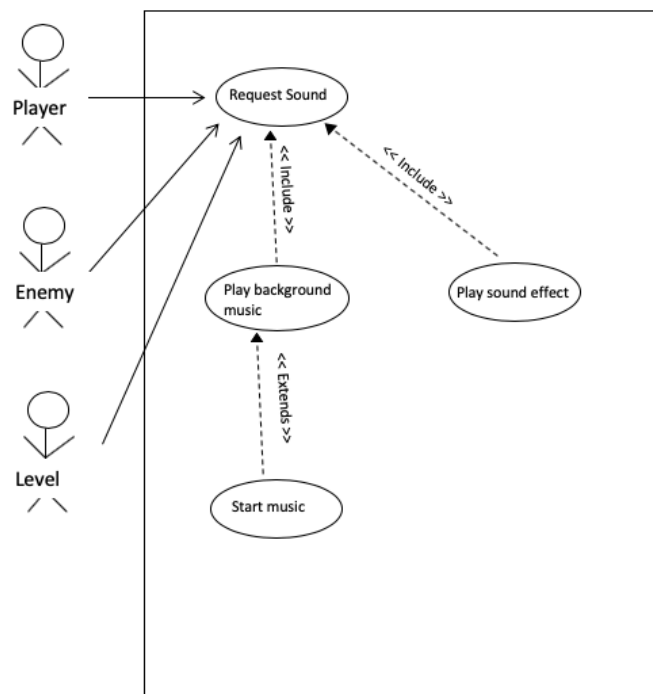# 1. Brief introduction __/3

I will be handling the sound feature in the game. In the game there will be background music for all the levels, as well as sound effects triggered by the players or enemies.

2. Use case diagram with scenario __14

Use Case Diagrams

Scenarios

Name: Request Sound

Summary: Sound is requested by other game entities and the necessary sound is played.

Actors: Player, enemy, or level

Preconditions: The game is started

Basic sequence:

    Step 1: Receive a request for sound from another game entity

    Step 2: Check request for sound effect or background music

    Step 3: Return requested sound

Exceptions:

    Step 1: Requested sound is already playing

Post conditions: The requested sound is played for the user in conjunction with the graphics.
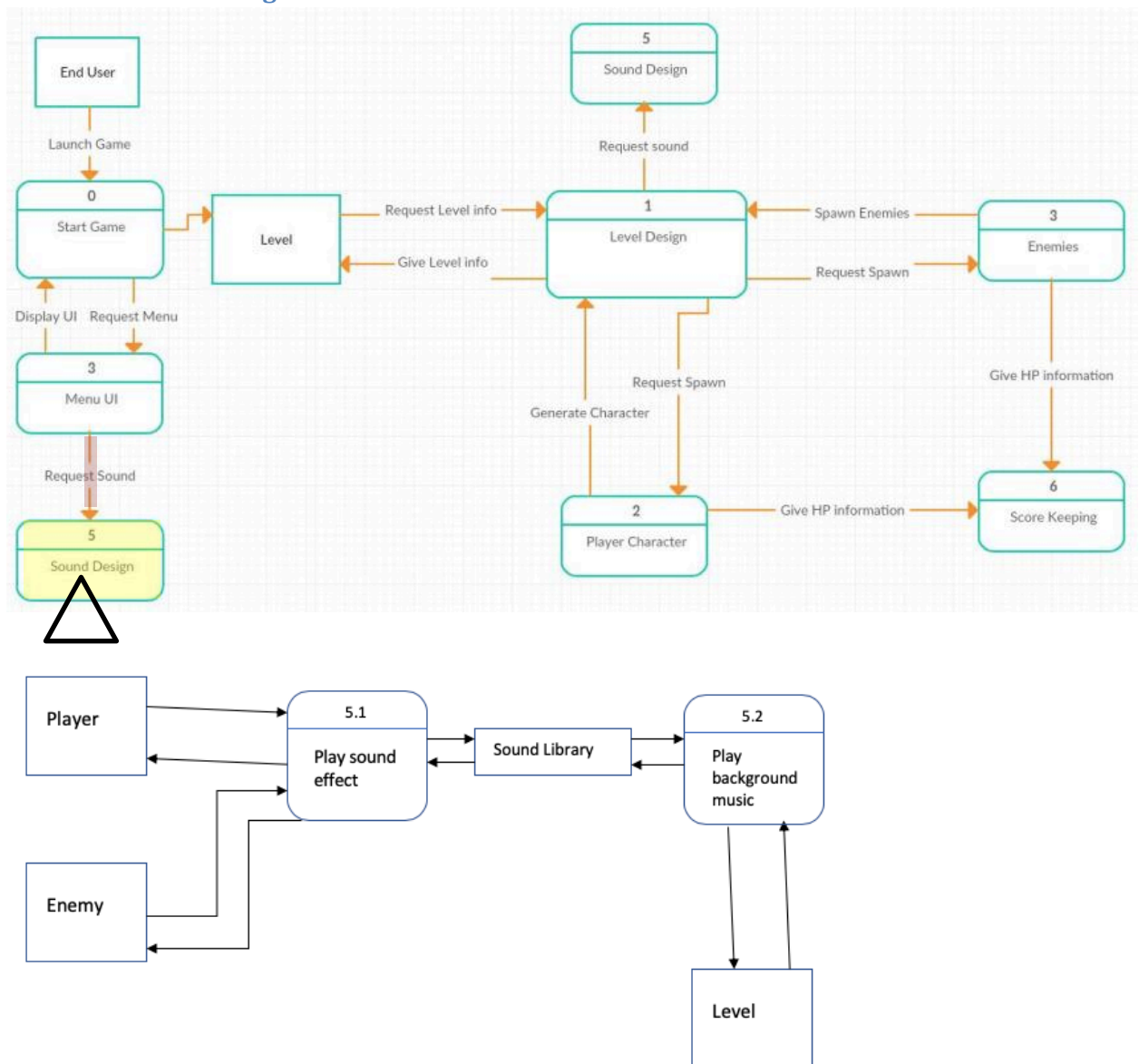**Priority:** 3*
ID: C01
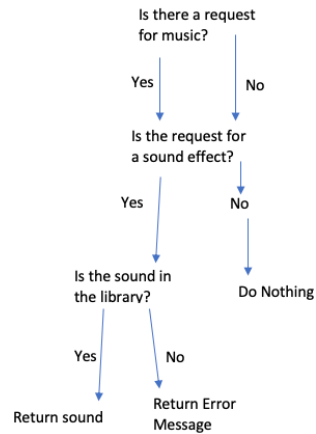*The priorities are 1 = must have, 2 = essential, 3 = nice to have.

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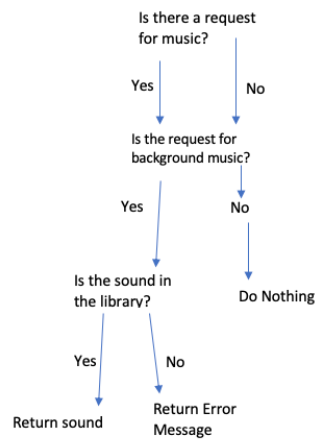
Data Flow Diagrams

Process Descriptions

Play sound effect:

Is there a request
for music?

Yes | No

Is the request for
a sound effect?

Yes | No

Is the sound in
the library? | Do Nothing

Yes | No

Return sound | Return Error
Message

Play background music:

Is there a request
for music?

Yes | No

Is the request for
background music?

Yes | No

Is the sound in
the library? | Do Nothing

Yes | No

Return sound | Return Error
Message

4. Acceptance Tests _____9

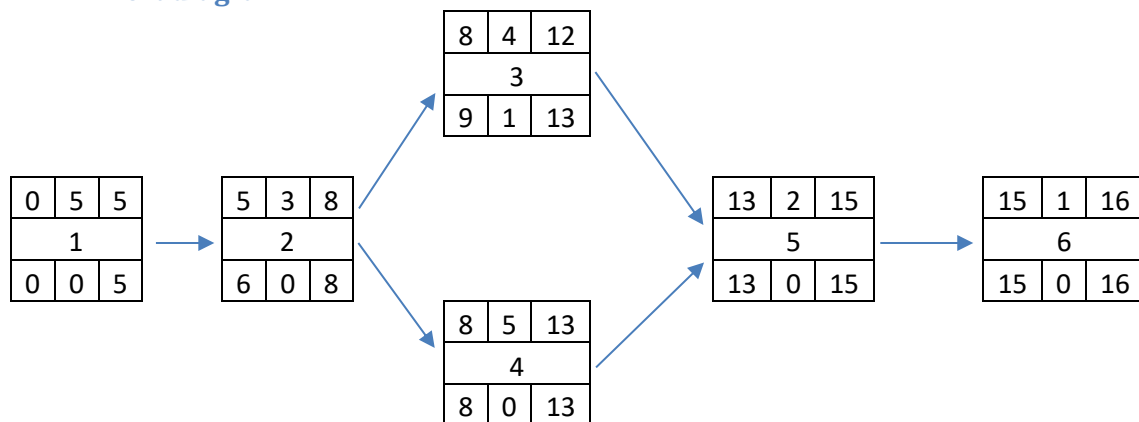Run feature with differing requests for either sound effects or background music:

➔ If a sound effect is requested and found in the library: Return sound
➔ If a sound effect is requested and not found in the library: Return error message
➔ If background music is requested and found in the library: Return sound
➔ If background music is requested and not found in the library: Return error message

5. Timeline _____/10

Work items

Task	Duration (PWks)	Predecessor Task(s)
1. Requirements Collection	5	-
2. Generate sounds	3	1
3. Create sound library	4	2
4. Design functions to access sounds for requests	5	2
5. Testing & Debugging	3	3,4
6. Installation	1	5

Pert diagram

Gantt timeline