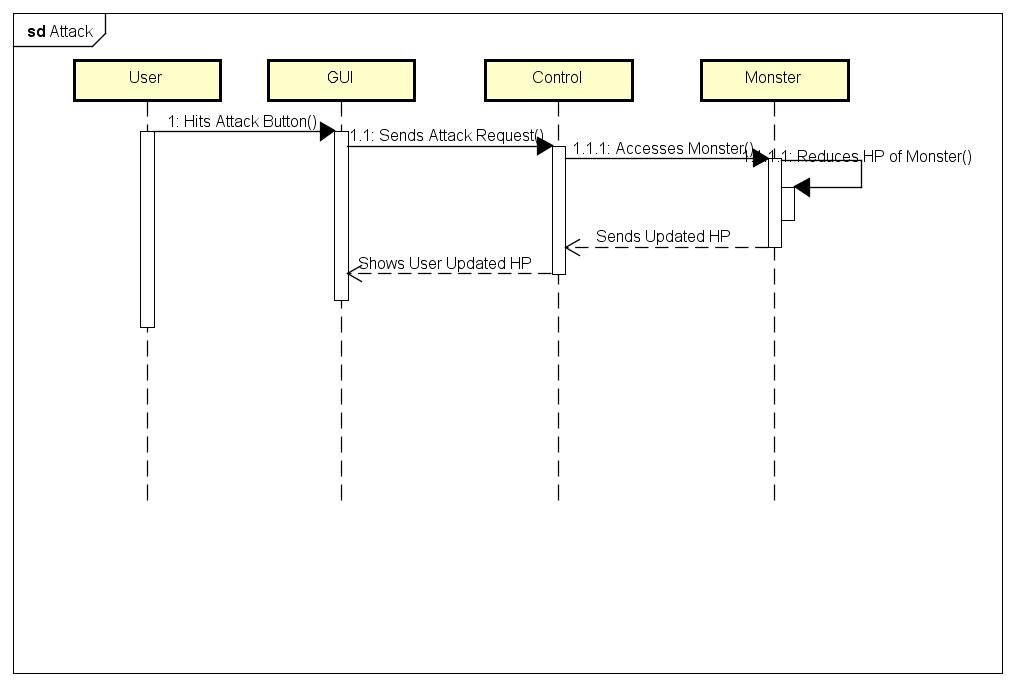
3.3.6 Lose Fight Diagram



3.3.7 Receive Damage Diagram

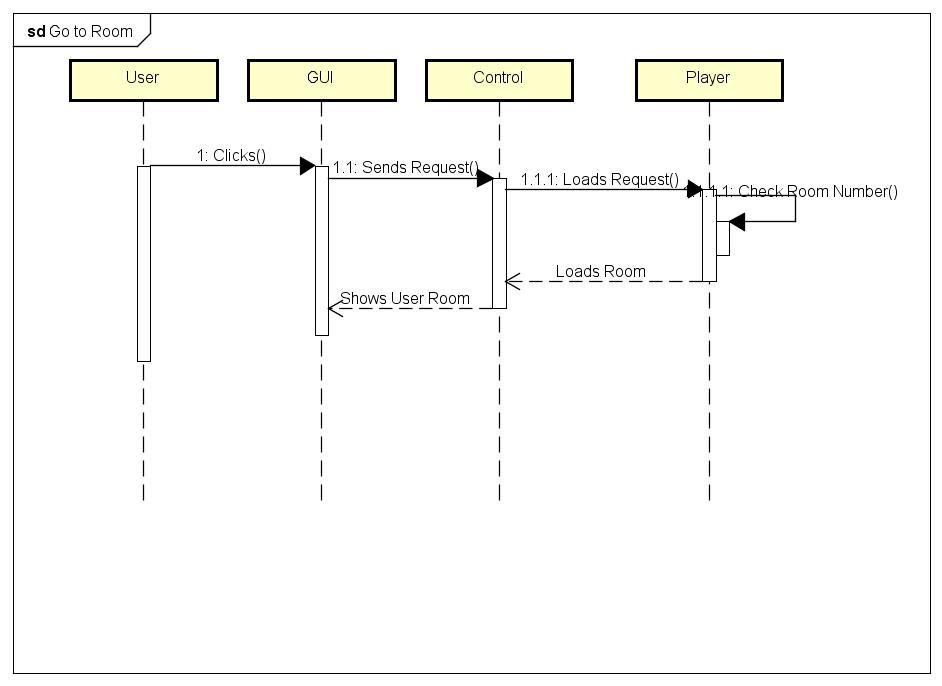


3.3.8 Attack Monster Diagram



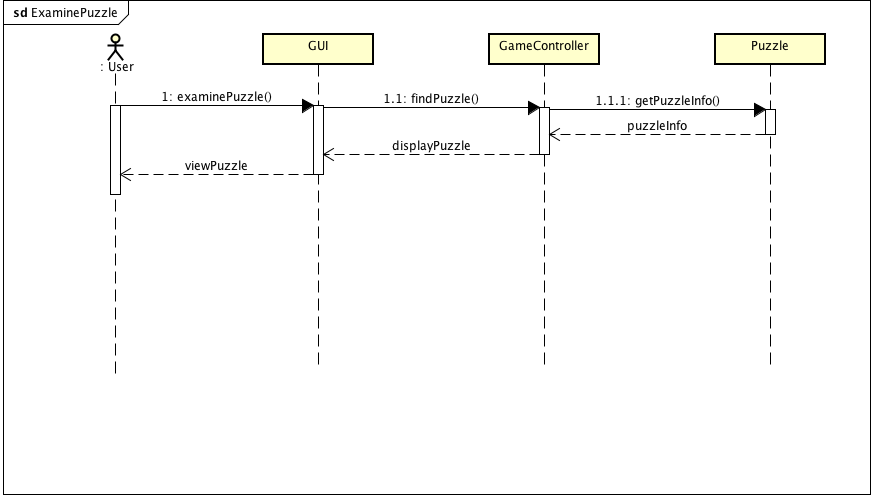
**3.4.3.4 Navigation Feature**

3.4.1 Go to Room Diagram

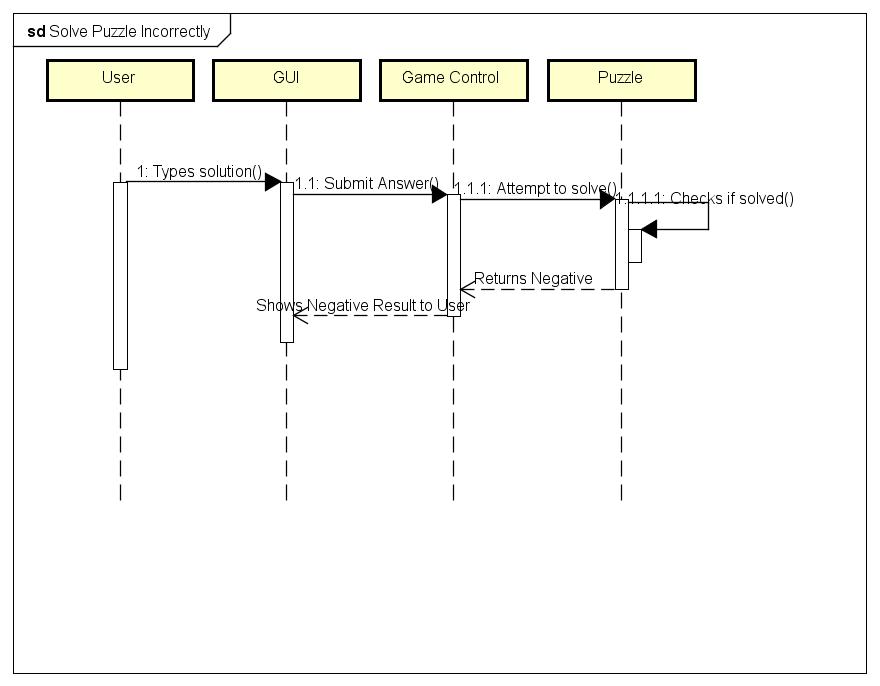


**3.4.3.5 Puzzle Feature**

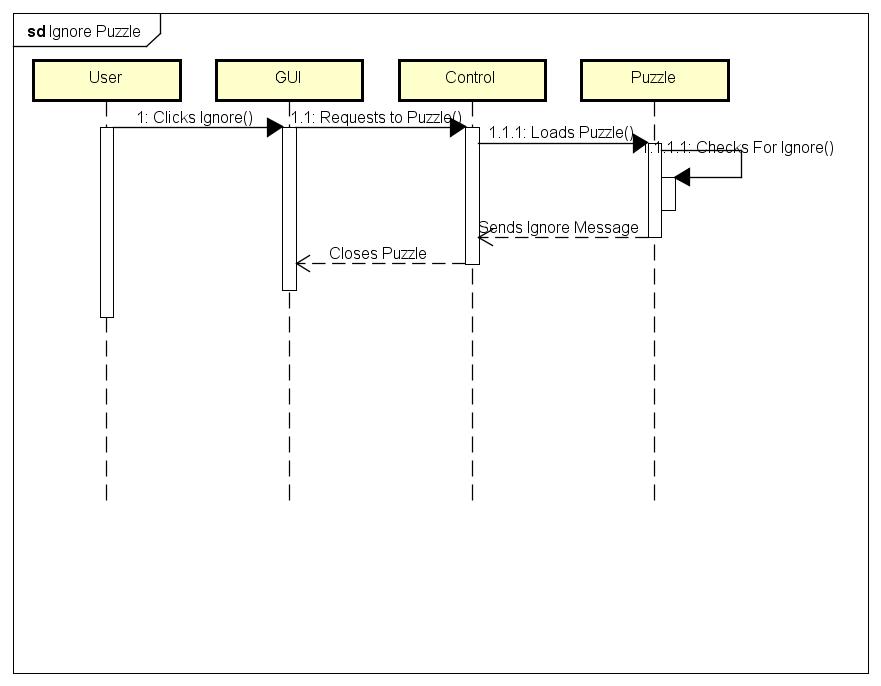
3.5.1 Examine Puzzle Diagram



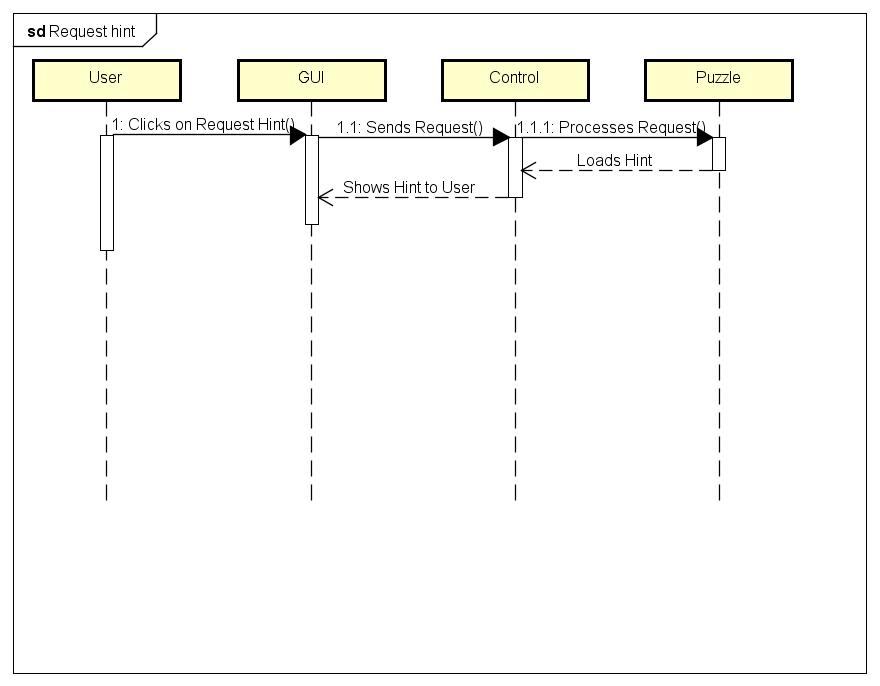
3.5.2 Solve Puzzle Incorrectly Diagram



3.5.3 Ignore Puzzle Diagram



3.5.4 Request Hint Diagram



3.5.5 Solve Puzzle Correctly Diagram

