Name_____Seth Cram_____   Mark _____/50

1. Brief introduction __/3

My feature for "Dungeon Jump" is the Overworld Environment Builder. In our game, we plan on having two playable perspectives: 2D top-down and 2D side-scroller. These two perspective will be linked and switchable through player-interactable entryways. I'm responsible for the level design of the 2D top-down perspective.

2. Use case diagram with scenario __14

[Use the lecture notes in class.]

Use Case Diagrams

Scenarios

3. Data Flow diagram(s) from Level 0 to process description for your feature _____14

[Get the Level 0 from your team. Highlight the path to your feature]

Data Flow Diagrams

Process Descriptions

4. Acceptance Tests _____9

[Describe the inputs and outputs of the tests you will run. Ensure you cover all the boundary cases.]

5. Timeline _____/10

[Figure out the tasks required to complete your feature]

Work items

Task	Duration (Hrs)	Predecessor Task(s)
1.		

2.		
3.		
4.		
5.		
6.		
7.		
8.		

Pert diagram

Gantt timeline

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24