# Intro:

The feature that I will be working on for the project is the enemies. I will be the one who makes it possible for enemies (or bugs) to be generated in waves, and insures that the enemies try to get to the area that the player is trying to protect. The bugs will also need to be able to handle going around/over obstacles, as well as dealing damage to the player and or the CPU (or whatever the player is trying to protect). The bugs will also handle when they have been harmed/destroyed.

Use case diagram
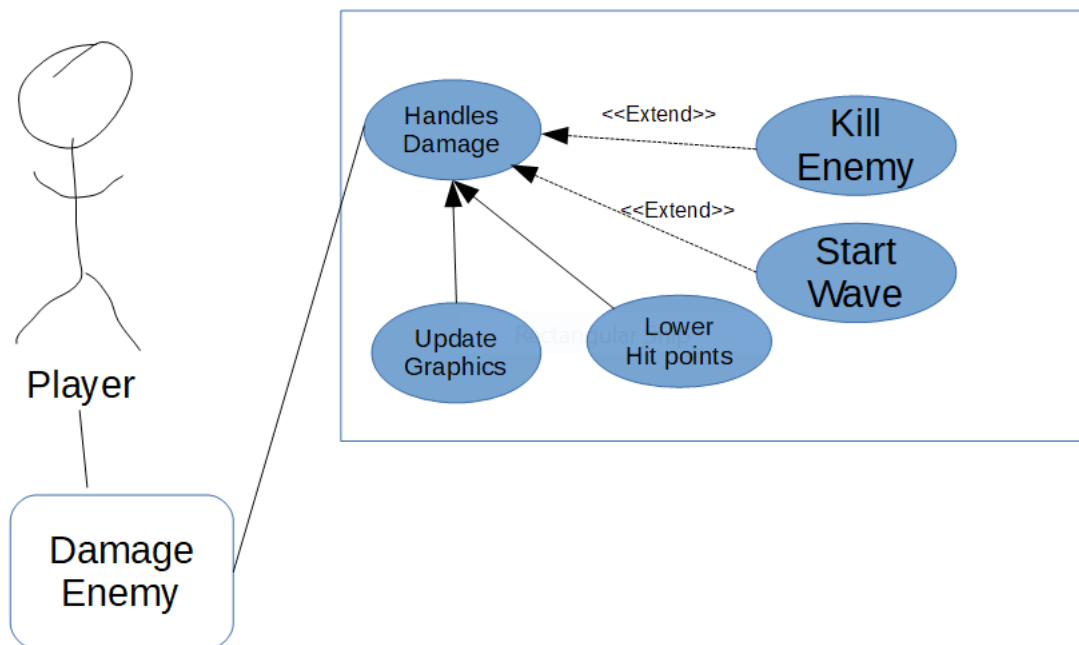
Data Flow Diagram
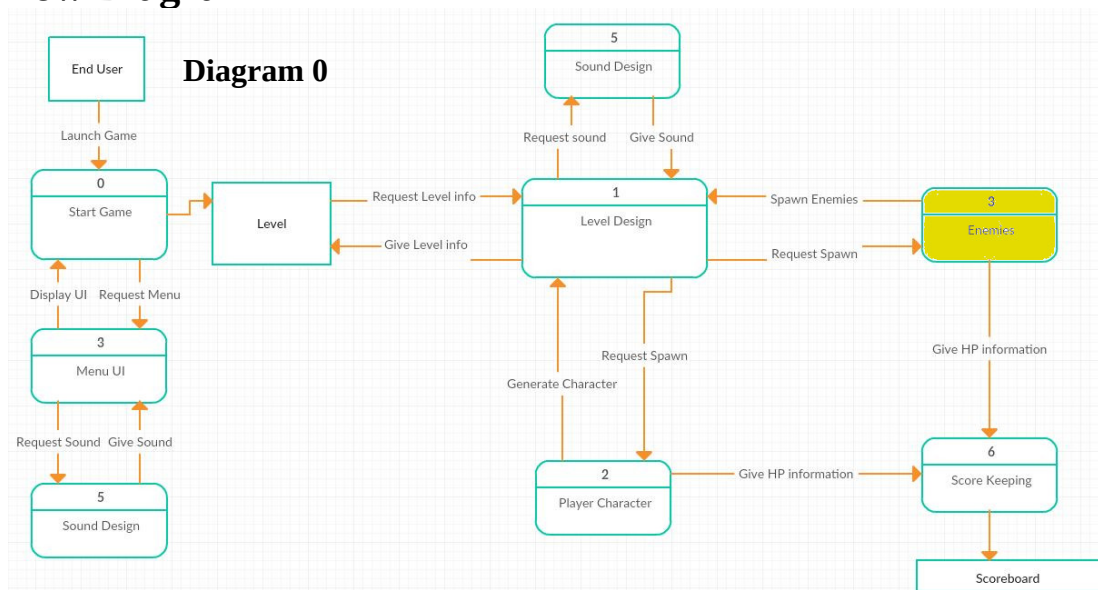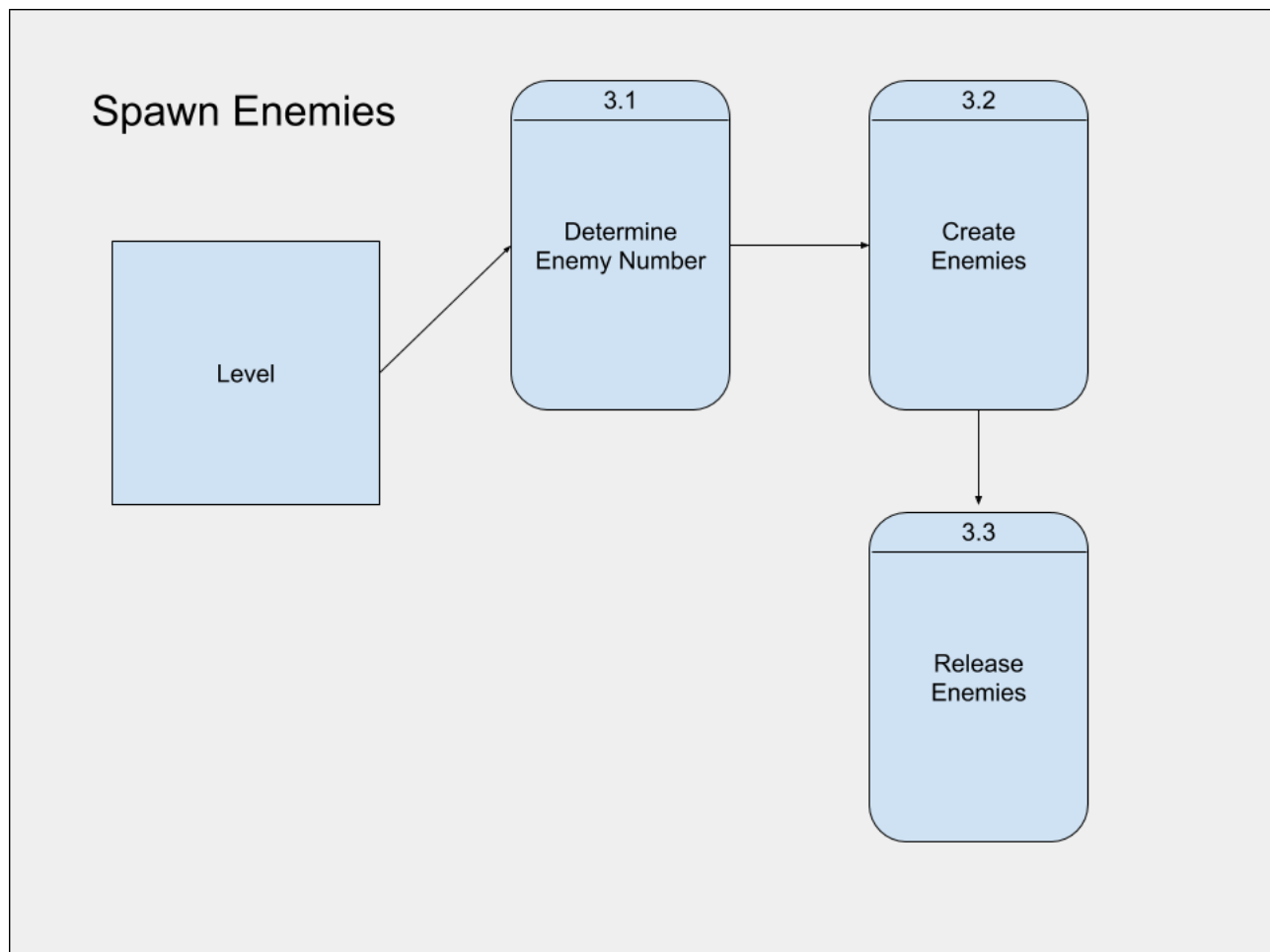
Acceptance Tests

Tests of the wave machine (and bugs):

I will test to make sure that the wave machine can handle being required to produce waves of at least 30 bugs with the following results:
- The bugs must all automatically move towards the location they are supposed to
- The bugs must come out gradually enough to not clog the entry ways
- The bugs must be able to handle their own hits, and die/disappear when they need to
- The bugs must be able to interact with the level, and any obstacles they may encounter

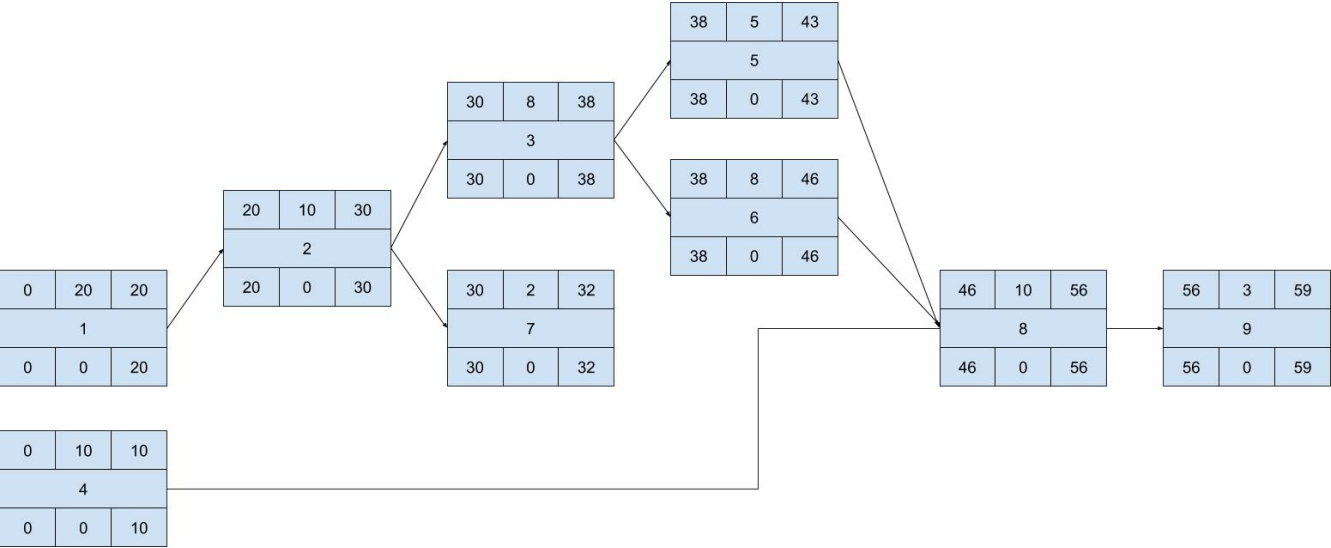The wave machine will also be tested with an input of 0, to make sure it doesn't malfunction.

Timeline

Task	Duration (hrs)	Predecessor Task(s)
1. Bug Object	20	-
2. Wave machine	10	1

3. Automated movement	8	2
4. Graphics	10	-
5. Dealing damage	5	3
6. Taking damage	8	3
7. Documentation	2	2
8. Testing	10	2,4,5,6
9. Integration	3	8

Pert diagram

38	5	43
	5	
38	0	43

30	8	38
	3	
30	0	38

20	10	30
	2	
20	0	30

38	8	46
	6	
38	0	46

0	20	20
	1	
0	0	20

30	2	32
	7	
30	0	32

46	10	56
	8	
46	0	56

56	3	59
	9	
56	0	59

0	10	10
	4	
0	0	10

Gantt timeline