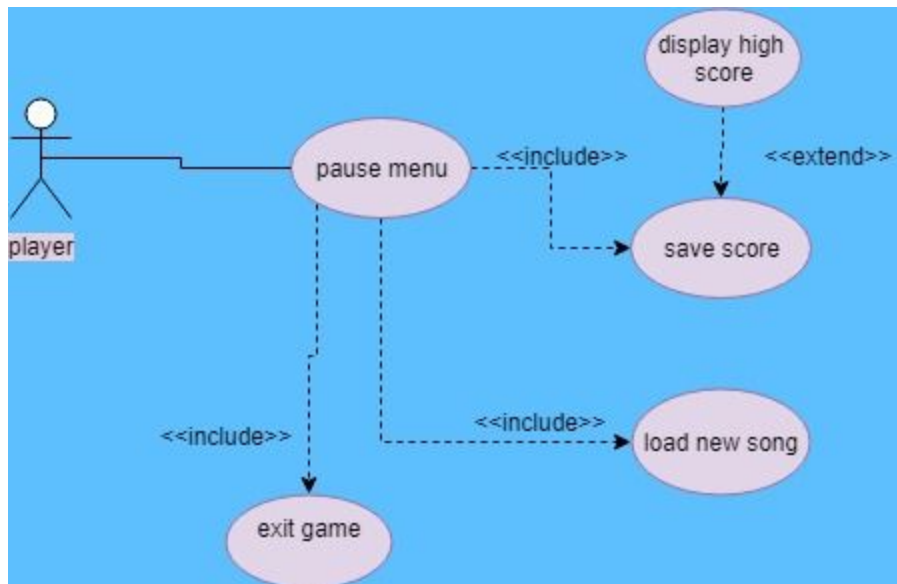


1. Brief introduction __/3

My feature is the menus.. Menus will be the primary form of interaction for the user outside of regular gameplay. Menus will allow you to start the game, pause the game, and save your score.

2. Use case diagram with scenario __14

Use Case Diagrams



Scenarios

Name: Pause menu

Summary: Players pauses the game to either restart the level, choose a new song, exit, or take a break.

Actors: Player

Preconditions: Game has started.

Basic sequence:

Step 1: Player presses pause

Step 2: Player can select exit, load new song, save score, or resume.

Step 4: Player either moves on or stays in menu.

Exceptions:

Step 1: player presses anywhere that isn't a button: ignore input.

Post condition: Game is no longer active.

priority: 3

ID: M01

Name: Save score

Summary: saves the players score and gives them the option to display hiscores

Actors: Player

Preconditions: Player has an unsaved score

Step 1: Player presses pause.

Step 2: Player Presses save.

Step 3: Player Enters initials

Step 4: score is saved.

Exceptions:

Step 1: Player presses display score.

Step 2: Hiscores are displayed.

Priority 3

ID: M02

Name: Load new song

Summary: Player chooses a new song to listen to while playing

Actors: Player

Preconditions: game is paused

Basic sequence:

Step 1: Player press load new song.

Step 2: Player is taken to song selection interface.

Step 3: Player chooses new Song.

Step 4: game resumes after short delay.

Post Conditions: new song is playing

Priority: 3

ID: M03

Name: Exit game

Summary: Player leaves the game

Actors: player

Preconditions: game is paused.

Basic Sequence:

Step 1: Player presses exit game.

Step 2: Game exits.

Post conditions: Player is no longer in game.

Priority 3

ID: M04

3. Data Flow diagram(s) from Level 0 to process description for your feature ____14

Data Flow Diagrams

Diagram 0

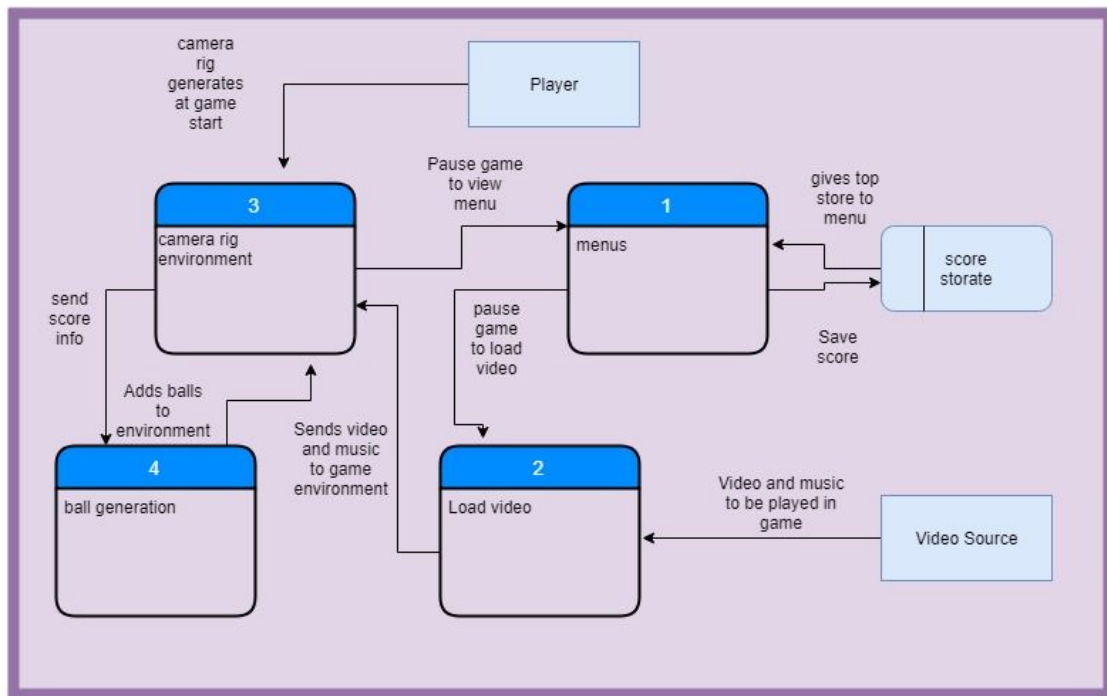
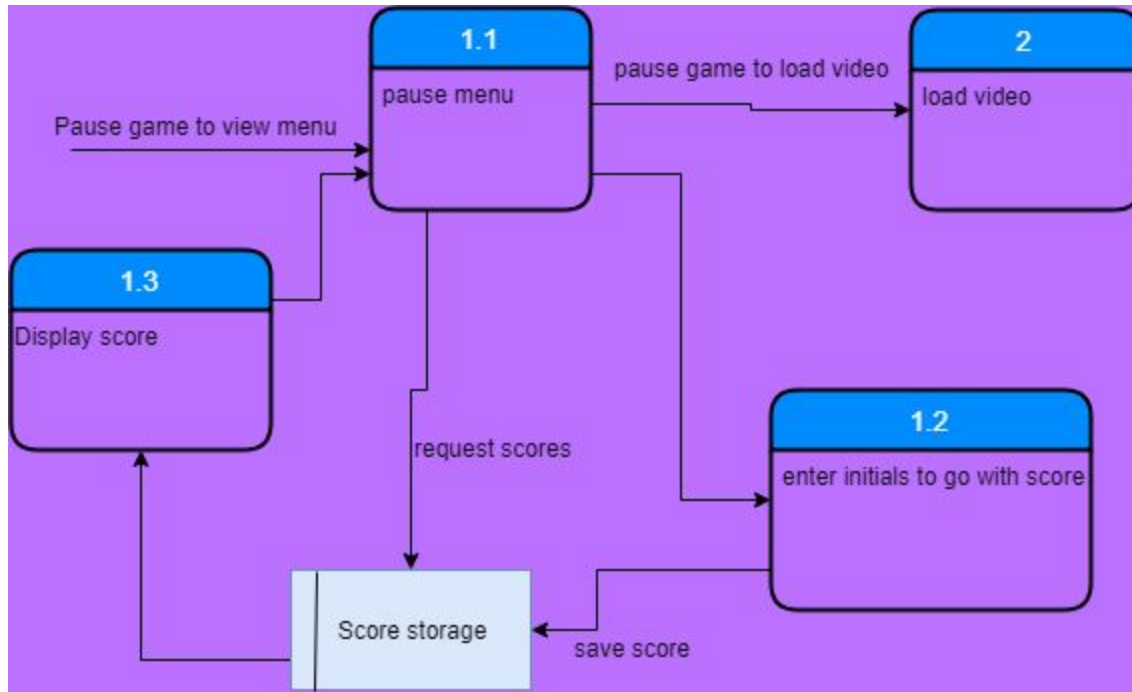


Diagram 1



Process Descriptions

1.1 Pause menu:

Waits for player to select 1.2 save score, 2 load video, 1.3 display scores.

1.2 Save score

asks Player for initials to accompany score.

saves the score in score storage.

1.3 Display score

Player requests to see the top scores.

Score storage sends info to display score

Scores are sorted in descending order.

Scores are displayed until user returns to pause menu.

2 load song

Player chooses to load a new song

control is passed from menus to song interface.

4. Acceptance Tests _____9

Save score test:

Save 100 scores of random amounts and initials.

Make sure top 10 scores are listed in descending order.

Make sure initials are correct and with the correct score.

Load new song test:

Choose new song

resume game

ensure new correct new song is playing

repeat several times.

5. Timeline ____/10

Task	time(hours)	prereq tasks
Determine required menus	1	-
Design menus	2	1
Programming menus	5	2
Program saving score	2	1
Integrate with game	2	3,4
Testing	1	5

[illegible]