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| **Process Specification**  **Number** : 1  **Name**: Play Game  **Description**: In this function the user can select a C topic and choose a character before playing the game and if the user wants to quit the game, then the user should go back at the main menu and select new C topic and new character by clicking the new game button. | |
| **Input Data Flow**  The user will click the new game button choose a character and a c programming topic to start the game. | |
| **Output Data Flow**  The user can play the game with his chosen character and c topic and start the quest. | |
| **Type of Process**  **🞎** Online 🗹 Manual **🞎** Batch | **Subprogram / Function Name**  NONE |
| **Process Logic:**  If New game button is clicked then  Display C topic list  Display Character Selection  Else  Do nothing  End if | |
| **Refer to Name:**  🗹 Structured English **🞎** Decision Table **🞎** Decision Tree | |
| **Unresolved Issues:** | |

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| **Process Specification**  **Number** : 2  **Name**: Continue Game  **Description**: The continue game’s function is to resume the game if the user have paused the game while playing. The user will simply click continue game button to continue playing. | |
| **Input Data Flow**  The user will click the continue button to resume game. | |
| **Output Data Flow**  The user will go back to playing mode and continue to play. | |
| **Type of Process**  **🞎** Online 🗹 Manual **🞎** Batch | **Subprogram / Function Name**  NONE |
| **Process Logic:**  If Continue Button is clicked then  Resume current game  Else  Pause    End If | |
| **Refer to Name:**  🗹 Structured English **🞎** Decision Table **🞎** Decision Tree | |
| **Unresolved Issues:** | |

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| **Process Specification**  **Number** : 3  **Name**: Options  **Description**: In this function the user can adust the game’s settings from the audio of the game, the game’s resolution where the player can adjust the graphics to lower of higher resolution and if the players wants a windowed or full screen mode while playing. The player will simply click options button and choose their desired adjustment for the game. | |
| **Input Data Flow**  The user will click the option button. | |
| **Output Data Flow**  The user will go directly to the setting adjustment for the game. | |
| **Type of Process**  **🞎** Online 🗹 Manual **🞎** Batch | **Subprogram / Function Name**  NONE |
| **Process Logic:**  If option button is clicked then  Display options menu  If settings is adjust then  Set settings adjustment  End If  Else  Pause Game    End If | |
| **Refer to Name:**  🗹 Structured English **🞎** Decision Table **🞎** Decision Tree | |
| **Unresolved Issues:** | |

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| **Process Specification**  **Number** : 4  **Name**: Pause Game  **Description**: In this function the player can pause the game while he/she is playing. | |
| **Input Data Flow**  The user will click the pause game button while the user is in playing mode. | |
| **Output Data Flow**  The game will be paused and will resume if the user will click the continue button. | |
| **Type of Process**  **🞎** Online 🗹 Manual **🞎** Batch | **Subprogram / Function Name**  NONE |
| **Process Logic:**  If Pause button is clicked then  Display Continue Button  Else  Play Game  End If | |
| **Refer to Name:**  🗹 Structured English **🞎** Decision Table **🞎** Decision Tree | |
| **Unresolved Issues:** | |

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| **Process Specification**  **Number** : 5  **Name**: Exit Game  **Description**: If the player wants to quit the game the user will just click the exit button to exit the game. | |
| **Input Data Flow**  While the user is in the playing mode and wants to quit the game the user will click the exit game to end the game. | |
| **Output Data Flow**  The user will go back directly to the main menu and choose new game and options if the user wants any changes. | |
| **Type of Process**  **🞎** Online 🗹 Manual **🞎** Batch | **Subprogram / Function Name**  NONE |
| **Process Logic:**  If Exit Button is clicked then  Terminate game  Display Main Menu  Else  Do nothing  End If | |
| **Refer to Name:**  🗹 Structured English **🞎** Decision Table **🞎** Decision Tree | |
| **Unresolved Issues:** | |