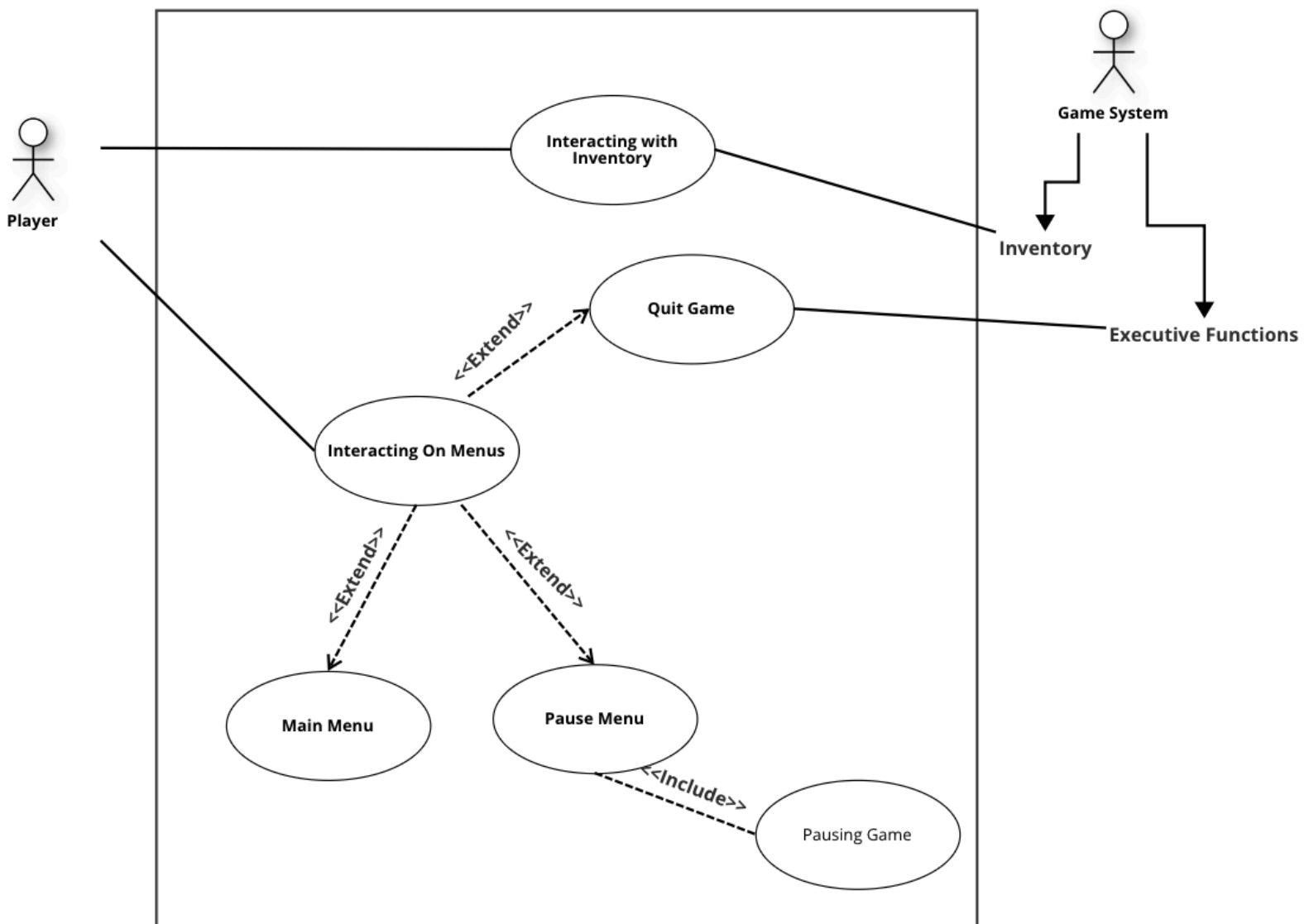


1. Brief introduction _/3

I will be working on UI elements throughout the game. I will be implementing basic things like a standard title, settings, and pause menu screens. I will also be doing ui integration with the Inventory of the player. As the player collects items and ingredients throughout the game the will need to see and use the items from the inventory. I will also be implementing the player and all functionality involving movement controls interactions that need to happen on the player side. In addition to those i will be implementing the minimum viable product of the game which will include skeleton frames for player, level, and calling features that will be built by my teammates.

Use case diagram with scenario _14

Use Case Diagrams



Scenarios

Name: Interacting with inventory

Summary: The player adds removes or changes inventory status and sends information to the game system to update inventory

Actors: Player

Preconditions: Game is in progress

Basic sequence:

Step 1: Player walks into room

Step 2: Walks over item on floor

Step 3: Player clicks on item

Post conditions: Item is populated in inventory

Priority: 2*

ID: CW1

Name: Interacting On Menus

Summary: The player interacts with menus in order to play, pause, or stop the game.

Actors: Player

Preconditions: No Preconditions

Basic sequence:

Step 1: Player is greeted with Main Menu

Step 2: Player clicks on menu button on screen pausing game in progress

Step 3: Player selects option "quit game"

Step 4: Program terminates

Exceptions:

Step 1.1: Game is already running

Step 2.1: Game is no running yet

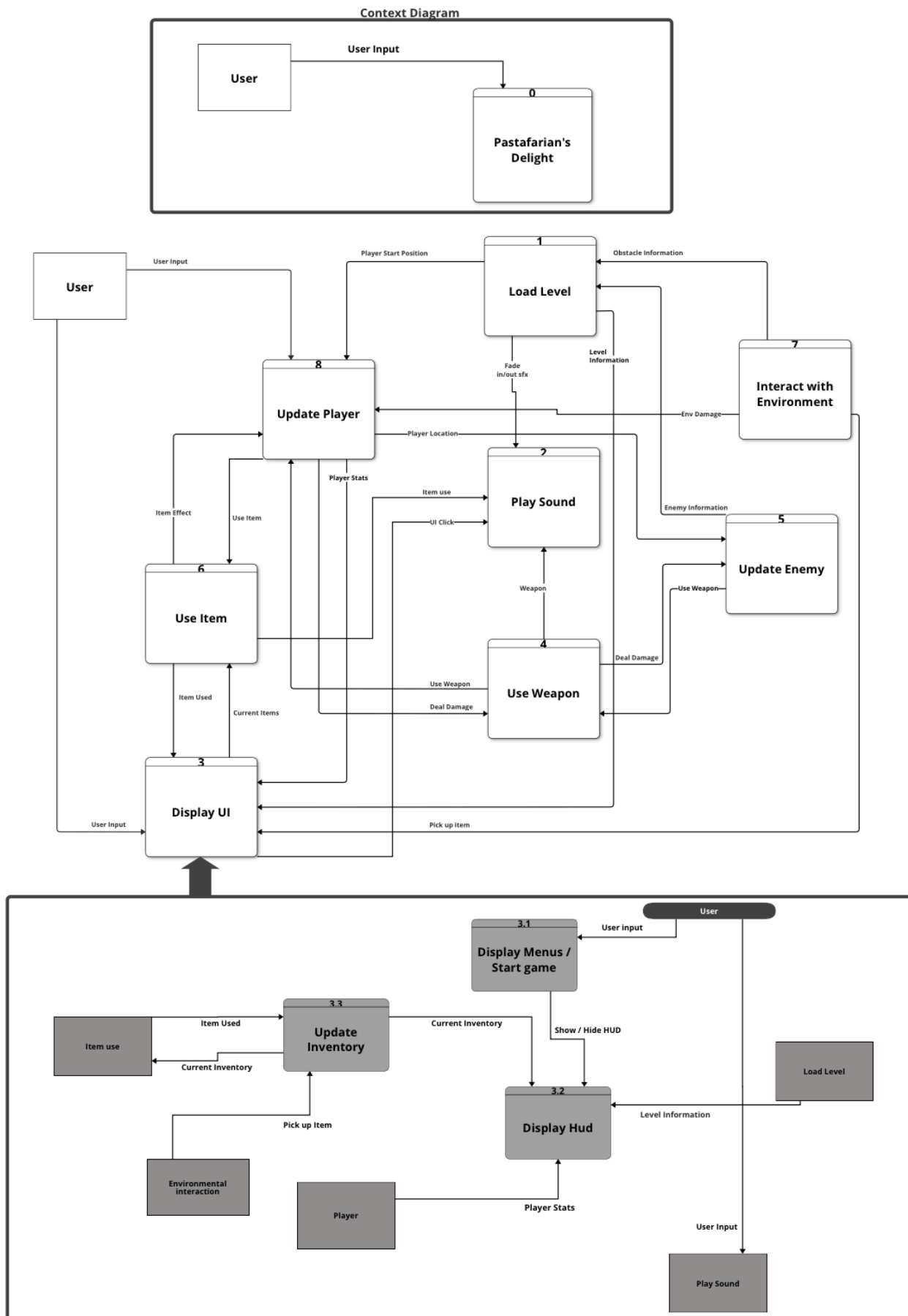
Post conditions: Game quits

Priority: 1*

ID: CW2

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

2. Data Flow diagram(s) from Level 0 to process description for feature 14



Process Descriptions

```
Display Main Menu()
    bool BC_mode (true / false)
    if select start game
        Run Game( BC_mode )

    showHUD()

    if Paused()
        hideHUD()
        runtime 0

    if Quit ()
        QuitGame();
    else
        if Item pick up
            update_inventory( Item )
        if Hurt
            update_health()
        if Request_item_use
            check_inventory( Item )
            update_inventory( Item )
```

3. Acceptance Tests _____9

HUD

- Check to make sure that all player stats are being appropriately displayed and not going off screen
 - Build and check that the system to keep text or images that grow to adjust and keep them on the screen

UI Menus

- Testing all buttons on Menus

- Also testing all buttons at any point in the game
- Making sure pausing during transition of player does not break transition function

Inventory

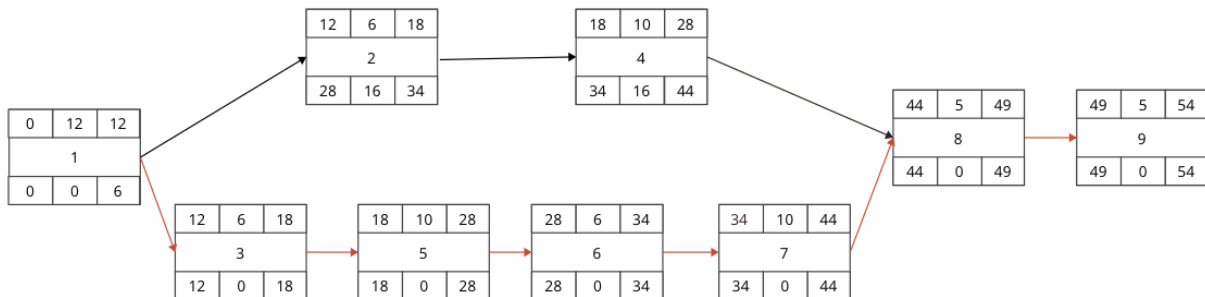
- Ensuring that the player can pick up any item from any location and that it will correctly load in the inventory

4. Timeline ____/10

Work items

Task	Duration (Hours)	Predecessor Task(s)
1. Player	12	-
2. UI Menus	6	1
3. HUD Wireframe	6	1
4. Pause Implementation	4	2, 3
5. Inventory Display	10	4
6. Inventory Display	6	4
7. Advanced Inventory	10	4
8. Testing	5	1
9. Installation	2	8

Pert diagram



Gantt timeline

