Name: Aaron Guevara Mark _____/50

[**Instructions**: Remove everything that is not a heading below and fill in with your own diagrams, etc.]

1. Brief introduction __/3

The features that I will be implementing are the User Interface, the HUD that the player will interact with (including “inventory”)

2. Use case diagram with scenario __14

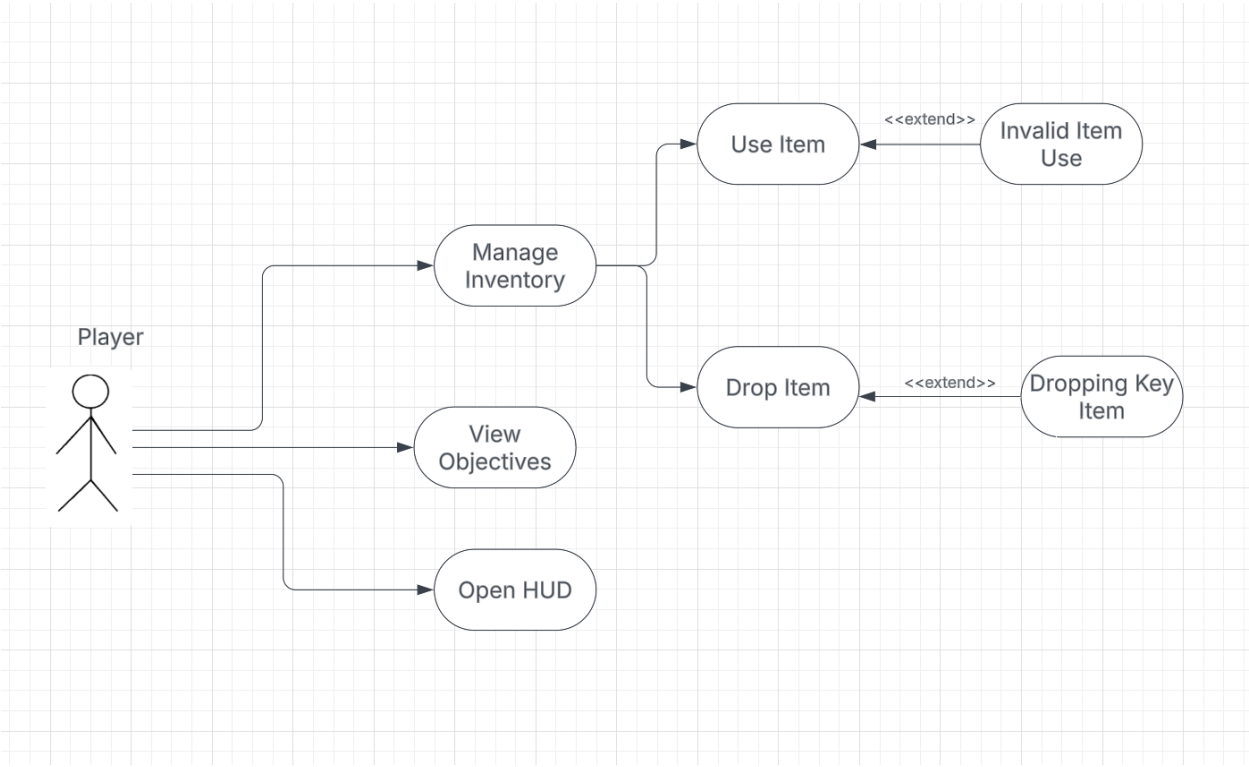
[Use the lecture notes in class.

Ensure you have at least one exception case, and that the <<extend>> matches up with the Exceptions in your scenario, and the Exception step matches your Basic Sequence step.

Also include an <<include>> that is a suitable candidate for dynamic binding]

Example:

Use Case Diagrams



Scenarios

Name: Manage Inventory

Summary: The player interacts with the HUD to add, use, or drop items.

Actors: Player, Inventory System

Preconditions: The player has opened the inventory screen.

Basic Sequence:

Player presses the inventory button.

HUD displays the inventory screen.

Player selects an item.

Player chooses an action (use, drop, or inspect).

System executes the chosen action.

Exceptions:

Using an invalid item: If trying to use an item in the wrong context, display a warning.

Dropping a key item: Prevent the action or ask for confirmation.

Postconditions:

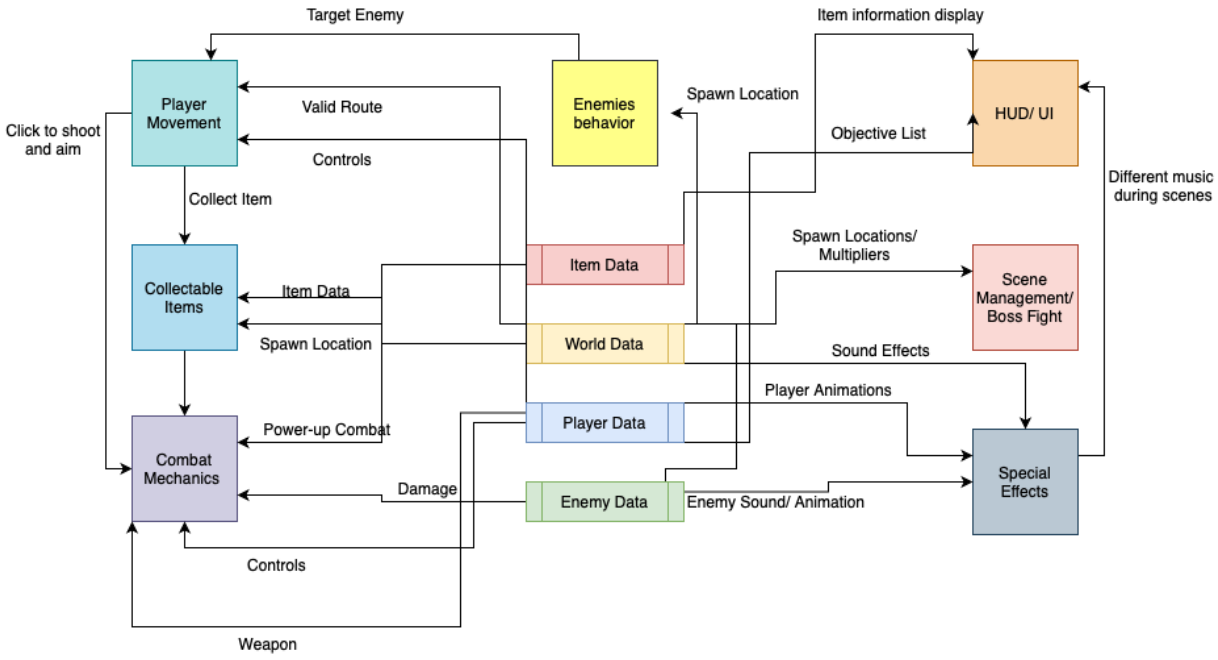
If an item is used, it applies its effect and is removed if necessary.

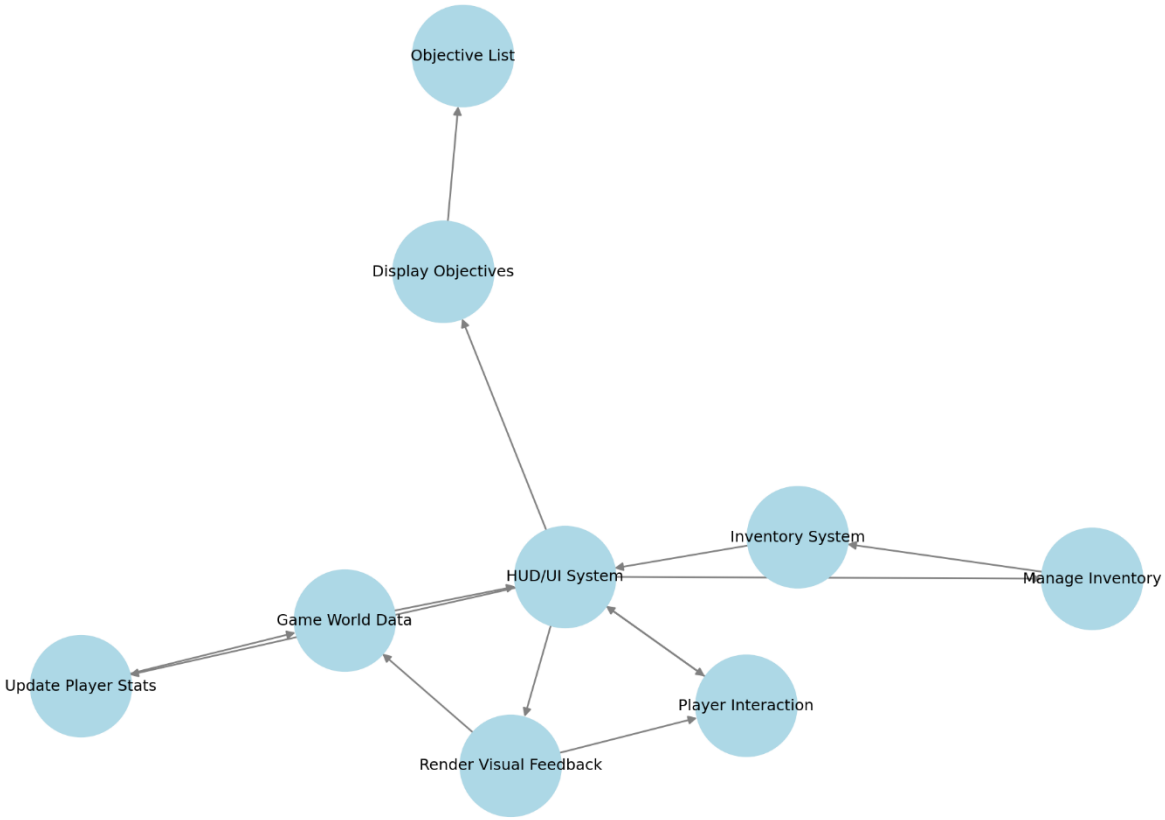
If an item is dropped, it is removed from inventory and possibly placed in the game world.

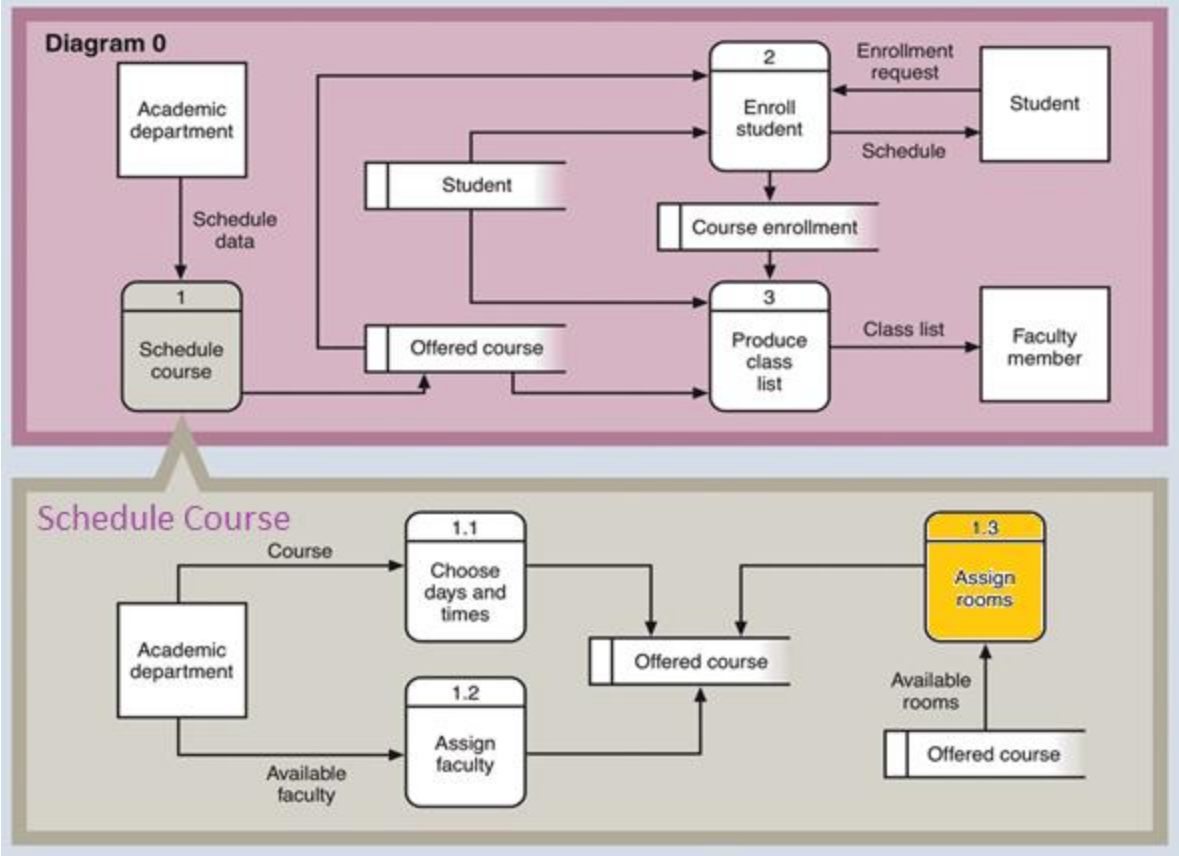
3. Data Flow diagram(s) from Level 0 to process description for your feature _____14

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

Data Flow Diagrams




Objective List
Display Objectives
Inventory System
HUD/UI System
Manage Inventory
Game World Data
Update Player Stats
Player Interaction
Render Visual Feedback



Process Descriptions

Handling Inventory Actions

IF player presses inventory button → Open inventory screen.

IF player selects an item → Show item details and options (use, drop, inspect).

IF player chooses "use":

a. Check if item is usable.
b. Apply item effect.
c. Remove item if it's consumable.

IF player chooses "drop":

d. Check if item is a key item.
e. Remove item from inventory and add it to the world (if allowed).

4. Acceptance Tests _____9

Test ID	Test Case	Input	Expected Output
TC1	Open Inventory	Press Inventory Button	Inventory screen appears
TC2	Select Item	Click an item	Item details appear
TC3	Use Item	Click "Use" on a health potion	Health increases
TC4	Use Unusable Item	Click "Use" on a key	Display error message
TC5	Drop Item	Click "Drop" on a sword	Item removed from inventory
TC6	Drop Key Item	Click "Drop" on a quest item	Display warning
TC7	Inventory Full	Try to pick up an item when inventory is full	Display "Inventory Full" message

5. Timeline _____/10

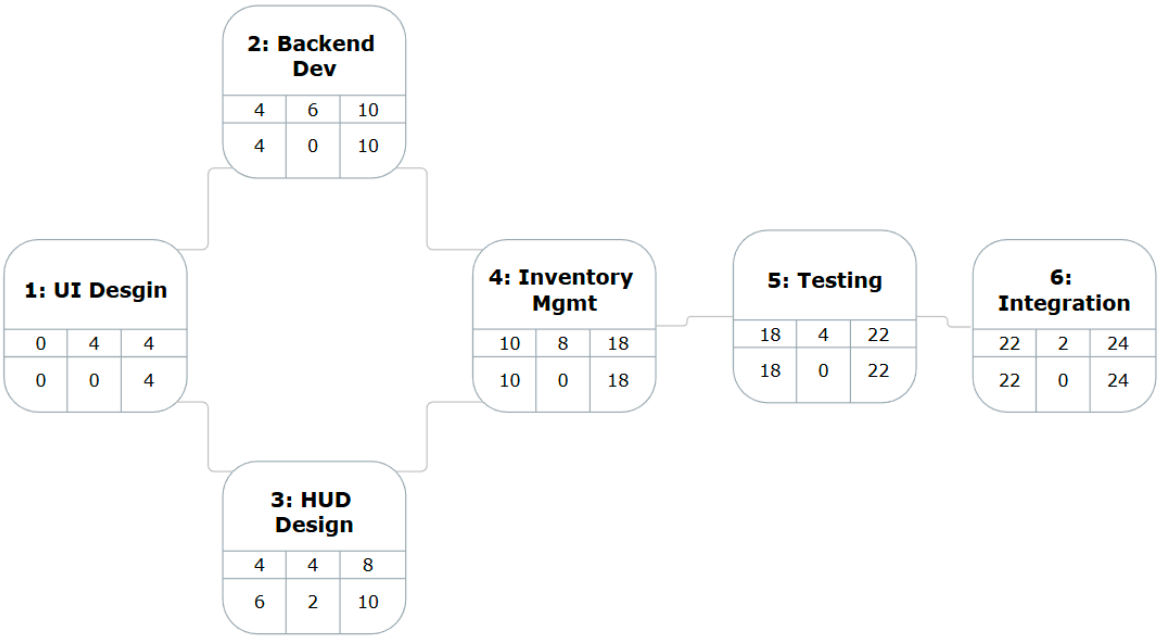
[Figure out the tasks required to complete your feature]

Example:

Work items

Task	Duration (PWks)	Predecessor Task(s)
1.UI Design	2	-
2.Inventory System Backend	3	UI Design
3.HUD Implementation	2	UI Design
4.Inventory Management Features	3	Backend Ready
5.Testing & Debugging	2	All Components Built
6.Integration & Final Review	1	Testing Complete

Pert diagram



Gantt timeline