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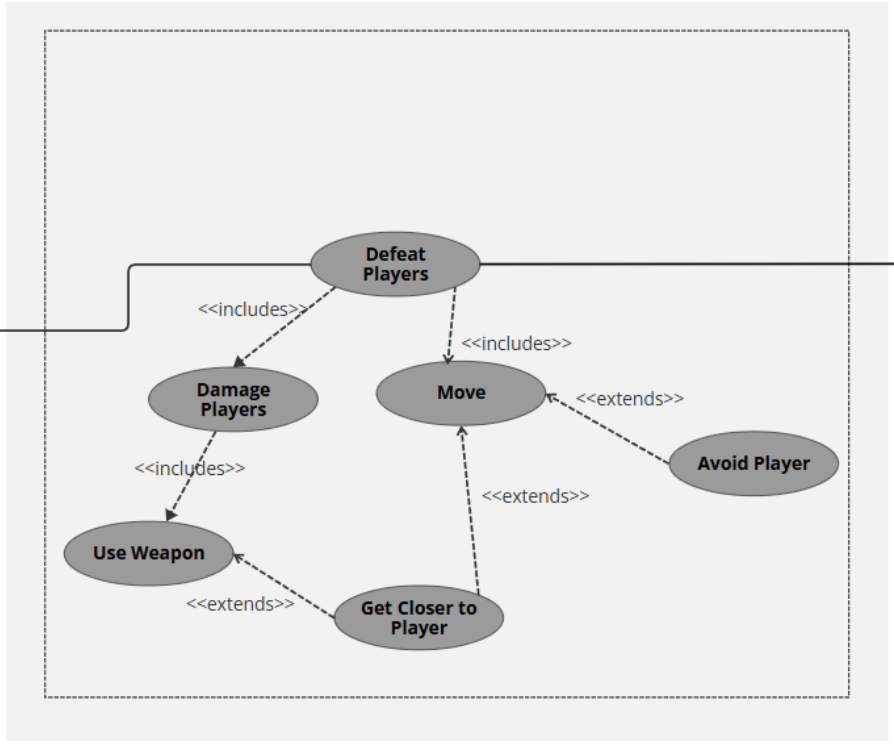
1. Brief Introduction _/3

The feature I will be working on is the implementation of enemies. I will have two different types of enemies at the minimum. Both will have different types of AI so they will react to the player in different ways and engage the player in different ways.

2. Use case diagram with scenario _/14

Use Case Diagram



Scenarios

Name: Defeat Players

Summary: The Enemy is trying to defeat the player character

Actors: Enemy, Player

Preconditions: Enemy is initialized, and level is loaded

Basic sequence:

1. The Enemy targets the Player

2. Enemy Moves toward the player
3. The Enemy goes to damage the player
4. The Enemy uses their weapon
5. The Enemy Damages the player
6. Player is defeated

Exceptions:

Step 2. Enemy is of type 2 and attempts to stay 4 spaces away from the Player

Step 4. The enemy is out of range with their weapon.

Step 6. The Player has more health remaining than the damage delt

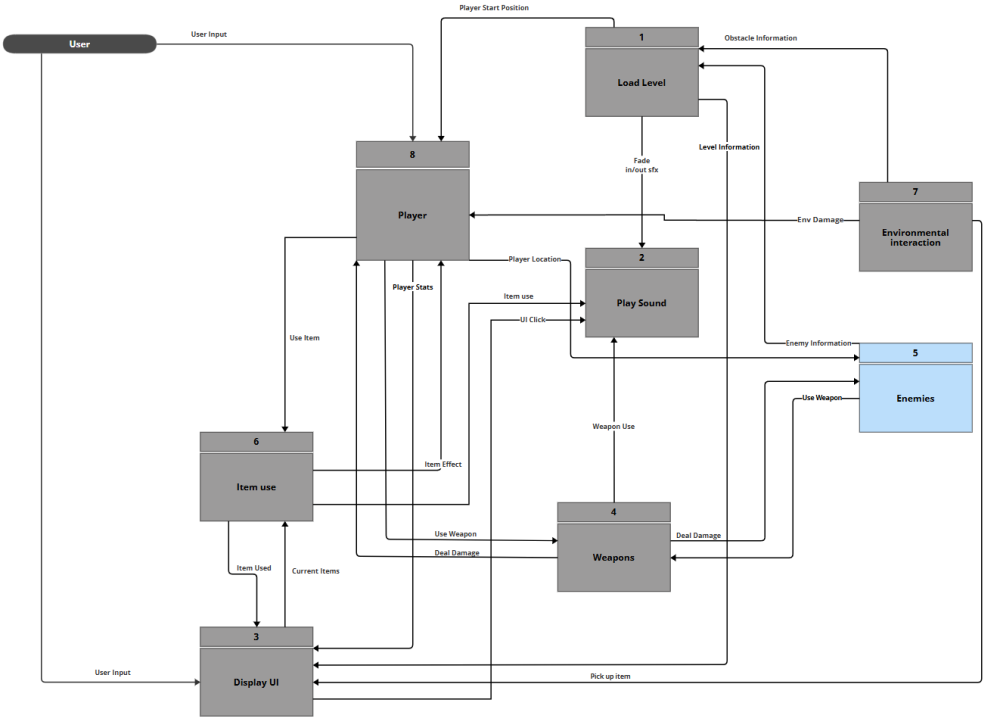
Post conditions: The player is now defeated

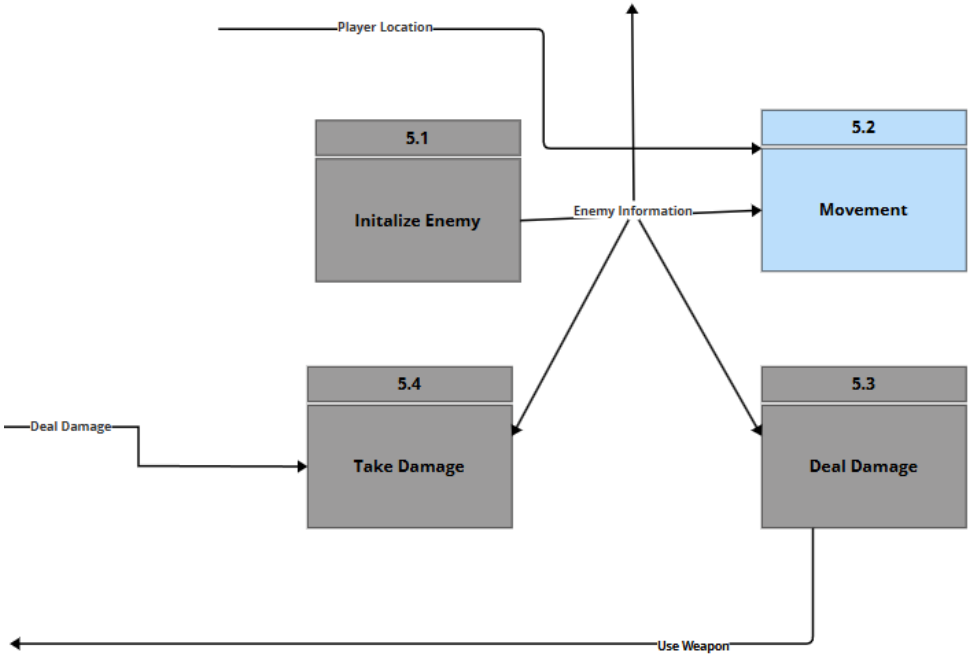
Priority: 2*

ID: E01

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

3. Data flow diagrams from level 0 to process description for your feature _/14





Process Description

The process description for process 5.2 Movement:

If enemyType == 1 then

    enemyMove closer to playerLocation

Endif

Else

    enemyMove stay 4 spaces away from playerLocation

Endif

4. Acceptance Tests _/9

The inputs that my processes will be taking are Level information, Weapon Type, and Weapon Effect. These inputs will affect the types of enemies that are encountered by the player.

5. Timeline _/10

Task	Duration	Predecessor Tasks
1		
2		
3		
4		
5		
6		
7		