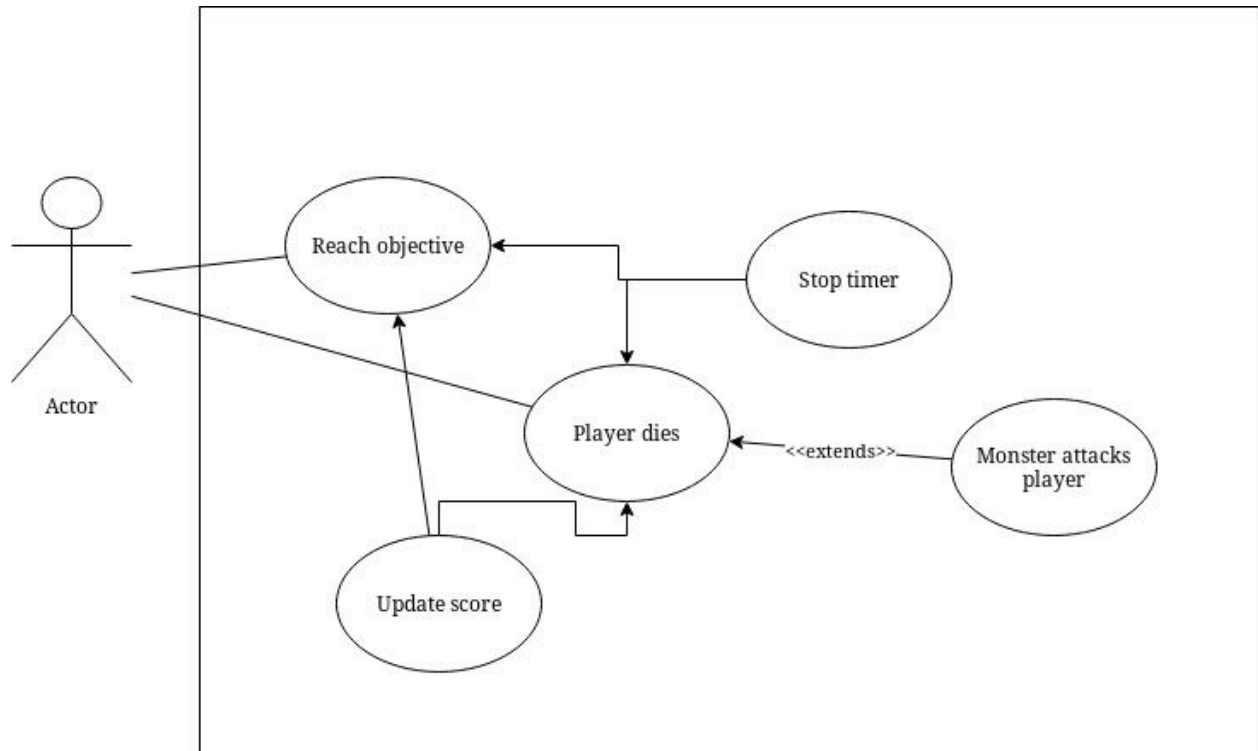


1. Brief introduction __/3

The game will require objectives, scoring, and timing for the game to be meaningful. I will be implementing these features in the game.

2. Use case diagram with scenario __14

Use Case Diagrams



Scenarios

Name: Reach objective

Summary: The player escapes the level, thus meeting the objective

Actors: Player

Preconditions: Level loaded, timer starts

Basic sequence:

Step 1: Player makes his way through the maze

Step 2: Player reaches threshold

Step 3: Timer stops

Step 4: Score recorded

Exceptions:

Step 1: Monster kills player

Step 2: Timer stops

Step 3: Game over screen appears

Post conditions: Success screen appears

Priority: 2*

ID: C01

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

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

Data Flow Diagrams

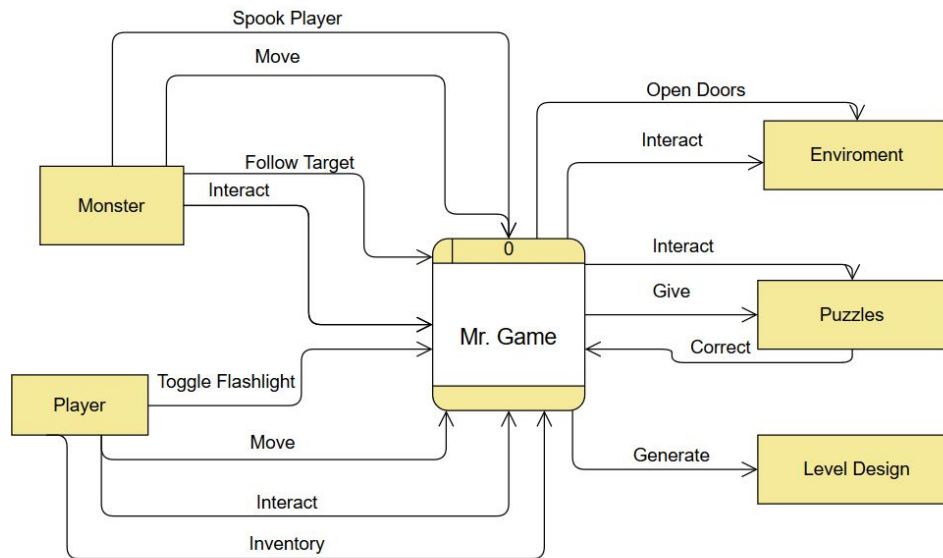
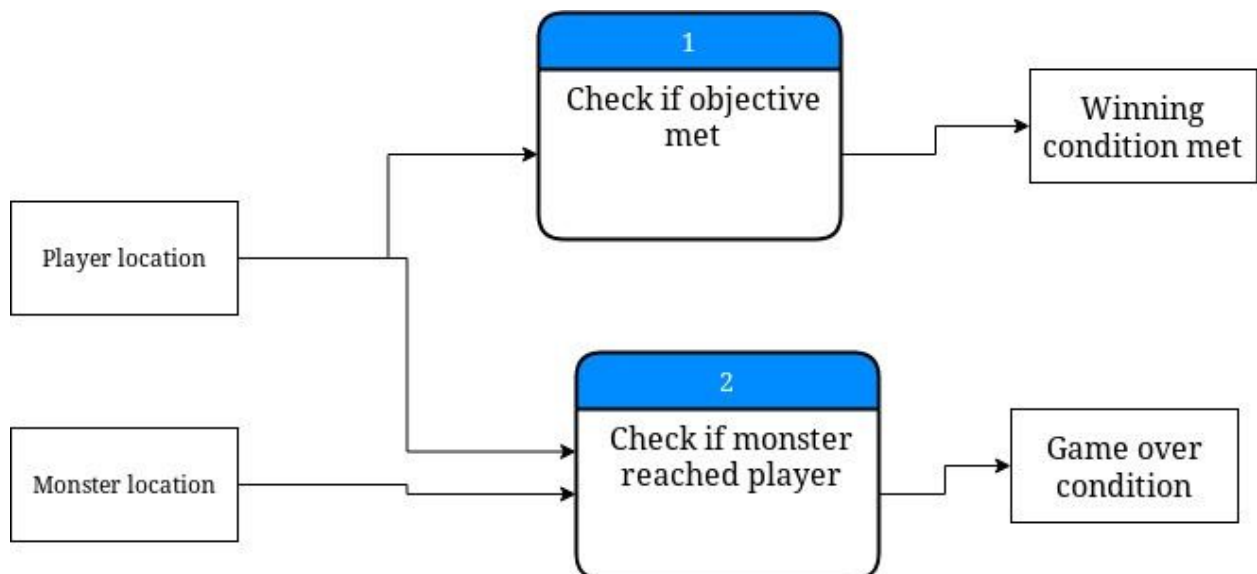


Diagram 0



Check if objective met:

WHILE Player location != objective location

END WHILE

Check if monster reached player:

```
// Losing condition
```

4. Acceptance Tests 9

The timer must stop when the winning condition threshold is crossed.

5. Timeline _____/10

Task	Duration (hours)
Understand explicit objective details	2
Code objectives	8
Code timer	2
Test	2

[illegible]

