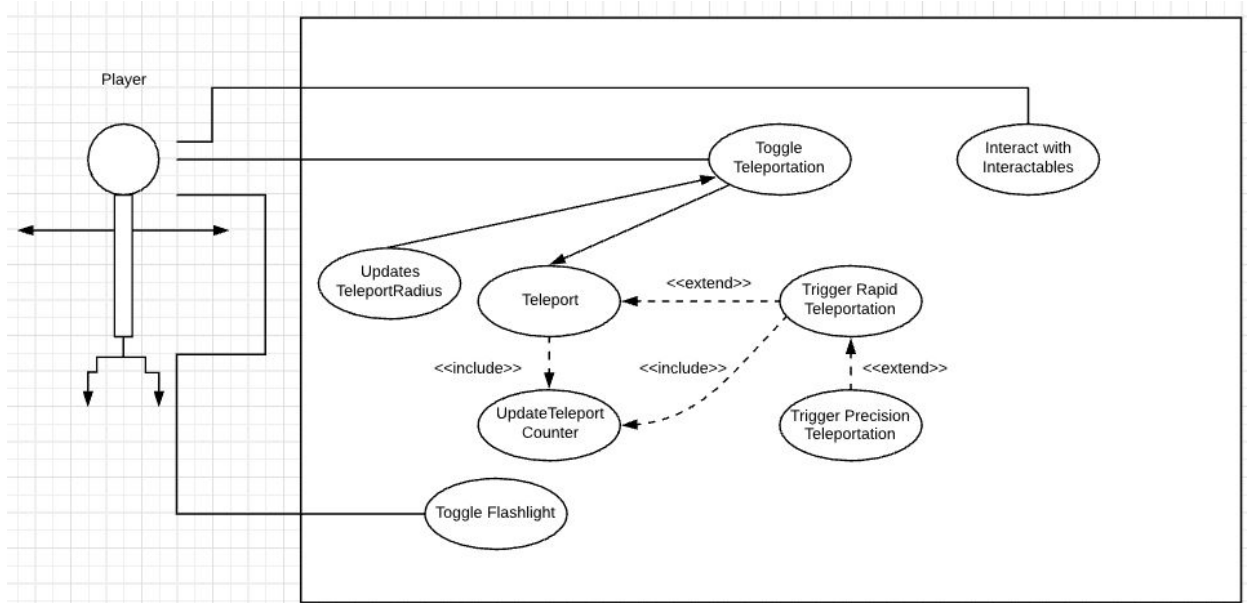


1. Brief Introduction ____/3

The feature I am proposing is to place limitations on player control, so that they have to be smart with how they use the controls. I would do this first by making it so that players can teleport within a certain radius by default. That radius would increase the longer they toggle the teleport function without actually teleporting. Two other ways I would like to limit player controls is by adding quick time events where the player has to teleport in rapid succession and another where the player has to teleport to a place specifically in the radius. I would minimize the risk of the player getting disoriented by slowing down the rate at which time is passing in the game. These three fall under the scope of limiting player control and they would make player decisions more impactful. I am also responsible for the player being able to toggle the flashlights as well as being able to interact with the objects.

2. Use Case Diagram with Scenario ____/14



Scenarios

(*The priorities are 1 = must have, 2 = essential, 3 = nice to have.)

Name: Toggle Teleportation

Summary: The player toggles the teleportation functionality by pressing forwards on the virtual controllers or w on keyboard controls.

Actors: Player

Preconditions: Player has been initialized and is not in a puzzle terminal or holding onto any items outside of their inventory.

Basic Sequence:

Step 1: Player moves analog stick up or player presses the w key to toggle into teleport.

Post Conditions: Radius is displayed.

Priority: 1 *

ID: C01

Name: Updates TeleportRadius

Summary: While the player has the teleport functionality toggled the radius they can travel increases and is shown to them on the screen.

Actors: Player

Preconditions: Player has teleport functionality toggled.

Basic Sequence:

Step 1: Check if the player has the teleportation functionality toggled.

Step 2: If they have it toggled increase the player radius. Set the radius back to default if they don't have the teleport functionality toggled.

Step 3: Update the player.

Step 4: Go back to step one.

Post Conditions: Radius is updated.

Priority: 1 *

ID: C02

Name: Teleport

Summary: The player is requesting to teleport to the location they are looking at.

Actors: Player

Preconditions: Player has teleport functionality toggled.

Basic Sequence:

Step 1: Player clicks analog stick in or press left click on their mouse to initiate teleport to where they are looking.

Step 2: Check to see if where they are looking is within range of the current teleport radius.

Step 3: Teleports player to spot if it is range, or if it out of range informs player through an audio cue.

Post Conditions: Player teleports or hears audio that indicates a failed teleport attempt.

Priority: 1 *

ID: C03

Name: Update Teleport Counter

Summary: Each time the player successfully teleports the teleport counter updates.

Actors: Player

Preconditions: Player has teleport functionality toggled.

Basic Sequence:

Step 1: Player clicks analog stick in or press left click on their mouse to initiate teleport to where they are looking.

Step 2: Check to see if where they are looking is within range of the current teleport radius.

Step 3: Teleports player to spot if it is range, or if it out of range informs player through an audio cue.

Post Conditions: Player teleports or hears audio that indicates a failed teleport attempt.

Priority: 2 *

ID: C04

Name: Trigger Rapid Teleportation

Summary: Every time the player teleports a certain number of times after special teleportation events it will trigger this event.

Actors: Player

Preconditions: Player has teleported a number of times.

Basic Sequence:

- Step 1: Player is locked into teleport toggle.
- Step 2: Time is slowed down.
- Step 3: Player teleports to escape monster.
- Step 4: Player is toggled into teleport function still.
- Step 5: Repeat steps 3,4.
- Step 6: Repeat steps 3,4.
- Step 7: End Rapid Teleport Event.

Exceptions:

- Step 1: Player has not teleported the number of the times necessary to trigger the event.

Post Conditions: Player hears audio that cues the monster is no longer rapidly chasing them.

Priority: 3 *

ID: C05

Name: Trigger Precision Teleportation

Summary: This will occur once after rapid teleportation ends.

Actors: Player

Preconditions: Rapid teleportation has ended.

Basic Sequence:

- Step 1: Player will be locked into the teleportation toggle.
- Step 2: A region of the circle will light up as the safe area for the player.
- Step 3: Player teleports to the region that is lit up.
- Step 4: Precision teleport ends.

Exceptions:

- Step 1: Player got caught by the monster during rapid teleportation.

Post Conditions: Player hears audio cue that signals precision teleportation event has ended.

Priority: 3 *

ID: C06

Name: Interact with Interactables

Summary: The player needs to be looking at an interactable. This could be a puzzle or an item/object in the game.

Actors: Player

Preconditions: Player is not in the teleportation function.

Basic Sequence:

Step 1: Player looks at interactable.

Step 2: Player presses e to interact with interactable.

Exceptions:

Step 1: Player see interactable, but doesn't interact with it.

Post Conditions: Audio cue signals player picked up object. Visual prompt if the player interacts with a puzzle.

Priority: 1 *

ID: C07

Name: Toggle Flashlight

Summary: The player toggles the flashlight with q.

Actors: Player

Preconditions: Player has to be initialized.

Basic Sequence:

Step 1: Player presses q to turn on the flashlight.

Step 2: Player presses q to turn off the flashlight.

Step 3: Player repeats this any number of times.

Post Conditions: The flashlight is on or the flashlight is off.

Priority: 1 *

ID: C08

3. Data Flow diagram(s) from Level 0 to process description for your feature ___/14

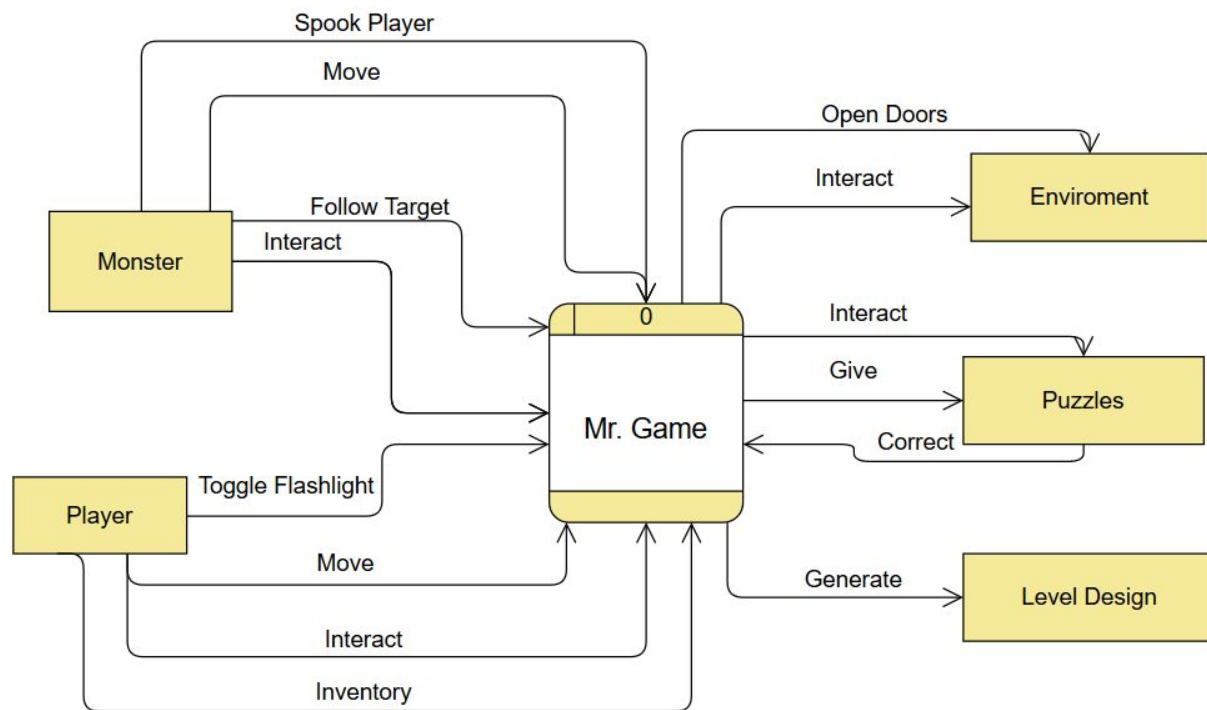
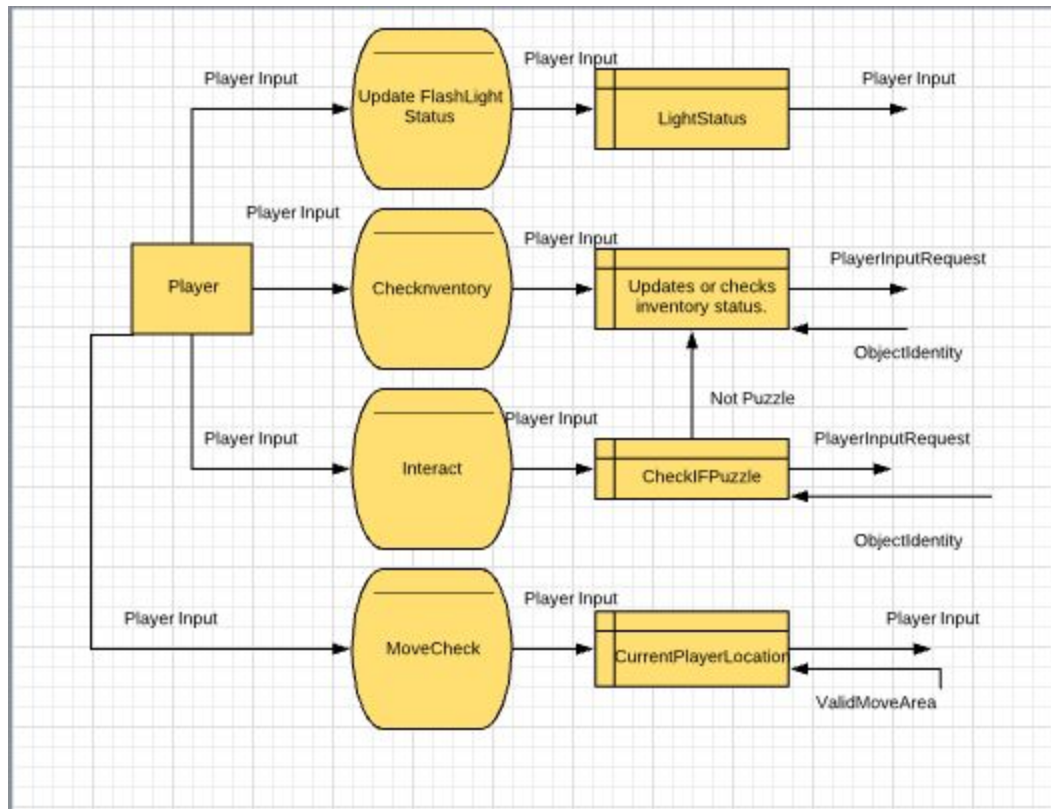


Diagram 0



Process Description:

Update FlashLight Status *:

IF player presses q
 LightStatus flips on or off
 ENDIF

CheckInventory *:

WHILE playerInput I has only occurred once display inventory
 ENDWHILE

Interact *:

IF the player is looking at an object an requests to interact with that object
 request to interact with the object
 ENDIF

MoveCheck *:

IF player requests movement check if they can move and return the response to that
 ENDIF

4. Acceptance Tests ____/9

Toggle Teleport Feature Test

- AutoToggle the function 1000 times

- Test Toggle after object interaction and/or player defeat

- By AutoToggling again

- See if the toggle works

Teleport Feature Test

- Auto Run the feature 50 times on multiple players in different locations on the map

- Check if the player is still in bounds by recording player position

RapidTeleport Feature Test

- Auto Run the feature 50 times on multiple players in different locations on the map

- Check if the player is still in bounds by recording player position

PrecisionTeleport Feature Test

- Auto Run the feature 50 times on multiple players in different locations on the map

- Check if the player is still in bounds by recording player position

Toggle Flashlight Feature Test

- AutoToggle the function 1000 times

- Test Toggle after object interaction and/or player defeat

- By AutoToggling again

- See if the toggle works

TeleportCounter Feature Test

- Call the counter to display after each teleport test

RadiusUpdate Test:

- Auto Run teleport outside the border of the radius as it grows until it caps out in size.

Interactables test:

- Set up a test to look at the borders of being able interact with an object and run the interaction.

5. Timeline ____/10

Work items

Tasks	Estimated hrs
Software Analysis Presentation	5
local source implementation	2
Internet source implementation	3
implement text to speech	5
user documentation	5
programming	10
testing	3
installation	1
totals	34

Gantt Timeline

