**Scenario**

After he killed the monster, Cengiz asks to display his current quest and its current goal. The game tells Cengiz to go to the NPC named Necmi to get reward. Cengiz goes south twice. Now NPC Necmi is at south of Cengiz. Cengiz tries to go to south again and NPC starts to talk with Cengiz. The game checks which state Cengiz is on his quest. Since Cengiz is on his last stage of the quest NPC gives Cengiz's reward. A weapon "Shiny sword" is automatically added to his inventory as a reward. Cengiz tries to go north but Cengiz's inventory exceeded the Weigh Limit and he cannot go north. Cengiz asks to display his inventory. Game lists all his equipments and items on the inventory. Cengiz drops the item "Rusty sword". Cengiz is now able to to walk again since he does not exceed the weight limit now.

**Scenario**

Cengiz wants to equip the weapon item in his inventory "Shiny Sword". Cengiz equips the Shiny Sword. Shiny sword increases attack point of Cengiz by 10. Cengiz also wants to equip an armor in his inventory "Heavy armor". Heavy armor gives +10 strength attribute to the Cengiz. Cengiz's health is also increased by 100 due to this equipment change. Cengiz wants to see his current stats including his strength and health. Cengiz asks to display his stats. The game lists all stats of Cengiz.