Name___Tyrel Parker_____   Mark _____/50

1. Brief introduction __/3

Every game needs good music and an implementation of this music to maximize entertainment factors. My project is to make this functionality include music and music videos, but to also implement a case where a document may be selected and the text to speech will be able to implement the document as the "music."

2. Use case diagram with scenario __14

Use Case Diagrams
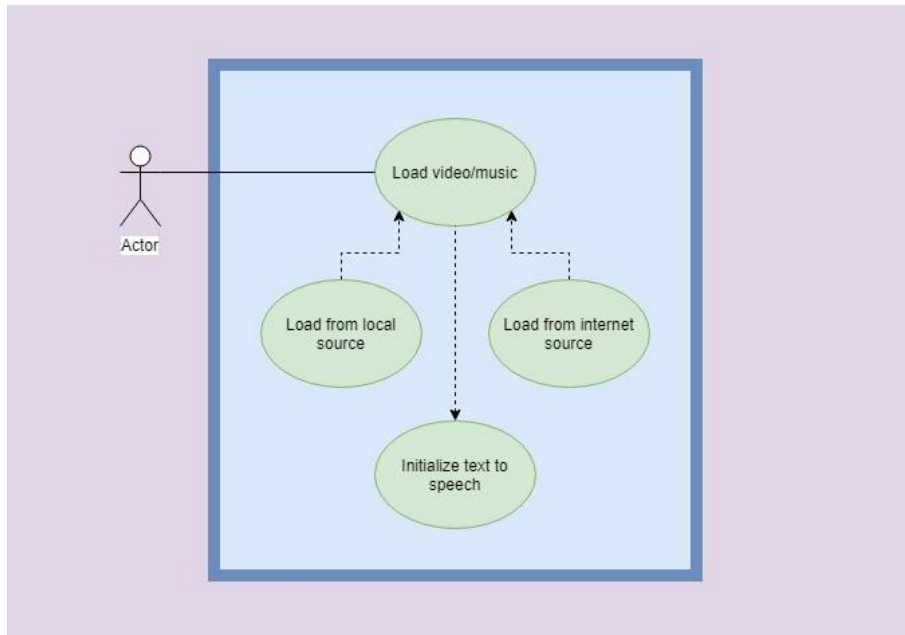
Scenarios

Name: Load video/music
Summary: The player selects the music and document or video to play during the game.
Actors: Player.
Preconditions: Menu has been initialized
Basic sequence:

> **Step 1:** Initialize file select window.
> **Step 2:** Accept local or internet file.
> **Step 3:** Send sound and/or video to the game environment.

Exceptions:

> **Step 1:** A text document or powerpoint was selected.
> **Step 2:** Load text to speech software to create the sound for the game.
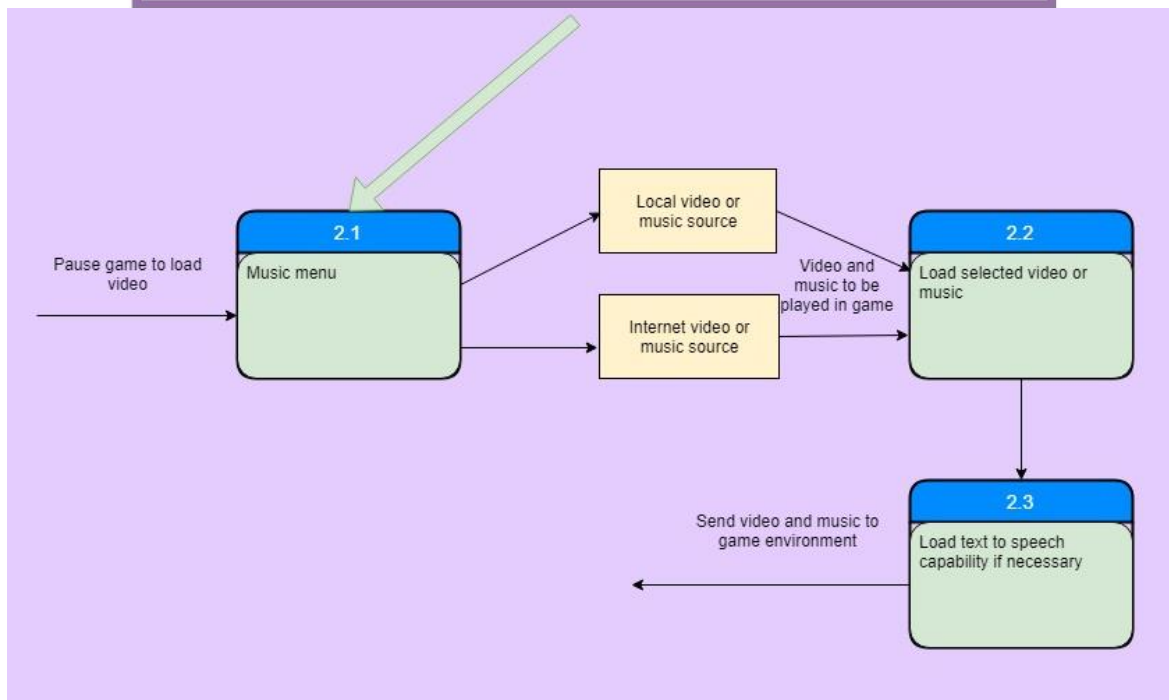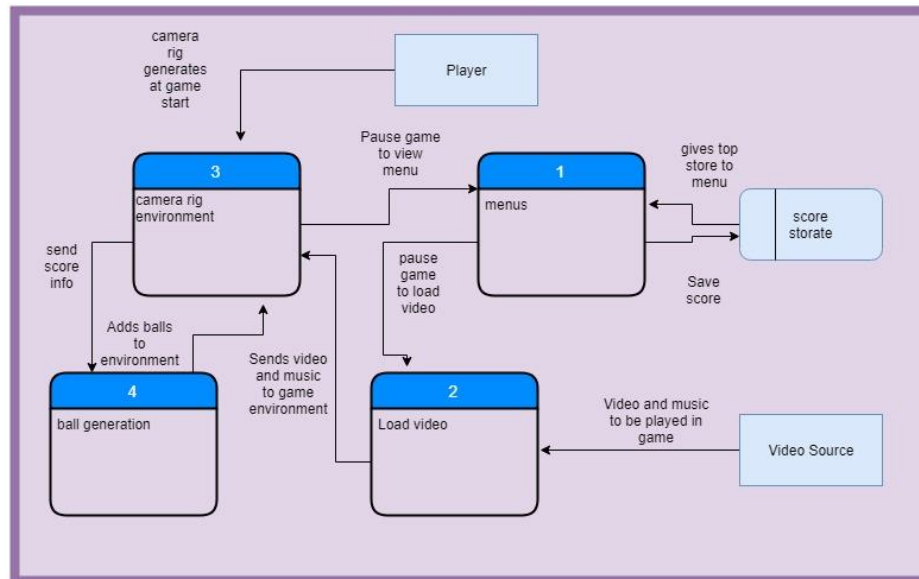
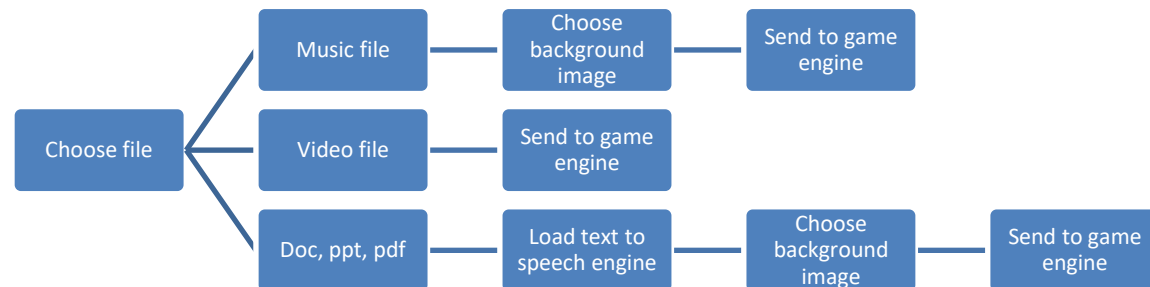**Post conditions:** Sound is sent to the game environment to be played.
Priority: 2*
*The priorities are 1 = must have, 2 = essential, 3 = nice to have.

Data Flow Diagrams

Process Descriptions

```
                    ┌─────────────┐       ┌──────────────┐      ┌──────────────┐
                    │  Music file │───────│    Choose    │──────│ Send to game │
                    │             │       │  background  │      │    engine    │
                  ╱ └─────────────┘       │    image     │      └──────────────┘
                 ╱                        └──────────────┘
  ┌────────────┐╱       ┌─────────────┐       ┌──────────────┐
  │ Choose file│────────│  Video file │───────│ Send to game │
  │            │╲       │             │       │    engine    │
  └────────────┘ ╲      └─────────────┘       └──────────────┘
                  ╲
                   ╲ ┌─────────────┐     ┌──────────────┐    ┌──────────────┐    ┌──────────────┐
                     │ Doc, ppt, pdf│────│ Load text to │────│    Choose    │────│ Send to game │
                     │             │     │speech engine │    │  background  │    │    engine    │
                     └─────────────┘     └──────────────┘    │    image     │    └──────────────┘
                                                             └──────────────┘
```

4. Acceptance Tests _____9

Run feature successfully for each acceptable source (mp3, mp4, doc, pptx, youtube, live camera) and record the results in a file.

Acceptance requirements:

- Successful load and full play of all file types.

5. Timeline _____/10

Work items

Task	Duration (hrs)	Predecessor Task(s)
1. Requirements Collection	5	-
2. Local source implementation	2	1
3. Internet source implementation	3	1
4. Implement text to speech	5	1,2,3

5. User Documentation	5	4
6. Programming	10	4
7. Testing	3	6
8. Installation	1	5, 7

Pert diagram

5	2	7
	2	
6	1	8

13	10	23
	6	
13	0	23

23	3	26
	7	
23	0	26

0	5	5
	1	
0	0	5

8	5	13
	4	
8	0	13

26	1	27
	8	
26	0	27

13	5	18
	5	
21	8	26

5	3	8
	3	
5	0	8

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	25	26	27
1	■	■	■	■	■																						
2						1																					
3						1																					
4									3																		
5														4													
6														4													
7																								6			
8																											7