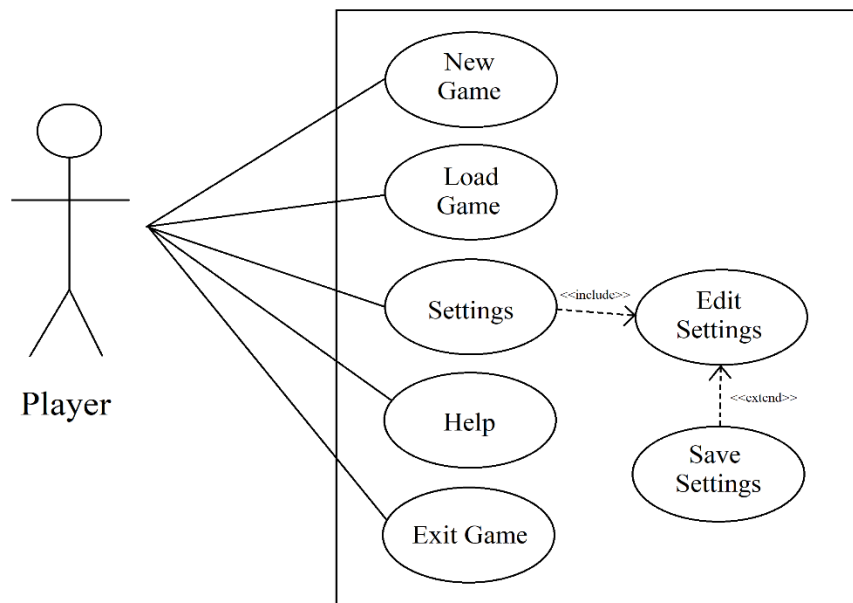


1. Brief introduction _/3

I will be working with Miranda on the user interface inside of our game. My main focus will be on the main menu and the sub-menus associated with it. I will include settings and help menus to open, along with being able to start a new game, load a game, and exit the game. Once in the settings menu, I want a user to be able to edit and save changes to audio features, UI features such as in-game HUD, and possibly difficulty settings. The help menu will be noninteractive but will provide key bindings and other information about the game that seems relevant.

2. Use case diagram with scenario _14

Use Case Diagrams



Scenarios

Name: Main Menu

Summary: The player uses the main menu options to start a new game, load a saved game, access settings, access help menu, or leave the game.

Actors: Player

Preconditions: Game has been run.

Basic sequence:

Step 1: Game runs and player views main menu.

Step 2: Player chooses to move into game, go to sub-menu, or leave game.

Step 3: If player chooses to go into game or load game, function to start game is called.

Step 4: If player chooses to move into sub-menu, sub-menu is displayed.

Step 5: If player chooses to leave game, game program is terminated.

Exceptions:

Step 1: Player leaves Settings menu without saving changes.

Step 2: Changes are not saved.

Post conditions: Game starts, settings are changed, or player has left the game.

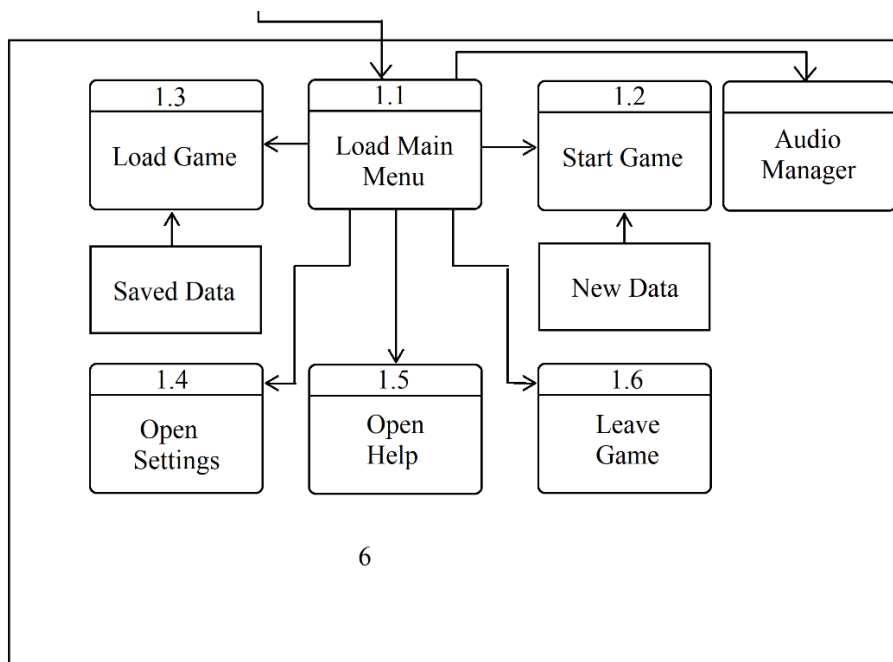
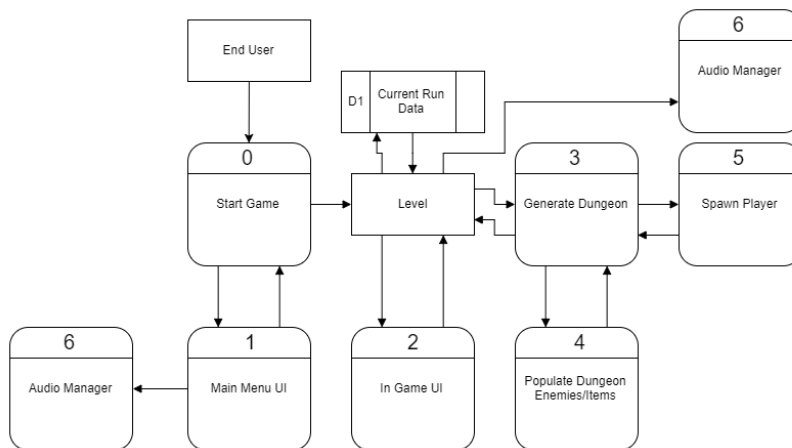
Priority: 2*

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

Game Boots

Load Main Menu

Display Options

 If Start Game

 Then load new data

 Else If Load Game

 Then load saved data

 Else If Open Settings

 Then open settings menu

 Else If Open Help

 Then open help menu

 Else If Leave Game

 Then exit from game

 Else Wait for player input

4. Acceptance Tests _____9

Run each feature 10 times from main menu to insure consistent success

Test Game Launch

- Once game is launch, main menu should display first.

Test Start Game

- Ensure that each time Start Game is selected, function to start game is called.

Test Load Game

- Ensure that when Load Game is selected, function to load game is called.

Test Settings

- Make sure selected settings are changeable and that when they are changed, player is given the option to save the settings. If settings are changed and saved, ensure that applied changes are made once game has been started.

Test Help

- Help menu should open and display key bindings, other relevant information

Test Exit Game

- When selected, game application should terminate.

5. Timeline ____/10

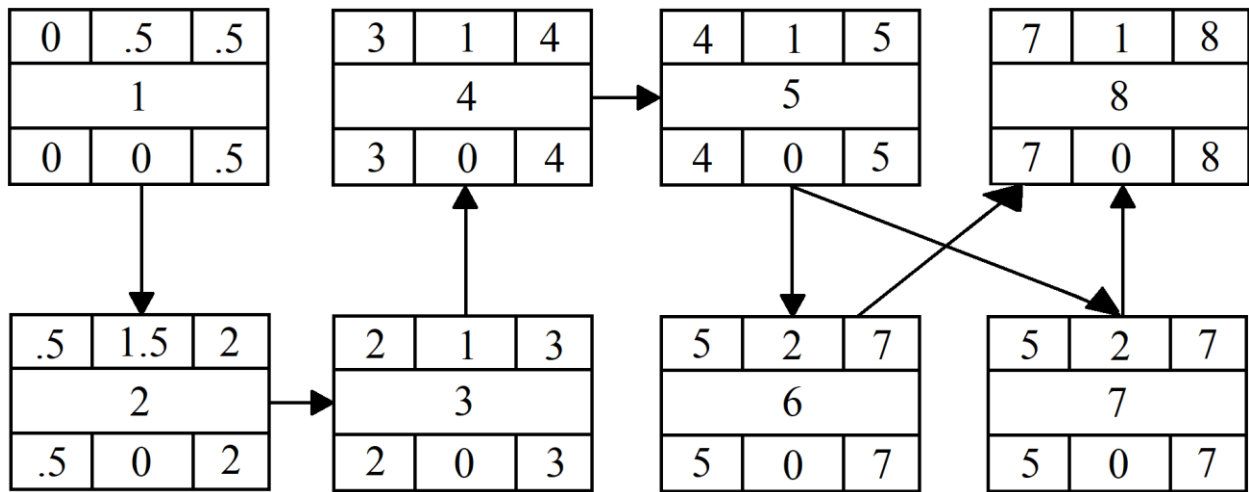
[Figure out the tasks required to complete your feature]

Example:

Work items

Task	Duration (PWks)	Predecessor Task(s)
1. Overall Design Idea	.5	-
2. Program Working Sample	1.5	1
3. Implement w/ Team's Code	1	2
4. All Menus Functioning	1	3
5. Allow for Settings Changes	1	4
6. Implement Final Aesthetic Designs	2	5
7. Testing	2	5
8. Installation/Release	1	6,7

Pert diagram



Gantt timeline

