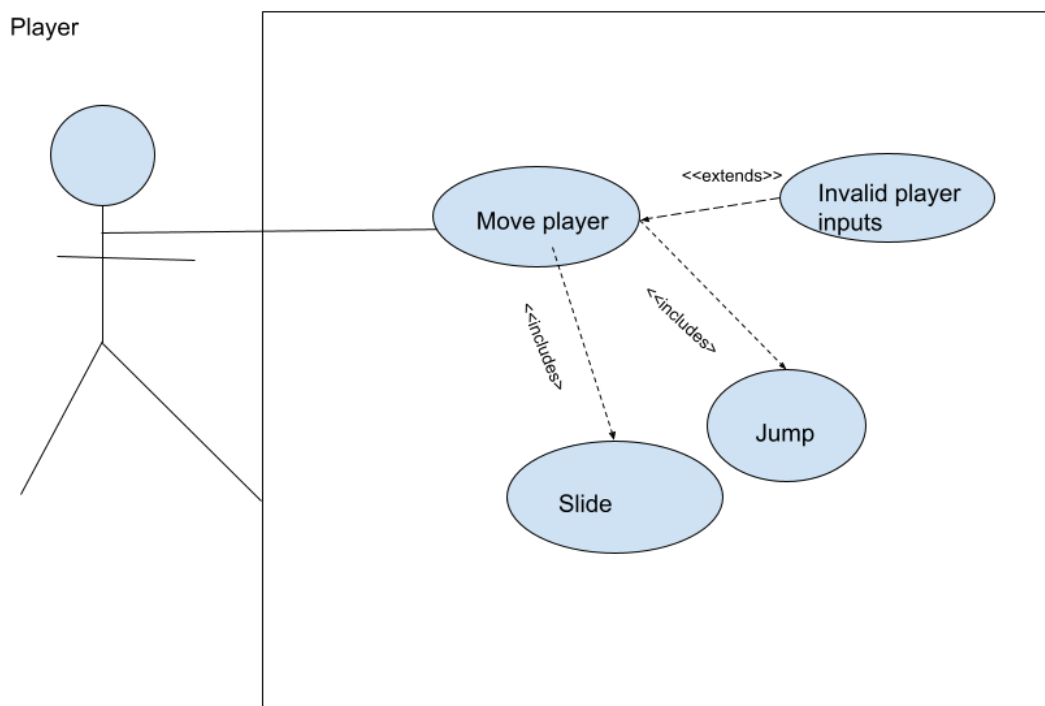


1. Brief introduction __/3

My feature is the player movement, I hope to make the movement feel fluid and smooth, with a number of movement options. Options such as wall jumps, slides, and kicks should provide adequate depth to the movement. I am also in charge of making sure miscellaneous pieces of the project interact with the player character properly, such as the enemies, inventory items, and end level triggers.

2. Use case diagram with scenario __/14



Scenario:

Name: Move Player

Summary: The player uses an input device to move the on screen player.

Actors: Player

Preconditions: A level has been created and the player character object is created

Basic sequence:

1. Player activates input device

2. If possible, the object will perform a desired action (jump, crouch, etc.)

Exceptions:

1. Player is using an incompatible input device
2. Player provides invalid input (i.e tries to jump while in the air)

Post Conditions: The player moves, kills enemies, and finishes levels.

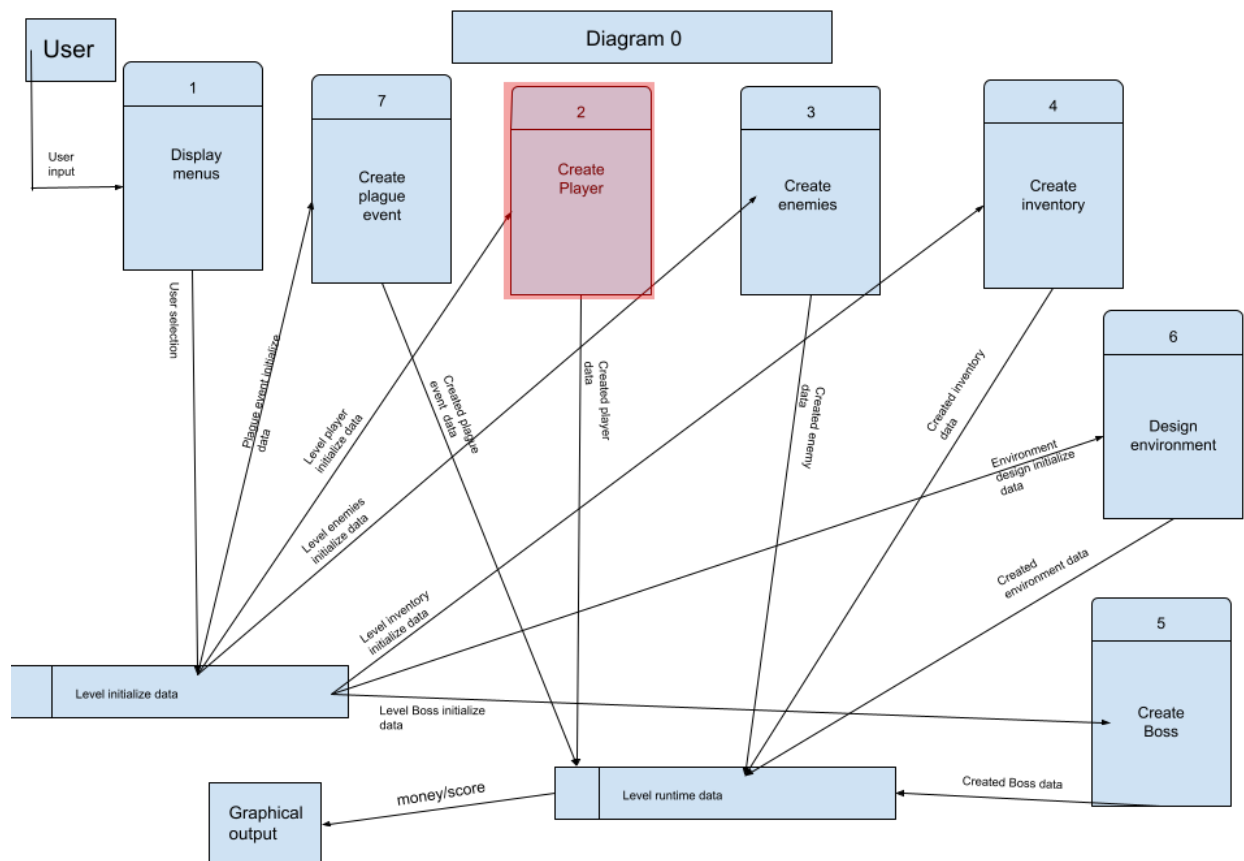
Priority: 1*

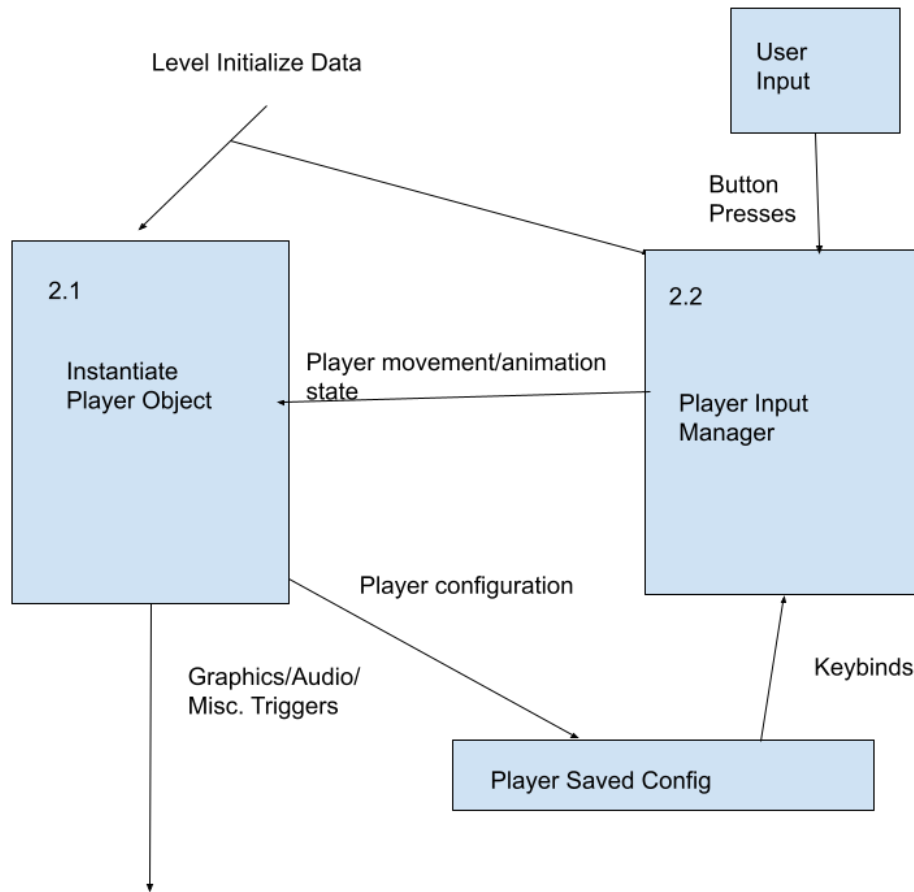
ID: CR1

*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

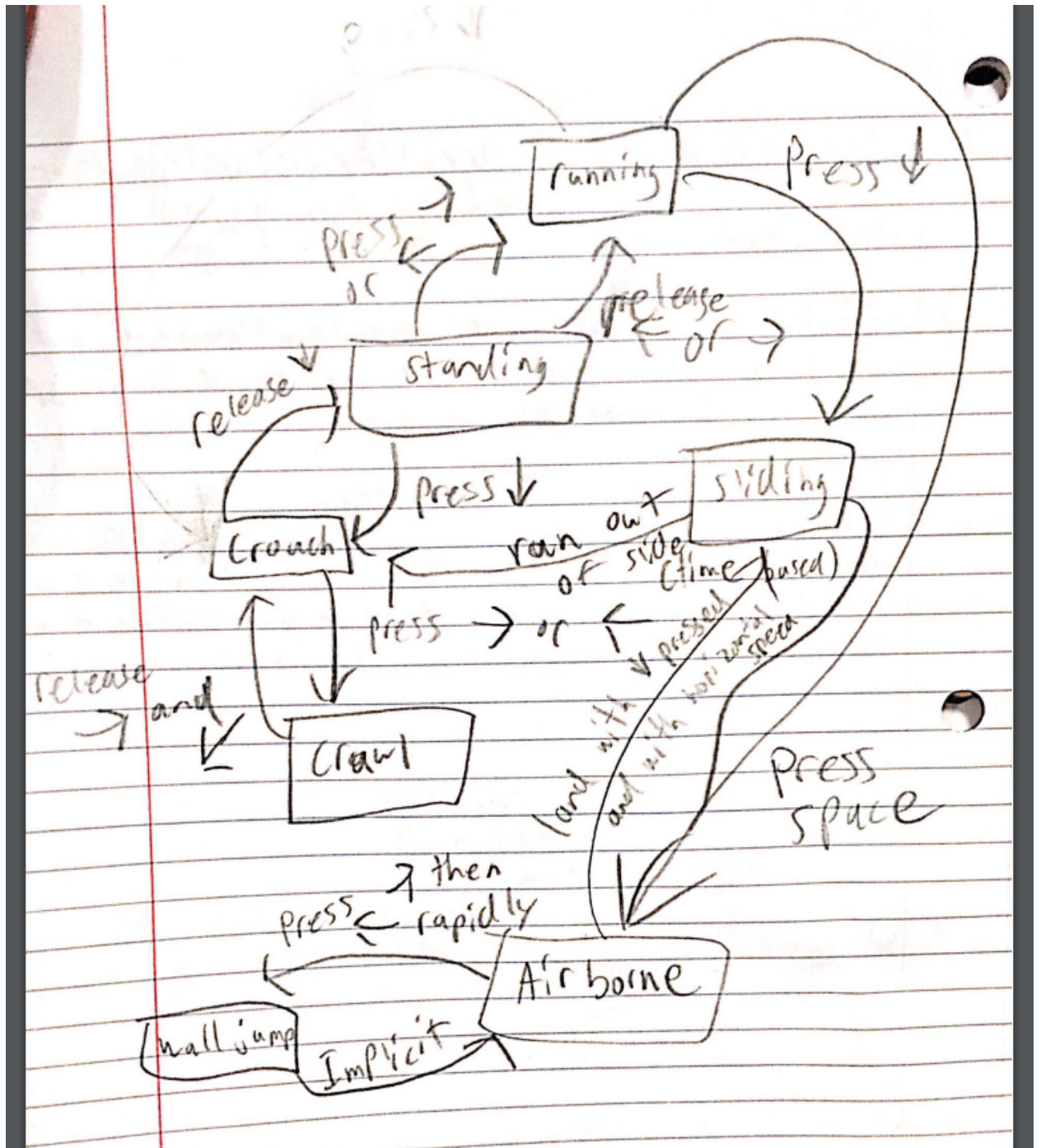
In the data flow diagrams below, I will be covering the Create Player feature in entirety.





Process Descriptions

The process description for Process 2.2 (Player Input Manager) is displayed below in a chart.



To help avoid confusion, the arrows from airborne to crouching, standing, and running have not been drawn. Airborne to crouching is done by holding Down with low horizontal speed, Airborne to Standing is done by landing without down or left/right held. Airborne to running is done by holding left/right and landing.

It is difficult to adequately test this feature automatically, however, some tests can be made automatic.

- Run Player in demo mode over a test level

Check player positions, the player should not reach invalid values (define a polygon of what's in the level and what's not). If the demo player makes it out of bounds then something is wrong. Player should take damage upon hitting an enemy or stage hazards. Player should respawn properly after death.

5. Timeline _____/10

Task	Duration (Hours)	Predecessor Task(s)
1 Requirements collection	3	N/A
2 Implement basic player	3	1
3 Implement more complex movement	5	2
4 Add Graphics/Sound	5	3
5 Test	3	3,4
6 Installation	2	5
7 Polish Player movement	4	3

