Name Travis Rousey Mark _____/50

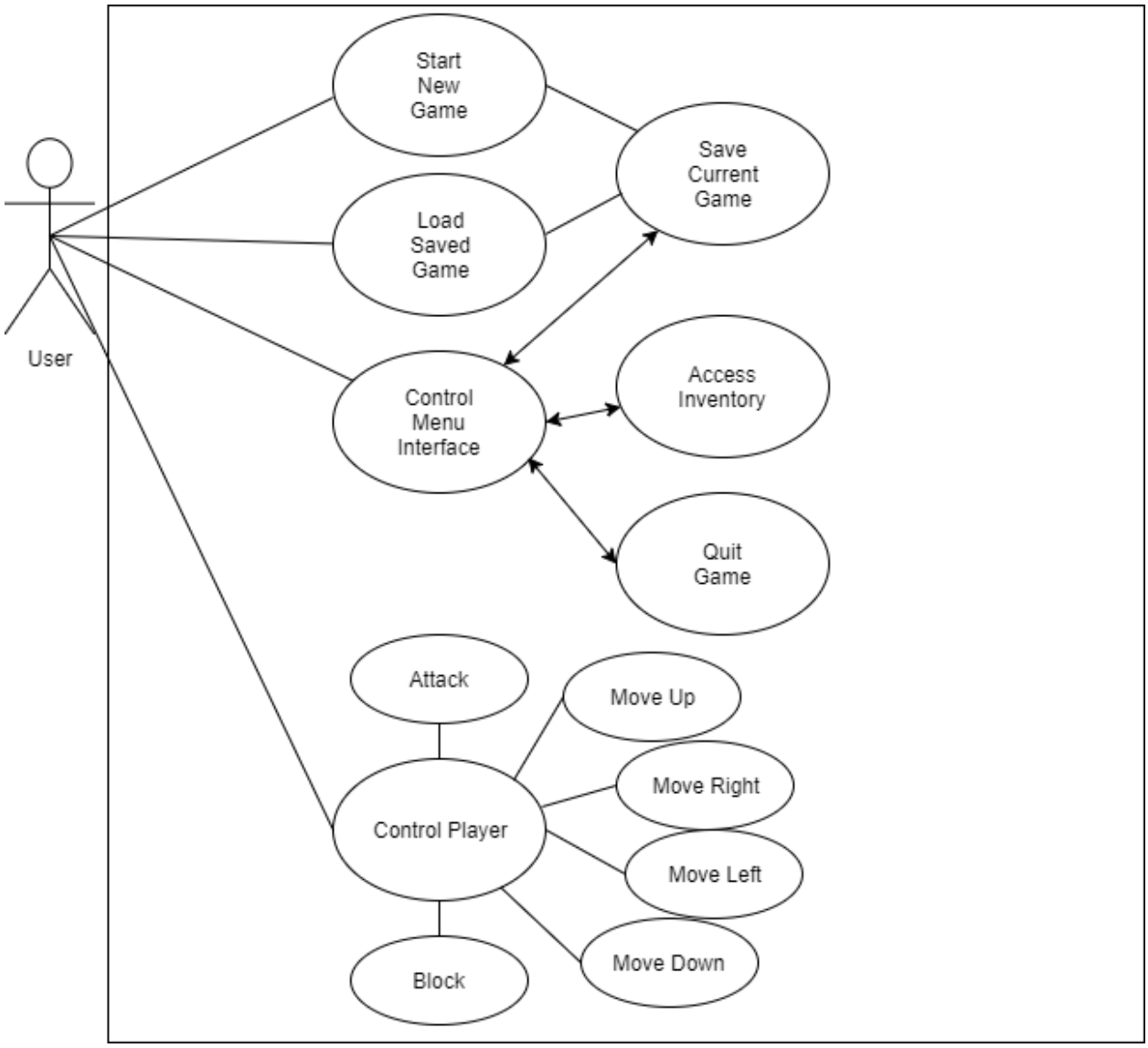
1. Brief introduction _/3

I will be creating items that are usable and can be stored in the inventory to include buffs, potions, weapons and armor dropped from enemies or from chests in the environment. I will be creating an inventory that can be accessed through the in-game UI to select any items that the player has picked up during their adventure.

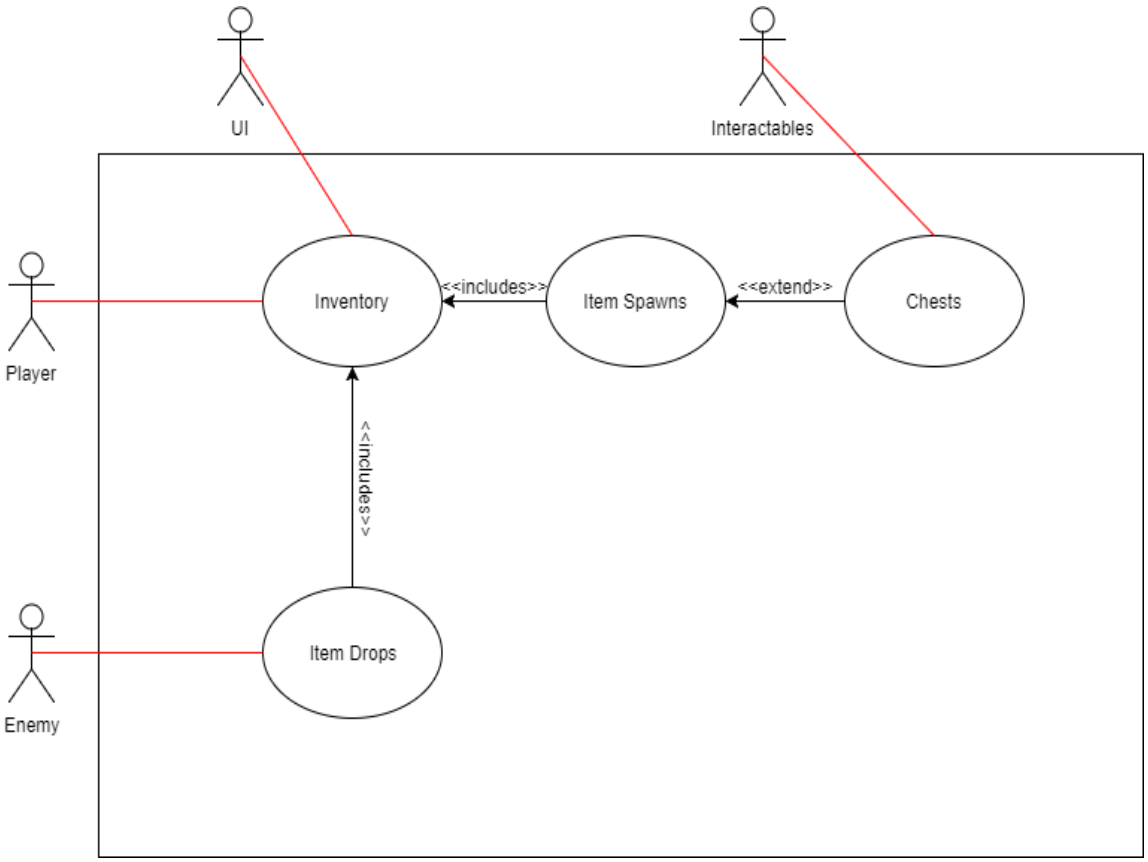
2. Use case diagram with scenario _14

Use Case Diagrams

Play Game Use Case (practice that I did before I knew what I was champion of)



Inventory Objects Use Case



Scenarios

Name: Play Game

Summary: The player starts a new game or loads saved game and continues previous saved progress.

Actors: User

Preconditions: Game properly loaded on device.

Basic sequence:

Step 1: User properly starts the device and loads the game executable.

Step 2: User selects New game or Load game selections.

Step 3: If load is selected the user will continue playing saved data.

Step 4: If New game is selected user will start a new game.

Step 5: User will use implemented controls to control the player.

Step 6: User enters user interface to save game data.

Step 7: User enters user interface to exit game with finished.

Exceptions:

Step 1: User selects load with no saved data. No saved data displayed.

Step 2: User selects exit without selecting save first. Save and exit displayed.

Post conditions: Game Over displayed

Priority: 1*

ID: C01

*The priorities are 1 = must have, 2 = essential, 3 = nice to have.

Name: Inventory Objects

Summary: The player can pick up objects from their environment and add them to their inventory.

Actors: Player, Enemy, UI, Interactables

Preconditions: Player has played the game far enough to come across an item

Basic sequence:

Step 1: Player explores the dungeons and kills an enemy

Step 2: Player picks up the item the enemy drops

Step 3: Player selects the inventory in the UI menu

Step 4: Player uses the selected item in the inventory

Step 5: Player finds a chest in the environment

Step 6: Player opens chest, an item spawns and is added to players inventory

Step 7: Player selects the inventory in the UI menu

Step 8: Player uses the selected item in the inventory

Exceptions:

Step 1: User opens inventory with no items, no item can be selected

Step 2: User has used up all the space in inventory bag, item can't be added

Post conditions: Item successfully added to inventory

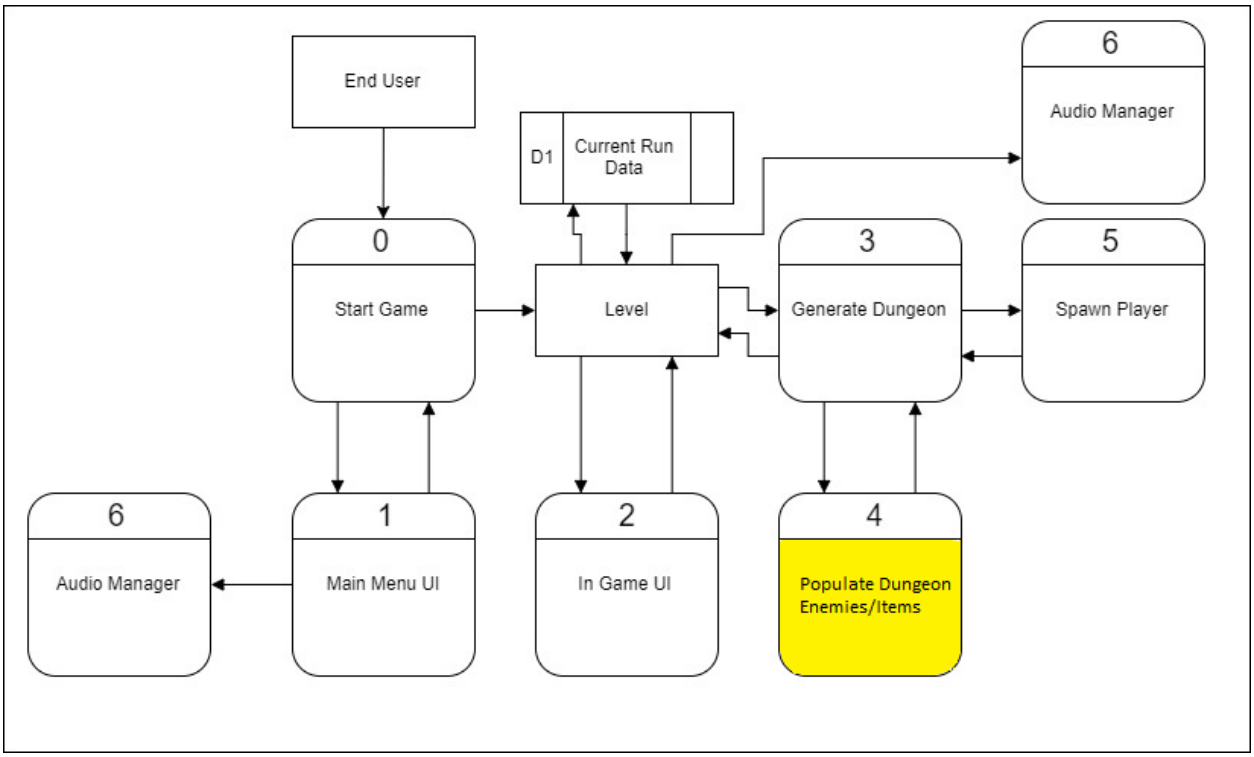
Priority: 3*

ID: C01

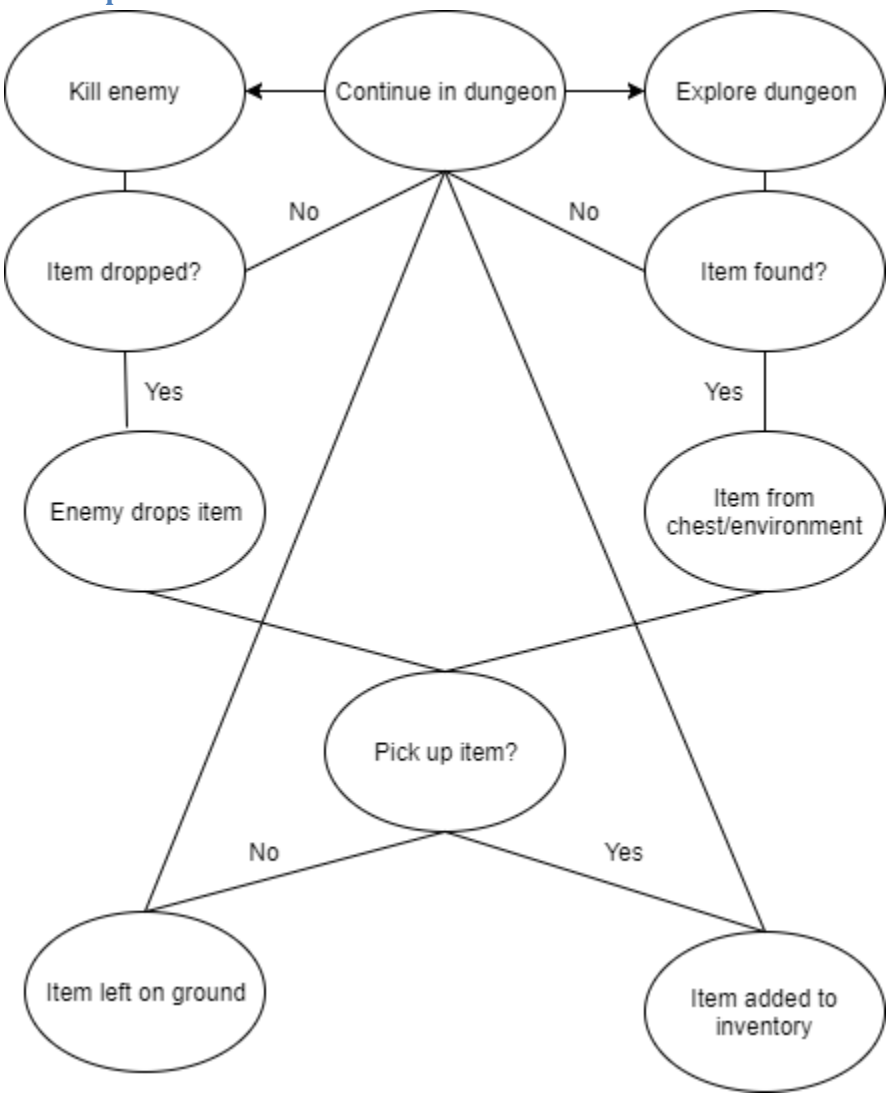
*The priorities are 1 = must have, 2 = essential, 3 = nice to have.

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

Data Flow Diagrams



Process Descriptions



4. Acceptance Tests _____9

Pick up all the items the game contains

Do the following outputs occur?

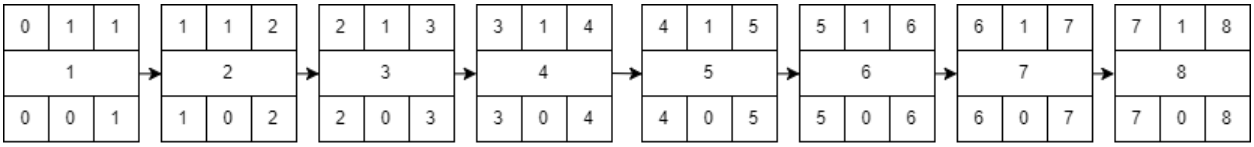
- When the player picks up an item it goes directly into the inventory
- Item in inventory matches the item that was picked up in correct quantity
- When the inventory = max any proceeding items remain where they're found
- When an item is used that is currently in the inventory it is removed from the inventory and/or is equipped to the player.

5. Timeline _____/10

Work items

Task	Duration (PWks)	Predecessor Task(s)
1. Create Inventory	1	-
2. Create test Items	1	-
3. Create giveitemtoplayer()	1	1, 2
4. Create enemydropitem()	1	1, 2
5. Create chestdropitem()	1	1, 2
6. Testing	1	3, 4, 5
7. Create all necessary items	1	6
8. Final Testing	1	7

Pert diagram



Gantt timeline