

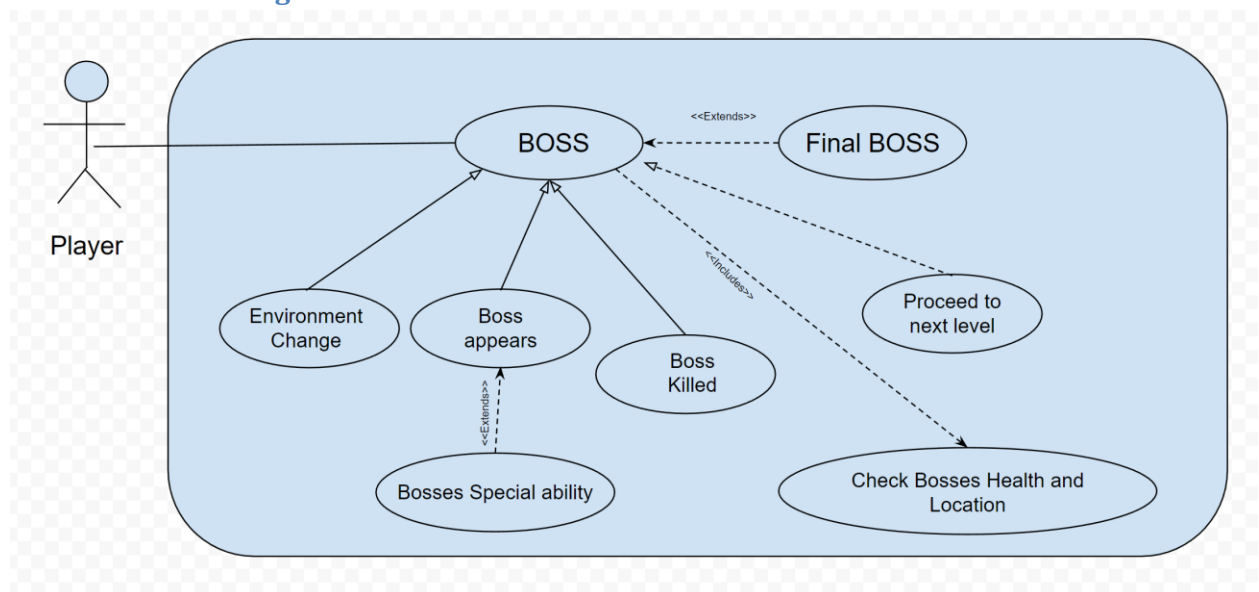
1. Brief introduction _/3

My feature is the interaction between the player and the boss fights at the end of each level along with the final boss and fighting features.

After the user gets through the level and enemies there will be boss of that level the player will face. Each boss will have a unique ability and some minor change to the environment such as platform the player will used to dodge attacks from the boss, then after the final level is completed there will be a final boss that will have greater than 1 ability and have slightly more health.

2. Use case diagram with scenario _14

Use Case Diagrams



Scenarios

Name: Boss

Summary: The player will fight all the enemies till the final part of said level and encounter that levels boss in a unique environment depending on his ability which derives from the story of Moses

Preconditions: boss is initialized, and checkpoint has been reached.

Basic sequence:

Step 1: Player reaches checkpoint and encounters player.

Step 2: Environment changes regarding the bosses' special abilities

Step 3: Boss fights player

Step 3: at certain periods of the boss's health the boss's special ability to the environment will take place.

Step 4: Boss dies, and Next level can be entered

Exceptions:

Step 1: Boss kills user and next level can't be approached. Restarts fight.

Step 2: user never reaches checkpoint to start level/final boss fight.

Post conditions: Calculated value is displayed.

Priority: 2*

ID: LB01

*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

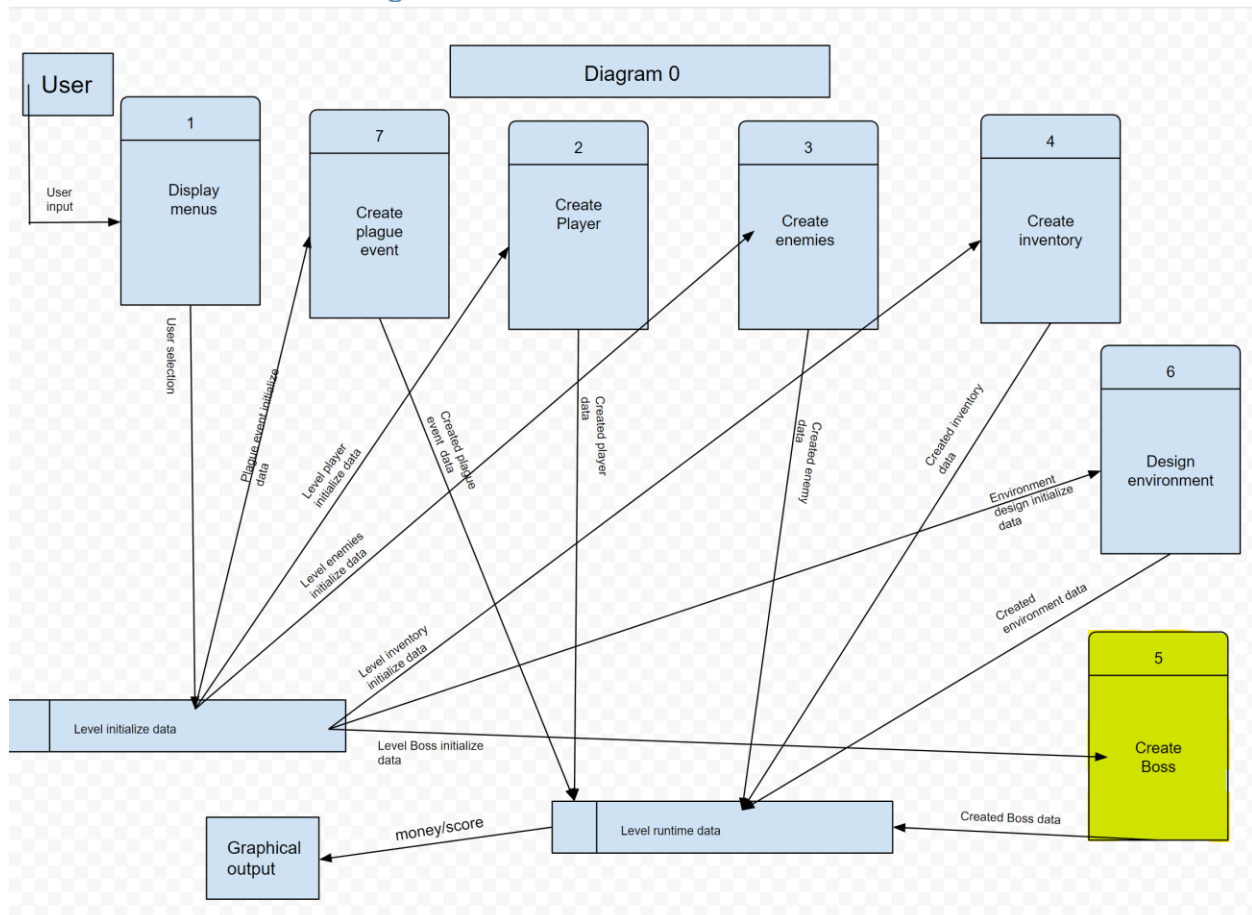


Diagram for creating Bosses
(5)

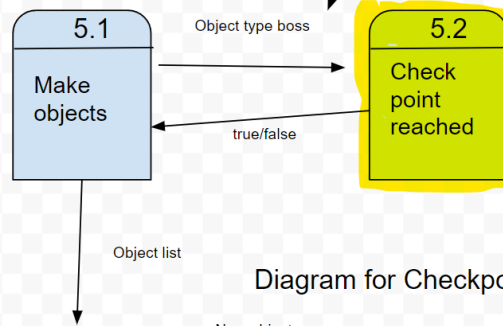
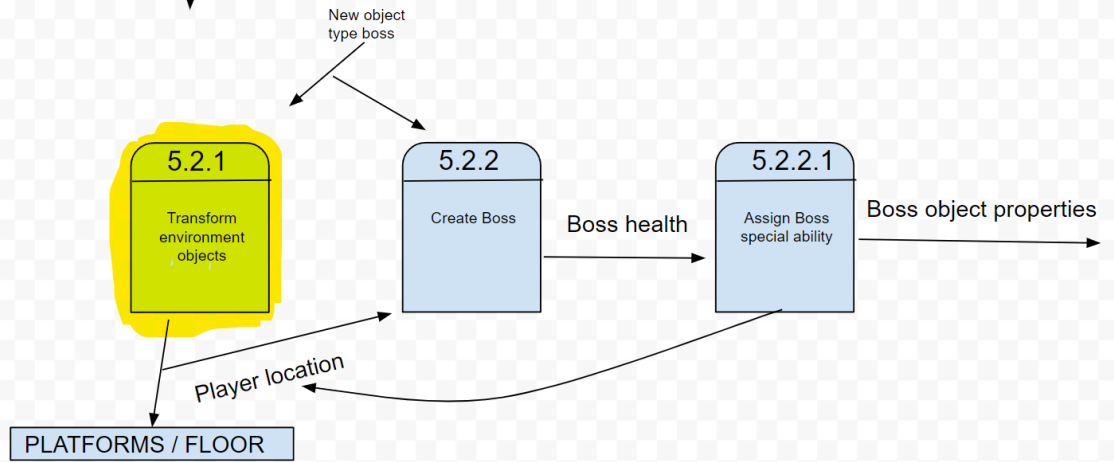
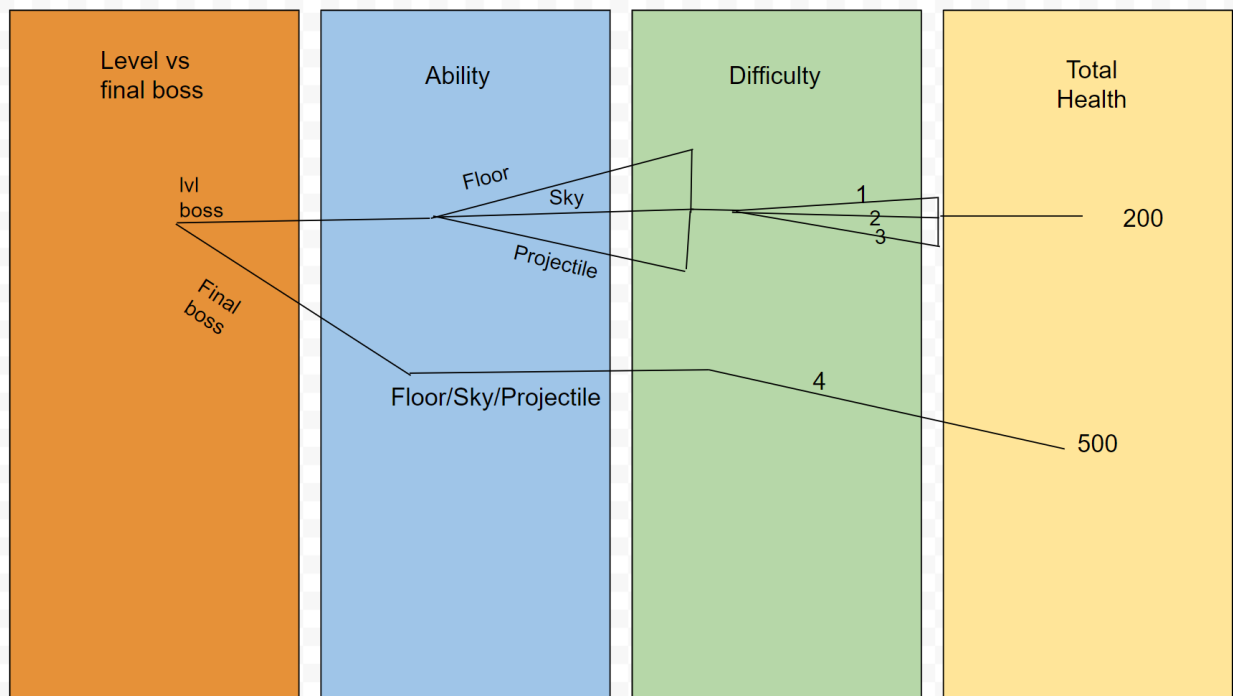


Diagram for Checkpoint reached (5.2)



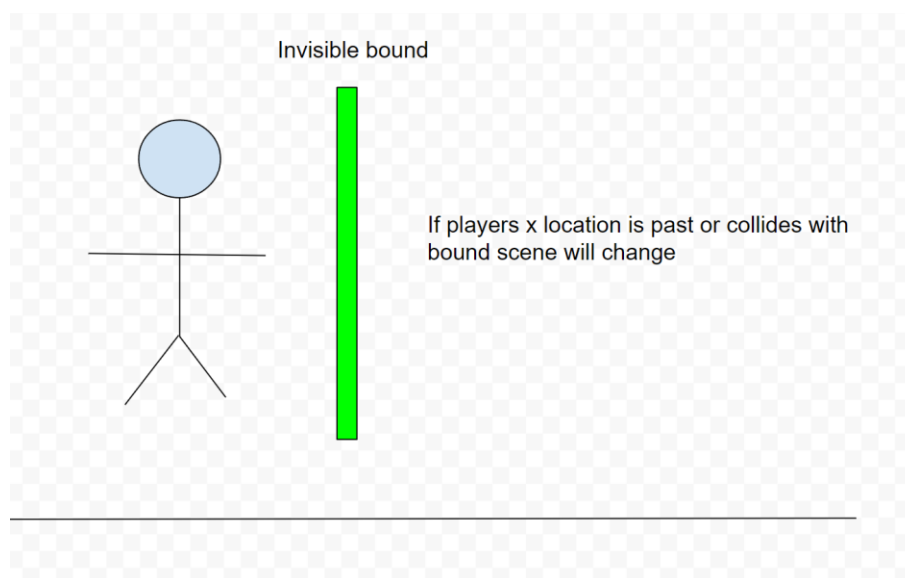
Process Descriptions



4. Acceptance Tests ____9

If the player is past the invisible boundary a change of environment will be made to an area where the player will fight the boss or final boss if the player is on the last level

Example



5. Timeline ____/10

Example:

Work items

Task	Duration (HRS)	Predecessor Task
1. Level Boss Environment	4	NONE
2. Level Boss Fighting/Abiltity Programming	6	1
3. Level Boss Sprites	2	1, 2
4. Level Boss Testing	3	1,2,3
5. Final Boss Environment	2	1
6. Final Boss Fighting/Abiltity Programming	4	5
7. Final Boss Sprites	1	5, 6
8. Final Boss Testing	2	5, 6
9. Documentation	5	1 - 8
10. Installation	4	1 - 8
TOTAL	33	

Pert diagram

Gantt timeline

