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| General Information | |
| Use Case Name\Number : Pickup Item SP-015  Subject Area : Gameplay  Description : User wants to pickup a weapon. | Responsible Analyst : Kumar |

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| Requirements/Feature Trace | |
| **REQ#** | Requirements Name and / or Short Description |
| 2.0 | User picks up an item. |
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| Revision History | | |
| Author | **Date** | **Comments** |
| Kumar | 10/15/17 | 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** |
| Player | Person/Character | Has started a game. |
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| **Pre-Conditions** | |
| # | Description |
| 1 | Player must be in-game. |
| 2 | Player is standing over and touching desired item. |
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| **Start Stimulus** |
| Player hits “F” key. |

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

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| **Exception Conditions** | | |
| **Exception Situations** | **Action(s) on Exception** | **Adds\Alt UC #** |
| Inventory is filled. | Item is not picked up. |  |
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| Post-Conditions | |
| **#** | **Description** |
| 1 | Quest is information is displayed on top-right corner. |
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| **Candidate Objects** | | |
| **Class/Object Name** | **Descriptions** | **Possible**  **attributes** |
| Movement | Determines player’s key pressed and activates necessary animation. | Direction, Speed |
| InventoryManager | Contains list of items that the user has picked up. | ItemList, MaxSpace |
| UIItem | Contains information gathered from the item database (internal object) | Name, Damage, Durability, Attack Speed, Stamina, Block, event delegates, AssignedSlotID, UISlot, Icon |

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| **Assumptions** | | | | | |
| **#** | **Assumption** | **Date**  **Raised** | **Raised**  **By** | **Date**  **Verified** | **Verified By** |
| 1 | User can use a keyboard. | 10/15/17 | Kumar |  |  |
| 2 | User knows the keys. | 10/15/17 | Kumar |  |  |
| 3 | Users can use a mouse. | 10/15/17 | Kumar |  |  |
| 4 | User knows mouse keys. | 10/15/17 | 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 | At | 1 | ms | 100 |  |  |  |
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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. |  |