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| General Information | |
| Use Case Name\Number : Give Quest SP-018  Subject Area : Gameplay  Description : NPC gives quest to player. | Responsible Analyst : Kumar |

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| Requirements/Feature Trace | |
| **REQ#** | Requirements Name and / or Short Description |
| 2.0 | NPC gives quest to player. |
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| Revision History | | |
| Author | **Date** | **Comments** |
| Kumar | 10/16/17 | Initial Draft |
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| **Insertion Points in other Use Cases** | | |
| Use Case Name | **Use Case Number** | **Step Inserted After** |
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| **Actors** | | |
| **Actor Name** | **Person/System** | **Brief Description** |
| NPC | NPC, Computer | Enemy, dedicated to trying to kill the player. Very evil! |
| Player | Character, Person | Player has started a game. |
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| **Pre-Conditions** | |
| # | Description |
| 1 | Player must be in-game. |
| 2 | Player must not be paused. |
| 3 | Quest giving NPC must have quests available. |
| 4 | Player must not have a quest currently. |
| 5 | Player must be within 2m of quest giving NPC. |

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| **Start Stimulus** |
| Player talks to quest giving NPC. |

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| **Use Case Main Course Steps** | | | |
| **Number** | **Description** | **Adds/Alt Name/Number** | **Bus Rule#** |
| 1 | Quest dialog information is filled by NPC. |  |  |
| 2 | NPC displays dialog. |  |  |
| 3 | Player accepts quest. |  |  |
| 4 | NPC checks if quest is completed or not started. |  |  |
| 5 | NPC increments to next quest if completed. |  |  |
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| **Exception Conditions** | | |
| **Exception Situations** | **Action(s) on Exception** | **Adds\Alt UC #** |
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| Post-Conditions | |
| **#** | **Description** |
| 1 | Player is given quest. |
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| **Candidate Objects** | | |
| **Class/Object Name** | **Descriptions** | **Possible**  **attributes** |
| Movement | Determines player’s key pressed and activates necessary animation. | Direction, Speed |
| QuestManager | Contains quests information and if the quest is accepted | Quests, CurrentQuest |
| Quest | Contains quest information. | Name, Objective, Type, Description, InitialAmount, MaxAmount |
| Manager | Contains player health and status. | Health, IsDead |

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| **Assumptions** | | | | | |
| **#** | **Assumption** | **Date**  **Raised** | **Raised**  **By** | **Date**  **Verified** | **Verified By** |
| 1 | User can use a keyboard. | 10/16/17 | Kumar |  |  |
| 2 | User knows the keys. | 10/16/17 | Kumar |  |  |
| 3 | Users can use a mouse. | 10/16/17 | Kumar |  |  |
| 4 | User knows mouse keys. | 10/16/17 | Kumar |  |  |

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| **Issues** | | | | | |
| **#** | **Issue** | **Date**  **Raised** | **Raised**  **By** | **Date**  **Verified** | **Verified By** |
| 1 | N/A |  |  |  |  |
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| **Other Comments** | | |
| **Author** | **Comment** | **Date** |
| N/A |  |  |
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| Frequency of Execution |
| **Frequency:**  Minimum: 1 Maximum: N/A Average: N/A (OR)Fixed:  **Per:** Hour: **X** Day:  Week:  Month:  Other: |

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| **Timing Information** | | | | | | | |
| **#** | **At/**  **Between** | **Step(s)** | **Timing**  **Unit** | **Minimum** | **Average** | **Maximum** | **Comments** |
| 1 | Between | 1,2 | ms | 500 |  |  |  |
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| **Volume Information** | | | | | | |
| **#** | **Step #** | **Unit of**  **Measure** | **Minimum** | **Average** | **Maximum** | **Comments** |
| 1 | N/A |  |  |  |  | None of the candidate objects are storing or transferring data. |
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| **Alternate Course General Information** |
| Alternate Course Name\Number:  Description:  Reason for Execution: Non Exception:  Exception: |

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| Insertion Point |
| Step Inserted After |
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| Pre-Conditions | |
| 1. |  |
| 2. |  |

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

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