Name: Jordan Higgins   Mark _____/50

1. Brief introduction __/3

I will be handling the menuing system for the game. This will include the title screen, options, pause screen, perk selection, and other out of game menus that will be needed. I will need to ensure that the menus work flawlessly with the other components of the game and that they properly fit the game's art style.

2. Use case diagram with scenario __14

Use Case Diagrams
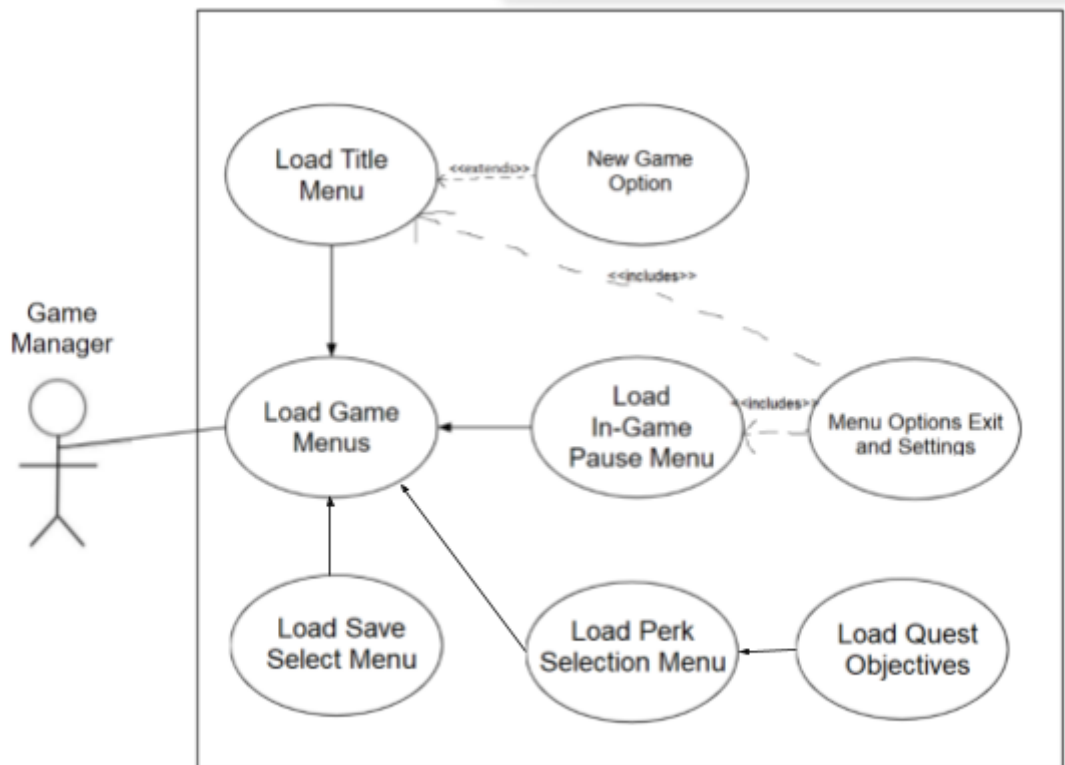
Scenarios

Name: Load Game Menus

Summary: The game manager starts and loads in the title screen scene.

Actors: Game Manager

Preconditions: Game has been started.

Basic sequence:

       Step 1: Game is launched

Step 2: Main menu scene is loaded

Post conditions: Title menu is ready to be shown

Priority: 1*

Name: Load Title Menu

Summary: The title screen menu loads in and holds the options for settings, exit, save select, and help.

Actors: Game Manager

Preconditions: Title scene has been loaded

Basic sequence:

    Step 1: Title scene is loaded.

    Step 2: Settings, Exit, Save Select, and Help buttons are created.

Exceptions:

    Step 1: Title scene is loaded.

    Step 2: No previous save state has been created.

    Step 3: Settings, Exit, New Game, and Help buttons are created.

Post conditions: The title screen is shown.

Priority: 1*

Name: Load In-Game Pause Menu

Summary: The pause menu is called upon by the player during gameplay and presents the settings, exit, and help options.

Actors: Game Manager

Preconditions: The gameplay scene has been loaded

Basic sequence:

    Step 1: Gameplay is running normally.

    Step 2: The player presses the pause button.

    Step 3: The gameplay manager loads the pause screen.

Post conditions: The pause screen is shown and the game is paused.

Priority: 3*

Name: Load Save Select Menu

Summary: When save select is chosen, this menu is loaded to allow the player to select a previous save.

Actors: Game Manager

Preconditions: The main menu is loaded and their are previous save states

Basic sequence:

    Step 1: The save select button is chosen.

    Step 2: The game manager loads the save select menu.

    Step 3: All previous saves are shown to the player to be selected.

Priority: 2*

Name: Load Perk Selection Menu

Summary: The player is shown a perk tree where they can choose new perks to buy when they have enough points.

Actors: Game Manager

Preconditions: The gameplay scene is loaded and the player is in no other menus.

Basic sequence:

Step 1: The gameplay scene is currently loaded.

Step 2: The player presses the perk selection button.

Step 3: The gameplay manager loads in the perk selection screen

Priority: 1*

Name: Load Quest Objectives GUI

Summary: There is an overlay on the gameplay that shows the current quest objective.

Actors: Game Manager

Preconditions: The gameplay scene is loaded and the player is in no other menus.

Basic sequence:

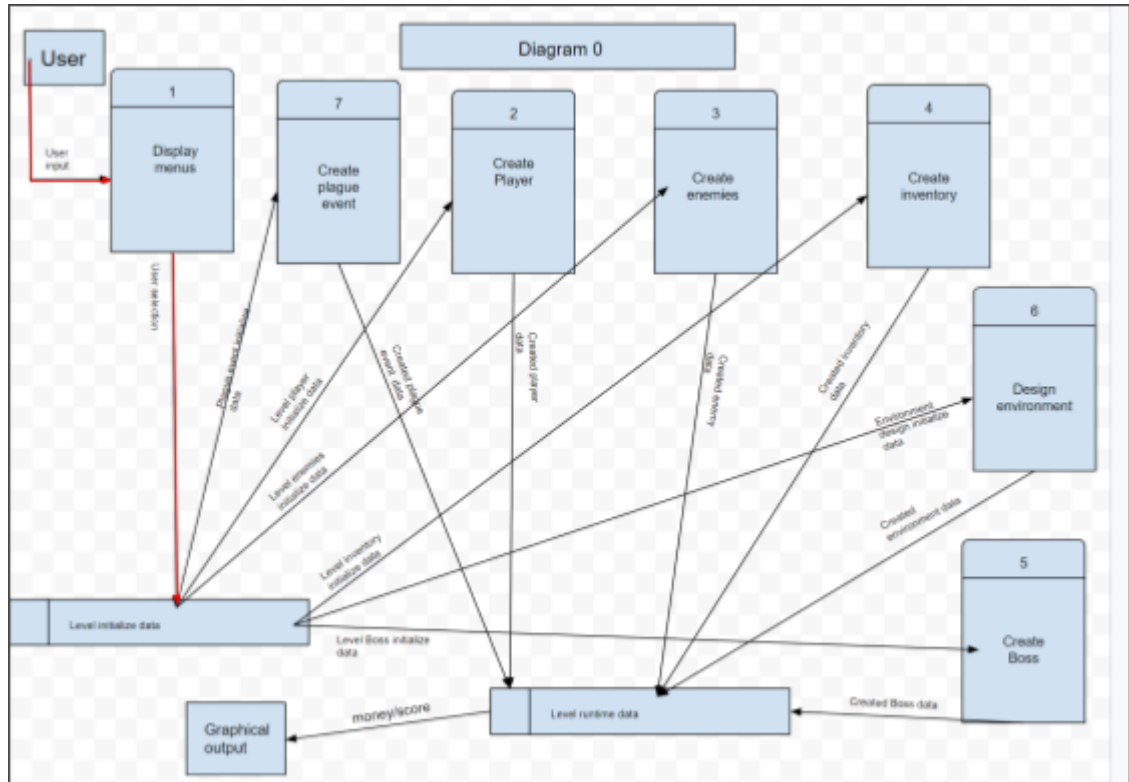**Step 1:** The gameplay scene is currently loaded.

Step 2: The gameplay manger loads the quest objective GUI on the screen

Priority: 3*

*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

Data Flow Diagrams

Process Descriptions

Menu	State	Previous Menu	Buttons
Title Screen	Out of Game	Pause Menu, None, Save Select	Save Select, Settings, Help, Exit
Save Select	Out of Game	Title Screen	Back, Play Save, Delete Save, New Save
Pause Menu	In Game	None	Resume, Exit, Main Menu, Settings
Perk Tree	In Game	None	Purchase Perk(One for each unbought perk), Exit
Quest Objectives	In Game	None	NA
Settings Menu	Out of Game/In Game	Title Screen, Pause Menu	Exit, (Various Settings Not Yet Decided)

4. Acceptance Tests _____9

Button Tests:

For these tests it is very hard to automate. Each button on every menu must be tested to ensure that they do exactly what they need to do. The effects of the button may potentially vary based on previous states within the game, so many sequences of actions will need to be tested for each button.

State Tests:

It is in theory possible to trick the game to be in multiple states at once ie Gameplay and Main Menu. This could lead to a number of potential problems with the game. In order to rule this out of the menu system, the menus will be tested in every possible sequence.

5. Timeline _____/10

Work items

Task	Expected Time(HRs)	Predecessor Tasks
1. Draw Up Menu Layouts	2	-
2. Create Menu Art Style	3	1
3. Implement Basic Layout	5	1
4. Format Menu Art Style	6	2, 3
5. Link Menu Inputs to Game Features	2	3
6. Test Menu Features	3	5

Pert diagram

Gantt timeline

Jordan			
Draw-Up Menu Layouts	2	0	planned
Create Menu Art Style	3	0	planned
Basic Layout	5	0	planned
Format Menu Art Style	6	0	planned
Link Menu Inputs to Game Featur	2	0	planned
Test Menu Features	3	0	planned
	0	0	planned
	0	0	planned
	0	0	planned
	0	0	planned
	0	0	planned
	0	0	planned
totals	21	0	