User selects an action command

User selects a plain move in a direction

MSS - Main Success Scenario

1. User selects direction
2. System displays description of room
3. System updates user position
4. System updates map

Extensions

1a. User event dialogue

.1: System displays event dialogue

1b. User selects invalid direction

.1: System displays “invalid direction”

.2: Return to user selects a plain move in a direction

3a. User already been in room

.1: Return to MSS, skip step 4

User selects a jump move in a direction

MSS - Main Success Scenario

1. System checks validity of status
2. System sets user status to jumping
3. User selects direction
4. System checks validity of direction
5. System updates user position
6. System updates map

Extensions

1a. System finds status invalid

.1: System displays “invalid status”

.2: Return to user selects a jump move in a direction

4a. User selects invalid direction

.1: System displays “invalid direction”

.2: Return to MSS step 3

4b. User event dialogue

.1: System displays event dialogue

6a. User already been in a room

.1: System does not update map

User selects a crawl move in a direction

MSS - Main Success Scenario

1. System checks validity of status
2. System sets user status to crawling
3. User selects direction
4. System checks validity of direction
5. System updates user position
6. System updates map

Extensions

1a. System finds status invalid

.1: System displays “invalid status”

.2: Return to user selects a crawl move in a direction

4a. User selects invalid direction

.1: System displays “invalid direction”

.2: Return to MSS step 3

4b. User event dialogue

.1: System displays event dialogue

6a. User already been in a room

.1: System does not update map

User selects a take command

MSS - Main Success Scenario

1. System checks if there is what the user tries to take
2. System puts item in user inventory

Extensions

1a. Item isn't there

.1: Display item “invalid item selection”

User selects use command

MSS - Main Success Scenario

1. System checks if there is what the user tries to use
2. System applies item affect
3. System removes item quantity

Extensions

1a. Item isn't there

.1: Display item “invalid item selection”

1b. Item quantity is too low

.1: Display “invalid item quantity”

User selects drop command

MSS - Main Success Scenario

1. System checks if there is what the user tries to drop
2. System takes away item effect
3. System removes item quantity

Extensions

1a. Item isn't there

.1: Display “item invalid item selection”

1b. Item quantity is too low

.1: Display “invalid item quantity”

2a. Item didn't have effect

.1: Display “item didn't have an effect”

User selects equip command

MSS - Main Success Scenario

1. System checks if there is what the user tries to equip in inventory
2. System puts item in equipped gear
3. System updates user stats
4. System removes item from inventory

Extensions

1a. Item isn't there

.1: Display “item invalid item selection”

1b. Item quantity is too low

.1: Display “invalid item quantity”

3a. Item didn't have effect

.1: Display “item didn't have an effect”

User selects unequip command

MSS - Main Success Scenario

1. System checks if there is what the user tries to equip in equipment
2. System puts item in inventory
3. System updates user stats
4. System removes item from equipment

Extensions

1a. Item isn't there

.1: Display “item invalid item selection”

1b. Item quantity is too low

.1: Display “invalid item quantity”

3a. Item didn't have effect

.1: Display “item didn't have an effect”

User selects cast command

MSS - Main Success Scenario

1. User selects target
2. System checks validity of target
3. System checks if user has that ability/spell
4. System checks if user has the resource to cast that ability/spell
5. System uses spells
6. System removes spell cost from user resources
7. System updates user

Extensions

1a. Invalid target

.1: System displays “invalid target”

.2: Return to MSS step 1

3a. Invalid ability/spell

.1: System displays “invalid ability/spell”

.2: Return to MSS step 1

4a. User does not have the resource required

.1:System displays “low resource”

.2: Return to MSS step 1

7a. Spell doesn't affect stats

.1: Do not update user stats

User selects a dialogue command

User selects a talk command

MSS - Main Success Scenario

1. User selects target
2. System checks validity of target
3. System prints target response
4. User selects from list of responses a response

5. Loops between 3-4 until end of conversation

Extensions

1a. Invalid target

.1: System displays “invalid target”

.2: Return to MSS step 1

1b. Target is nonverbal

.1: System displays “nonverbal target”

.2: Return to MSS step 1

4a. Invalid user selection

.1: System displays “invalid user selection”

4b. User selects barter option

.1: User selects barter amount for specific item

.2: System analyzes barter amount

.3: Possibly allows user to *take* item or loop between .1 and .2

5a. Loop has to break

.1: System checks if conversation is over

.2: Break loop

User selects “check inventory” option

MSS - Main Success Scenario

1. System outputs inventory and quantities

User selects “check status” option

MSS - Main Success Scenario

1. System outputs status

User selects “check stats” option

MSS - Main Success Scenario

1. System outputs stats

User selects “check map” option

MSS - Main Success Scenario

1. System outputs map

User enters combat

User selects attack command

MSS - Main Success Scenario

1. User selects target
2. System validates target
3. System checks if attack is a crit, miss, or normal
4. System removes user atk from enemy hp
5. System checks if enemy dead

Extensions

1a. Invalid target

.1: System displays “invalid target”

.2: Return to MSS step 1

3a. User miss

.1: Return to MSS step 5

3b. User crit

.1: Increase user attack by 2x

.2: Remove user atk from enemy HP

.3: Return to MSS step 5

5a. If enemy is dead increase user xp

.1: Add XP to user XP

5b. If xp reaches new level then level up

.1: If user XP + XP hits level up limit, increase level by 1

User selects run

MSS - Main Success Scenario

1. System ends combat

Extensions

1a. user cannot run away

.1: Display “user cannot run away”

.2: Return to User enters combat

System attacks user

MSS - Main Success Scenario

1. System selects target
2. System determines action
2. System removes atk from user hp or selects ability
3. System checks if user dead

Extensions

3a. User is dead

.1: System ends combat

.2: System displays game over screen

.3: System gives option to load a save

Stealth

MSS - Main Success Scenario

1. System selects target
2. System determines action

Miscellaneous

User Selects class

MSS - Main Success Scenario

1. User selects class from a list
2. System validates choice
3. User updated to classes abilities

Extensions

1a. Invalid choice

.1: System displays “invalid selection”

.2: Return to MSS step 1

User finds special event

MSS - Main Success Scenario

1. System displays event information
2. User chooses between different options on a list
3. Loops between 1-2 until end of special event

Extensions

2a. Invalid choice

.1: System displays “invalid selection”

.2: Return to MSS step 2

User finds an item

MSS - Main Success Scenario

1. System displays item description
2. User can *take* item

User checks dictionary

MSS - Main Success Scenario

1. User inputs dictionary keyword
2. System displays dictionary
3. User selects word for use in situation

Extensions

3a. Invalid choice

.1: System displays “invalid selection”

.2: Return to MSS step 3