

1. Brief introduction _/3

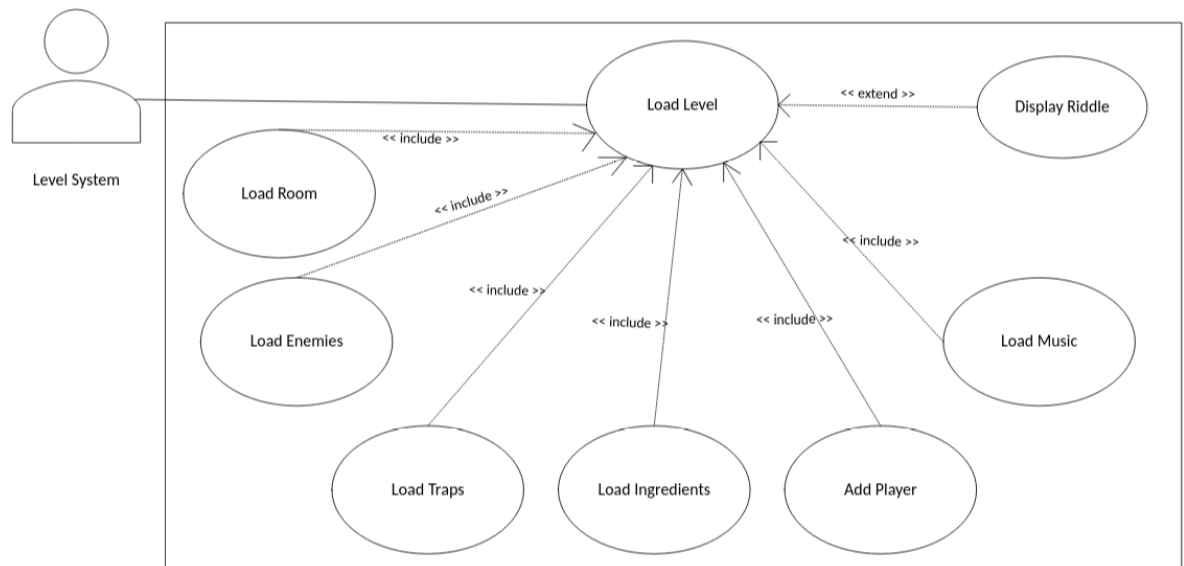
My feature for Pastafarian's Delight is the puzzle/riddle design as well as the level design.

My job is to design the puzzles/riddles that are given to the player. There will be a bank of options for the different types of pasta dishes and the ingredients that go into them. I will come up with riddles for the player to decipher in order to determine the correct ingredient for that room.

Additionally, I will be designing the levels. This will include the layout of the room, where traps are located, and the difficulty of each room. The difficulty will increase based on which level you are on (1, 2, or 3).

2. Use case diagram with scenario _14

Use Case Diagram [DRAFT]



Scenarios

Name: Load Level

Summary: When a room is entered the Level System triggers the Load Level use case. Requiring the room, enemies, traps, ingredients, and the music to be loaded. The Player is added to the room at the entrance and the riddle is displayed. The riddle for the room is dependent on the pasta dish that is chosen at the start of the game.

Actors: Level System

Preconditions: Pasta dish has been chosen, determines which riddles are to be displayed.

Basic sequence:

Step 1: Load room

Step 2: Load enemies

Step 3: Load traps

Step 4: Load ingredients

Step 5: Add player

Step 6: Display riddle

Step 7: Load music

Exceptions:

Step 6: Riddle for the ingredient is based on the pasta dish to be created

Post conditions: The player is now ready to play this room.

Priority: 1

ID: C01

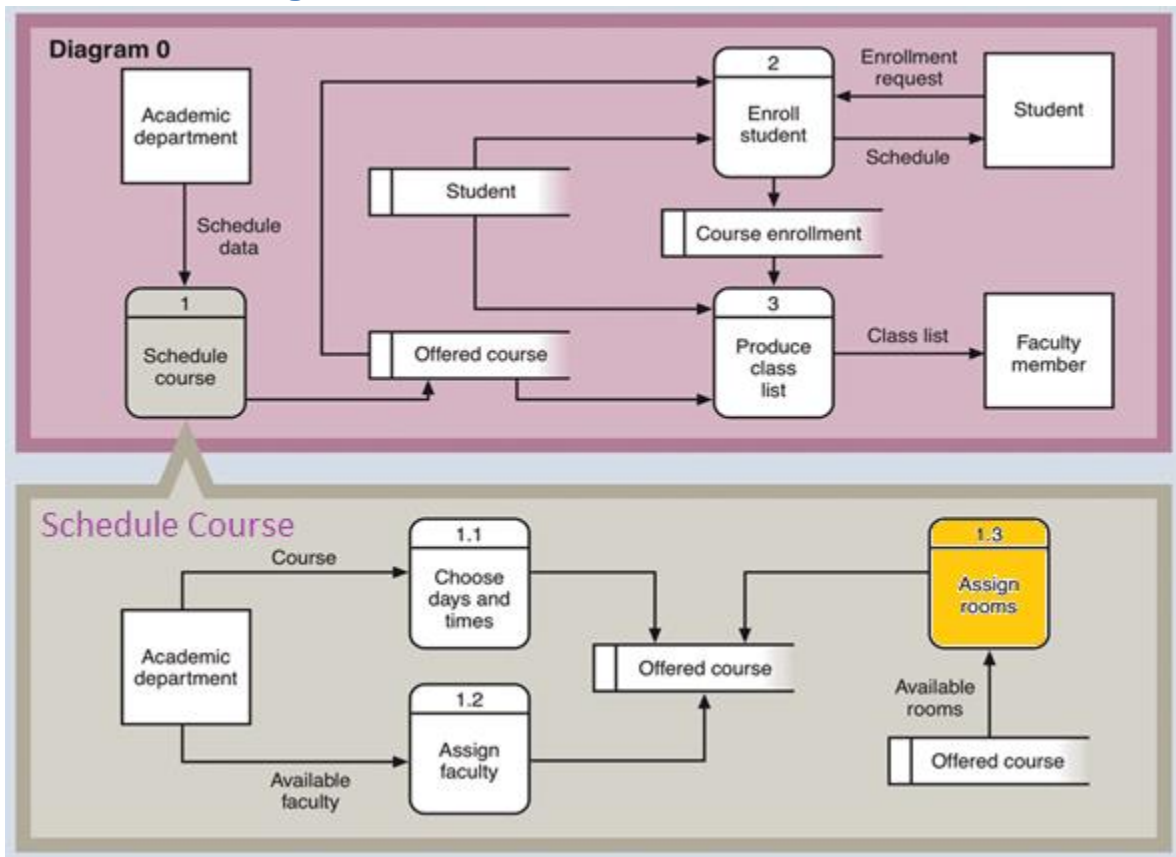
*The priorities are 1 = must have, 2 = essential, 3 = nice to have.

3. Data Flow diagram(s) from Level 0 to process description for your feature ____14

[Get the Level 0 from your team. Highlight the path to your feature]

Example:

Data Flow Diagrams



Process Descriptions

Assign rooms*:

WHILE teacher in two places at once OR two classes in the same room

Randomly redistribute classes

END WHILE

***Notes:** Yours should be much longer. You could use a decision tree or decision table instead if it is more appropriate.

4. Acceptance Tests _____9

[Describe the inputs and outputs of the tests you will run. Ensure you cover all the boundary cases.]

Example for random number generator feature

Run feature 1000 times sending output to a file.

The output file will have the following characteristics:

- Max number: 9
- Min number: 0
- Each digit between 0 and 9 appears at least 50 times

- No digit between 0 and 9 appears more than 300 times
- Consider each set of 10 consecutive outputs as a substring of the entire output.
No substring may appear more than 3 times.

Example for divide feature

Output	Numerator (int)	Denominator (int)	Notes
0.5	1	2	
0.5	2	3	We only have 1 bit precision for outputs. Round all values to the nearest .5
0.0	1	4	At the 0.25 mark always round to the nearest whole integer
1.0	3	4	At the 0.75 mark always round to the nearest whole integer
255.5	5	0	On divide by 0, do not flag an error. Simply return our MAX_VAL which is 255.5.

5. Timeline ____/10

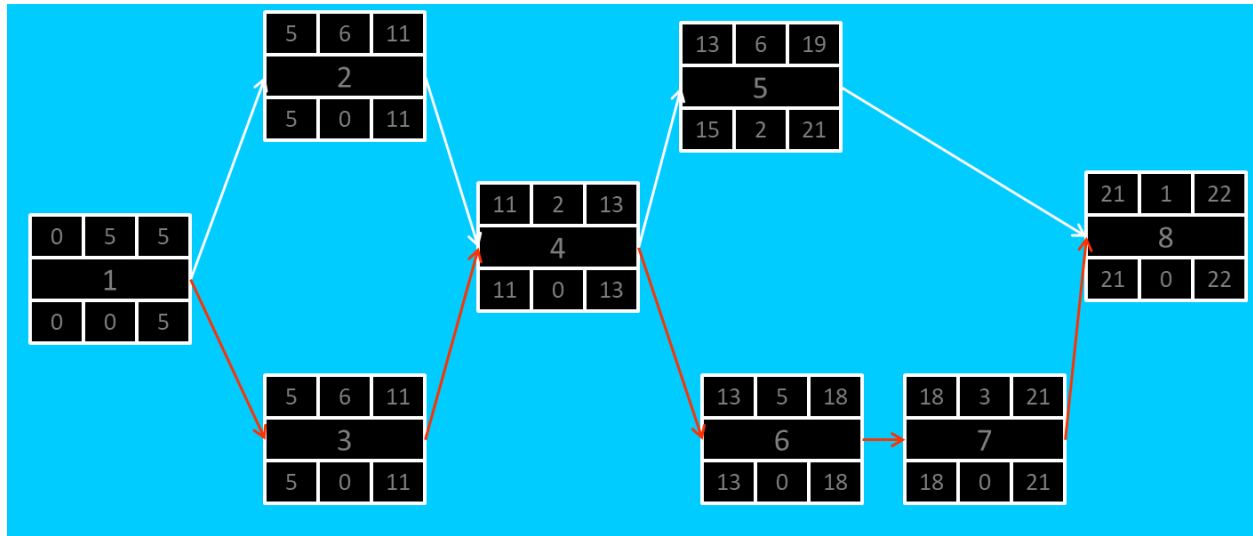
[Figure out the tasks required to complete your feature]

Example:

Work items

Task	Duration (PWks)	Predecessor Task(s)
1. Requirements Collection	5	-
2. Screen Design	6	1
3. Report Design	6	1
4. Database Construction	2	2, 3
5. User Documentation	6	4
6. Programming	5	4
7. Testing	3	6
8. Installation	1	5, 7

Pert diagram



Gantt timeline

