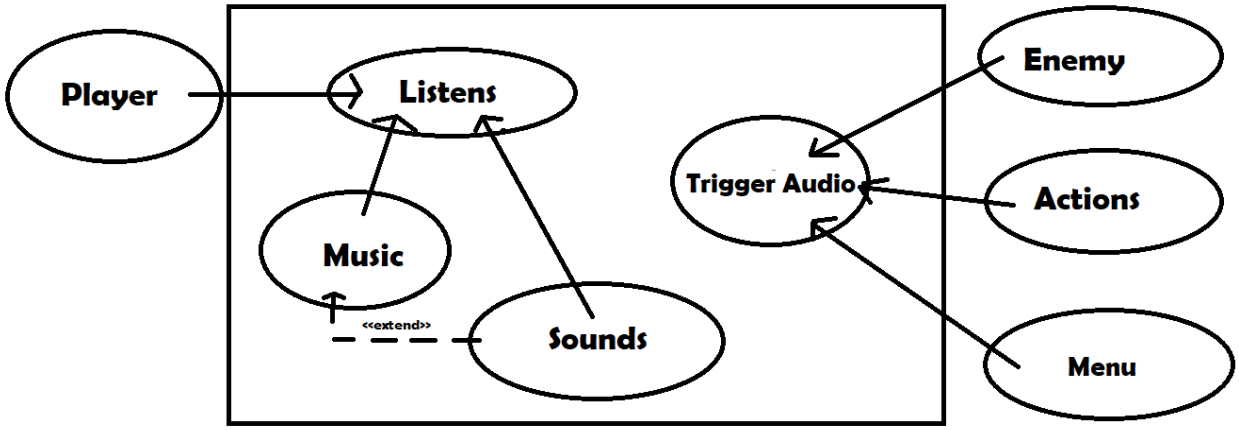
Name_____Max Icardo_____ Mark _____/50

1. Brief introduction __/3

Handle events from any part of the game related to sound. Will receive triggers and handle them by sending sound to player.

2. Use case diagram with scenario _14

Use Case Diagrams



Scenarios

Name: Listens
Summary: The player receives audio from either music or triggered audio./
Actors: Player
Preconditions: Audio to be played has been determined.
Basic sequence:

Step 1: Get Audio
Step 2: Play Audio

Exceptions:

- Audio data not found
- Audio is muted

Post conditions: Audio is played
Priority: 2
ID: C01

Name: Trigger Audio
Summary: Audio event is triggered.
Actors: Enemy, Action, Menu
Preconditions: Audio data is stored
Basic sequence:

Step 1: Receive request to play specific audio

Step 2: Identify where to play audio

Exceptions:

- Audio data not found

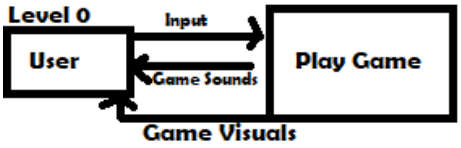
Post conditions: Audio is prepared to be sent to player

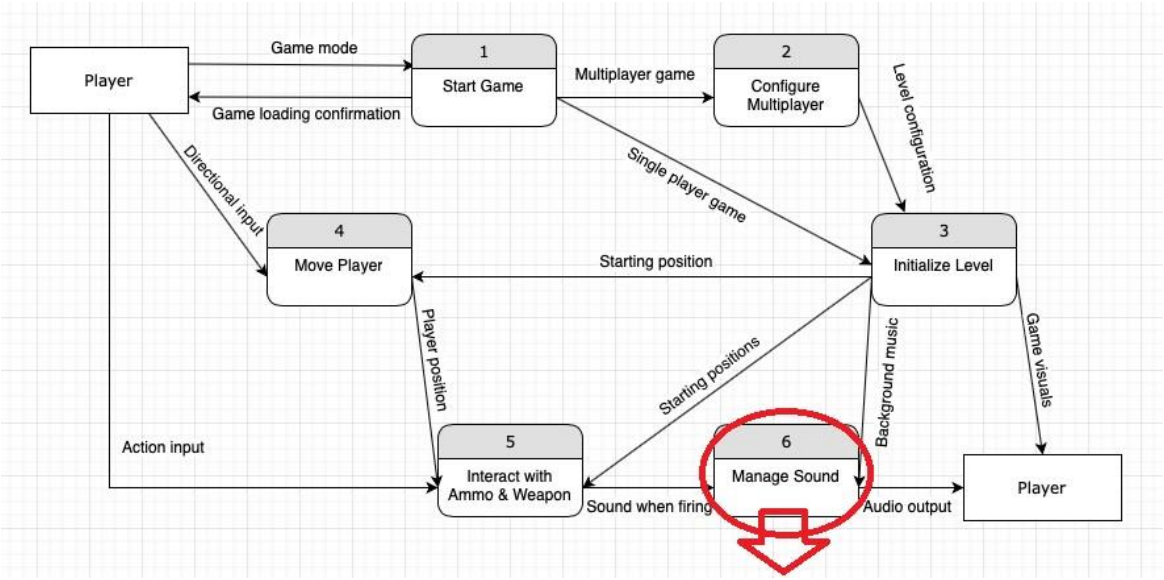
Priority: 1

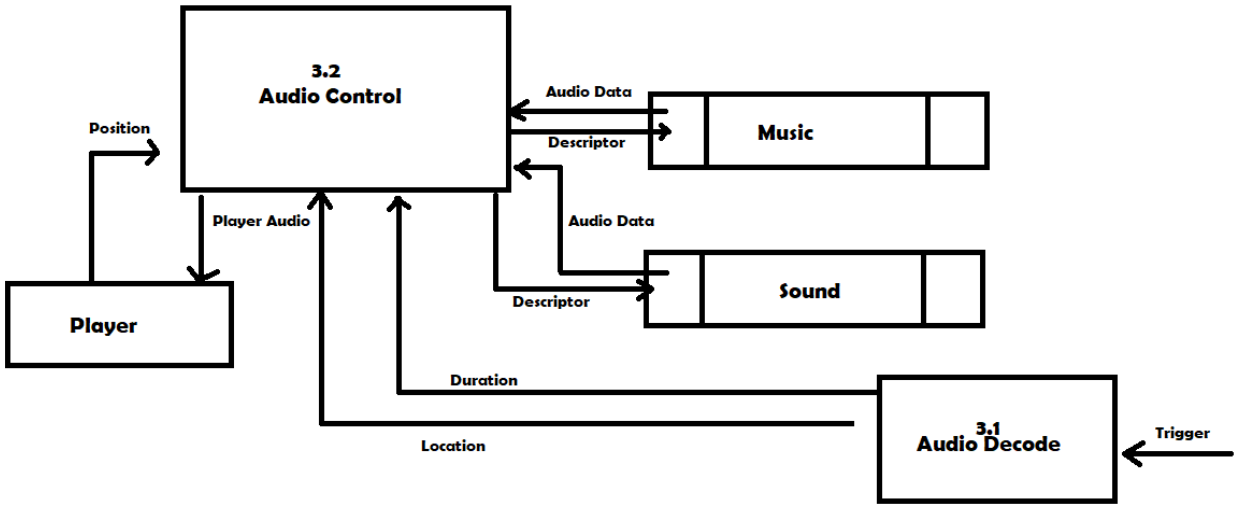
ID: C02

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

Data Flow Diagrams







Process Descriptions

Event Audio Decode 3.1:

Determine Audio file to play based on trigger descriptor.

Send event with audio, play duration and location to Audio Control

Event Audio Control 3.2:

On Input of audio, play duration, and location

Play received audio at received location for received duration

4. Acceptance Tests _____9

Run game with every sound and music sequentially, then simultaneously, then with random sounds at different distances around listener.

Results should have following characteristics:

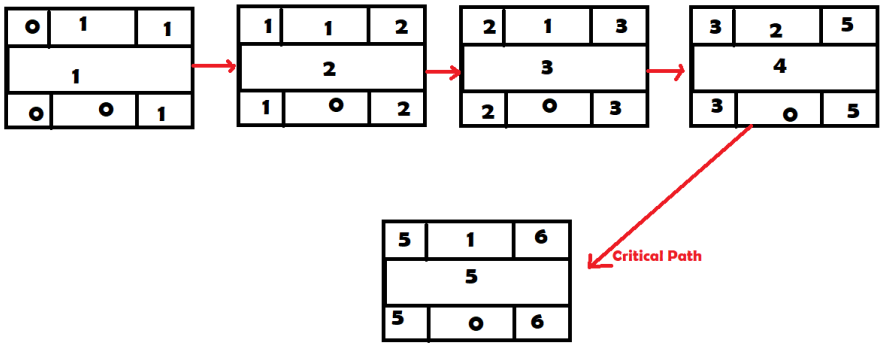
- No console errors regarding audio
- All audio played without distortion
- Distance should have appropriate dimming effect to listener (far = quiet).

5. Timeline _____/10

Work items

Task	Duration (P.Days)	Predecessor Task(s)
1. Sound / Music Collection/Creation	1	-
2. Event Decode	1	1
3. Audio Control	1	2
4. Testing	2	3
5. Merging	1	4

Pert diagram



Gantt timeline