|  |  |
| --- | --- |
| General Information | |
| Use Case Name\Number : Display Inventory SP-005  Subject Area : Menu  Description : User wants to display inventory. | Responsible Analyst : Kumar |

|  |  |
| --- | --- |
| Requirements/Feature Trace | |
| **REQ#** | Requirements Name and / or Short Description |
| 2.0 | User wants to display inventory. |
|  |  |
|  |  |
|  |  |

|  |  |  |
| --- | --- | --- |
| Revision History | | |
| Author | **Date** | **Comments** |
| Kumar | 10/14/17 | Initial Draft |
|  |  |  |
|  |  |  |
|  |  |  |

|  |  |  |
| --- | --- | --- |
| **Insertion Points in other Use Cases** | | |
| Use Case Name | **Use Case Number** | **Step Inserted After** |
|  |  |  |
|  |  |  |

|  |  |  |
| --- | --- | --- |
| **Actors** | | |
| **Actor Name** | **Person/System** | **Brief Description** |
| Player | Person/Character | Has started a game. |
|  |  |  |
|  |  |  |

|  |  |
| --- | --- |
| **Pre-Conditions** | |
| # | Description |
| 1 | Player must be in-game. |

|  |
| --- |
| **Start Stimulus** |
| User hits tab key. |

|  |  |  |  |
| --- | --- | --- | --- |
| **Use Case Main Course Steps** | | | |
| **Number** | **Description** | **Adds/Alt Name/Number** | **Bus Rule#** |
| 1 | User presses “tab” key. |  |  |
|  |  |  |  |
|  |  |  |  |

|  |  |  |
| --- | --- | --- |
| **Exception Conditions** | | |
| **Exception Situations** | **Action(s) on Exception** | **Adds\Alt UC #** |
| User has inventory up. | Removes inventory. |  |
|  |  |  |

|  |  |
| --- | --- |
| Post-Conditions | |
| **#** | **Description** |
| 1 | Inventory is displayed. |
|  |  |

|  |  |  |
| --- | --- | --- |
| **Candidate Objects** | | |
| **Class/Object Name** | **Descriptions** | **Possible**  **attributes** |
| UIWindow | Contains all the information regarding the window. | Name, Position, Rotation, Load Order |
|  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Assumptions** | | | | | |
| **#** | **Assumption** | **Date**  **Raised** | **Raised**  **By** | **Date**  **Verified** | **Verified By** |
| 1 | User can use a keyboard. | 10/14/17 |  |  |  |
| 2 | User knows the keys. | 10/14/17 |  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Issues** | | | | | |
| **#** | **Issue** | **Date**  **Raised** | **Raised**  **By** | **Date**  **Verified** | **Verified By** |
| 1 | N/A |  |  |  |  |
|  |  |  |  |  |  |

|  |  |  |
| --- | --- | --- |
| **Other Comments** | | |
| **Author** | **Comment** | **Date** |
| N/A |  |  |
|  |  |  |

|  |
| --- |
| Frequency of Execution |
| **Frequency:**  Minimum: 1 Maximum: N/A Average: N/A (OR)Fixed:  **Per:** Hour: **X** Day:  Week:  Month:  Other: |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Timing Information** | | | | | | | |
| **#** | **At/**  **Between** | **Step(s)** | **Timing**  **Unit** | **Minimum** | **Average** | **Maximum** | **Comments** |
| 1 | At | 1 | ms |  |  | 100 |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Volume Information** | | | | | | |
| **#** | **Step #** | **Unit of**  **Measure** | **Minimum** | **Average** | **Maximum** | **Comments** |
| 1 | N/A |  |  |  |  | UIWindow does not store data. |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |

|  |
| --- |
| **Alternate Course General Information** |
| Alternate Course Name\Number:  Description:  Reason for Execution: Non Exception:  Exception: |

|  |
| --- |
| Insertion Point |
| Step Inserted After |
|  |

|  |  |
| --- | --- |
| Pre-Conditions | |
| 1. |  |
| 2. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Alternate Course Steps | | | |
| **#** | **Step Description** | **Adds Use Case #** | **Business Rule(s)#** |
| 1. |  |  |  |
| 2. |  |  |  |
| 3. |  |  |  |
| 4. |  |  |  |

|  |  |
| --- | --- |
| Post-Conditions | |
| 1. |  |
| 2. |  |