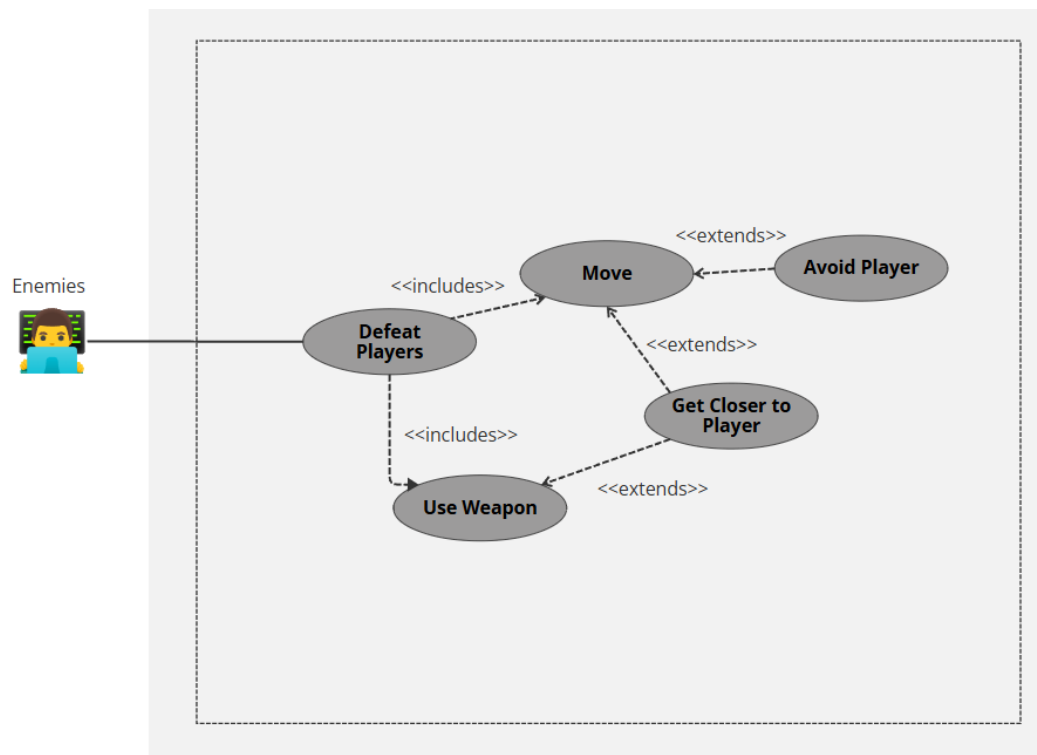


1. Brief Introduction _/3

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

Summary

Actors:

Preconditions:

Basic sequence:

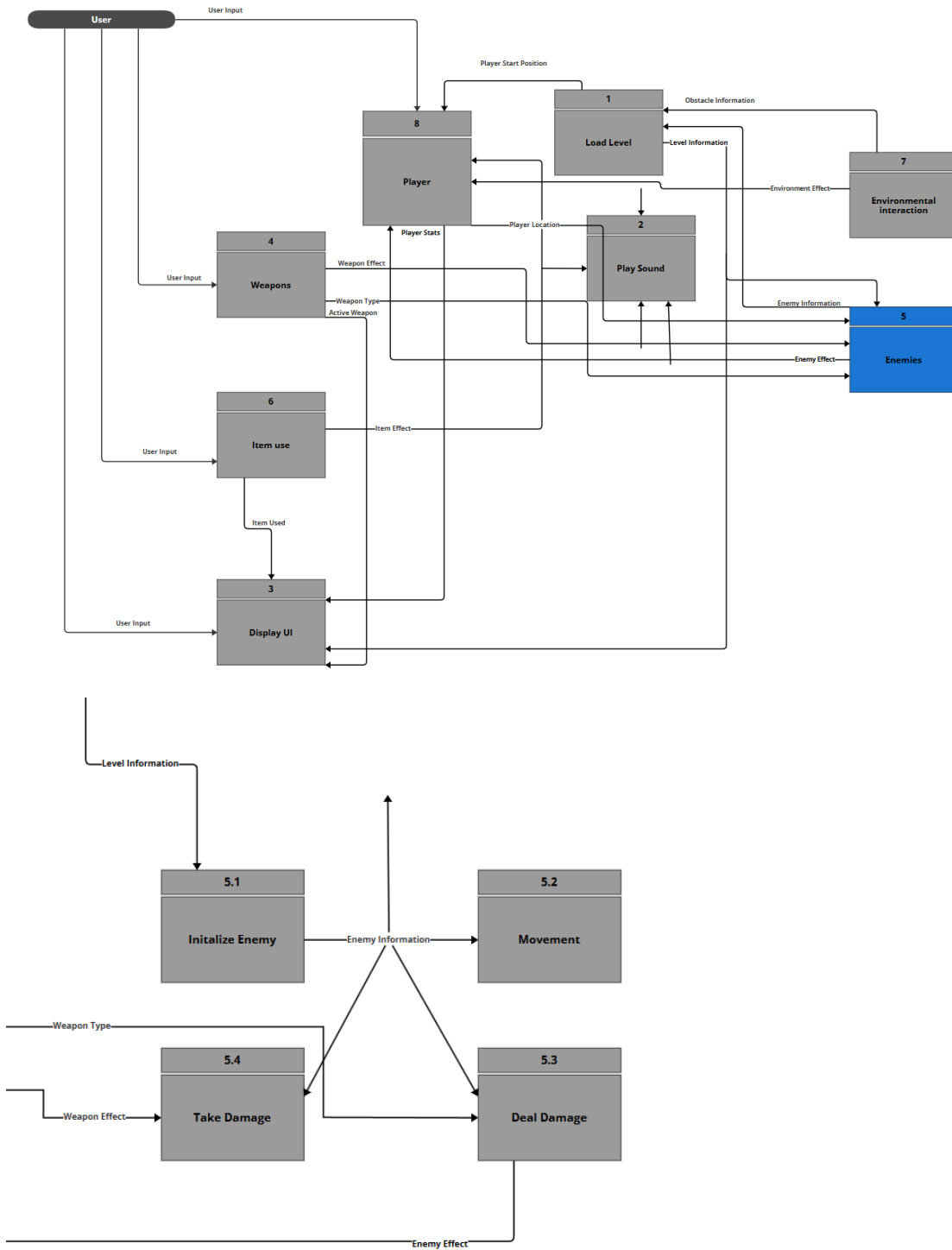
Exceptions:

Post conditions:

Priority

ID:

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



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