Name:___Marissa Samayoa____ Mark: _____/50

1. Brief introduction __/3

[Describe your feature briefly]

My feature is sound management for the game, as well as managing the items dropped by the zombie dogs.

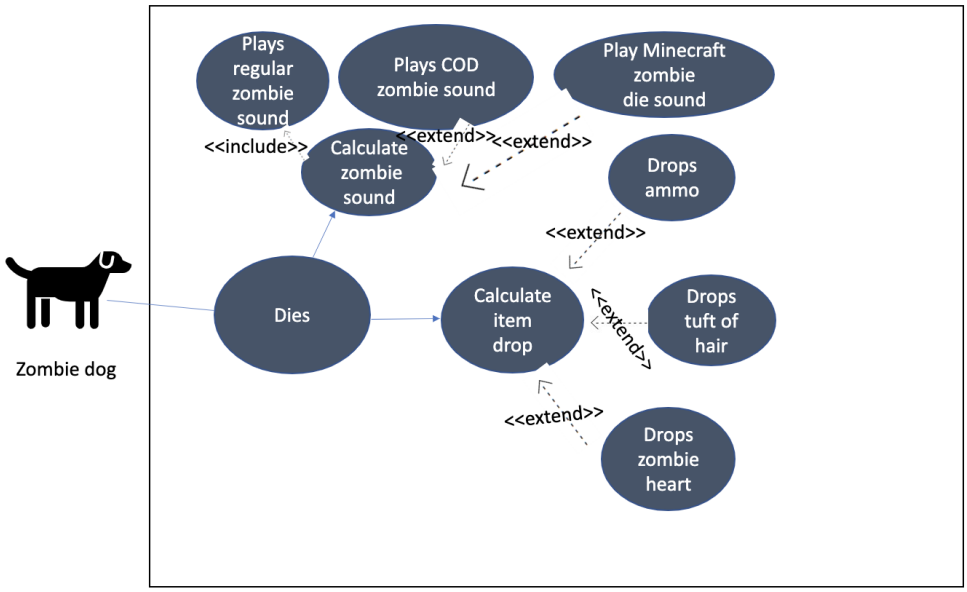
2. Use case diagram with scenario __14

[Use the lecture notes in class.

Ensure you have at least one exception case, and that the <> matches up with the Exceptions in your scenario, and the Exception step matches your Basic Sequence step.

Also include an <<include>> that is a suitable candidate for dynamic binding]

Use Case Diagrams



Scenarios

[You will need a scenario for each use case]

Name: Zombie Dies Options
Summary: When the zombie dies, it is calculated whether or not a sound is played (and which one) or if an item is dropped (which one).
Actors: zombie dog
Preconditions: Game is initialized, and zombies are spawned.
Basic sequence:

Step 1: Zombie dies
Step 2: Game calls the function for calculating death sounds.
Step 3: Game calls the function for calculating items.

Exceptions:

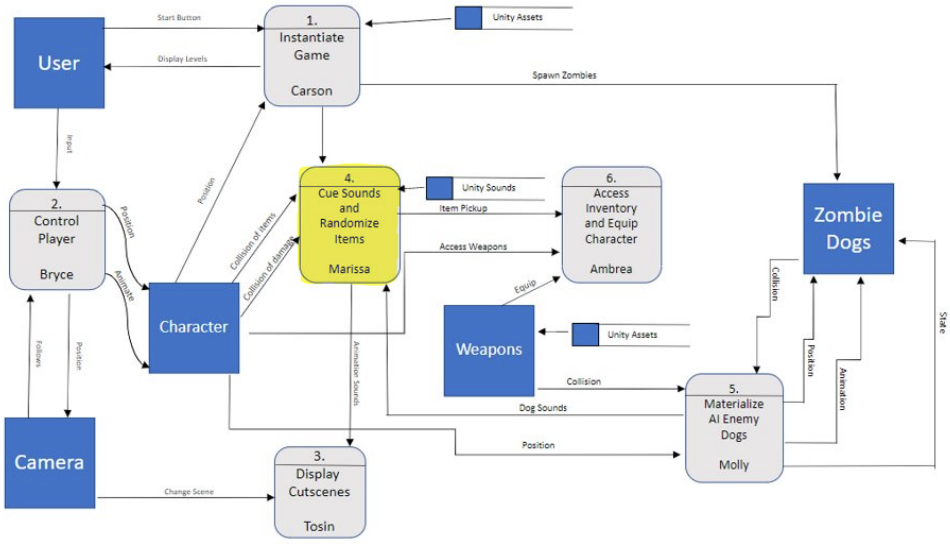
Step 2: Plays Minecraft zombie death sound
Step 2: Play COD zombie sound.
Step 3: Drops ammo
Step 3: Drops tuft of hair
Step 3: Drops zombie heart

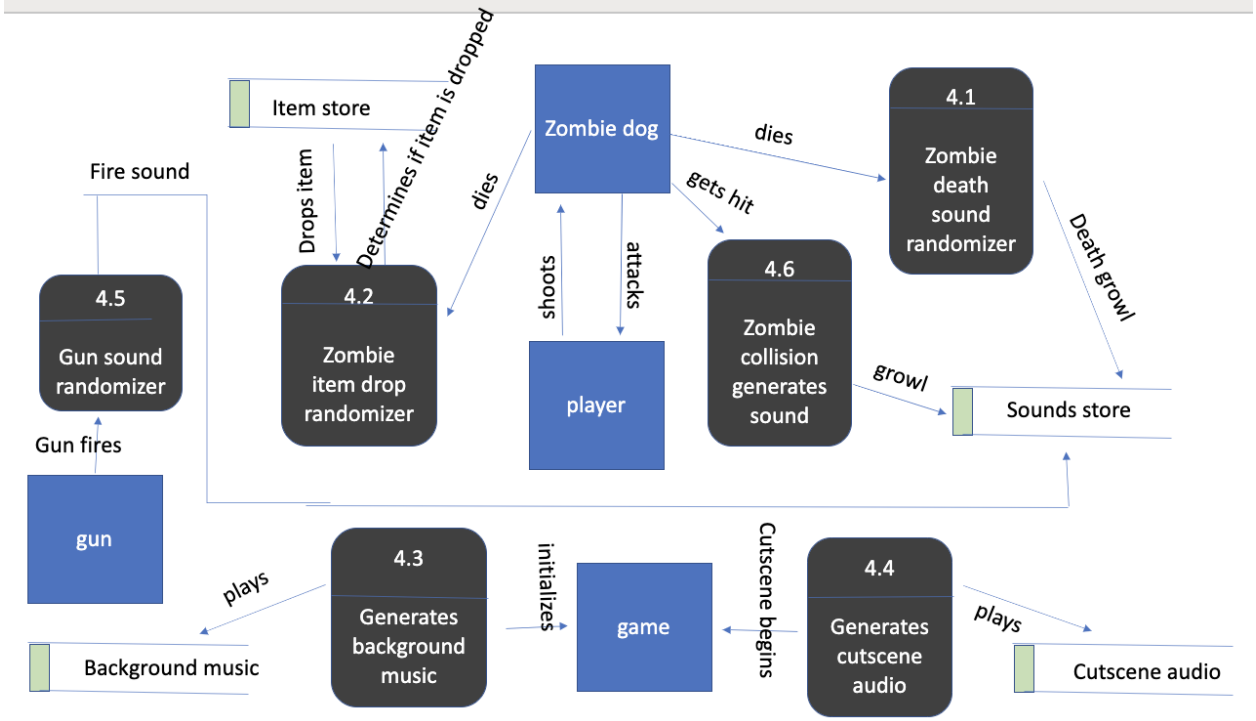
Post conditions: It maybe plays a sound or drops an item.
Priority: 2*
ID: MS1
*The priorities are 1 = must have, 2 = essential, 3 = nice to have.

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

[Get the Level 0 from your team. Highlight the path to your feature]

Data Flow Diagram Zero





Process Descriptions

4.1 Zombie death sound randomizer

if(zombie dies)
Then generate number(n) between 1-4
If n=1
Then play no sound
Else if n=2
Then play “minecraft zombie die sound”
Else if n=3
Then play “COD zombie sound”
Else if n=4
Then play “regular zombie sound”

4.2 Zombie item drop randomizer

if(zombie dies)
Then generate number(n) between 1-4
If n=1
Then drop nothing
Else if n=2
Then drop ammo
Else if n=3
Then drop a tuft of hair
Else if n=4
Then drop a zombie heart

4.3 Generates background music

If game is initialized/begins
Then play music

4.4 Generates cutscene audio

If in a cutscene
Then play cutscene audio

4.5 Gun sound randomizer

if(gun fires)
Then generate number(n) between 1-3
If n=1
Then play “gun sound 1”
Else if n=2
Then play “gun sound 2”

Else if n=3
Then play “gun sound 3”

4.6 Zombie collision sound randomizer
if(zombie gets hit)
Then generate number(n) between 1-2
If n=1
Then play no sound
Else if n=2
Then play “minecraft zombie hit sound”

4. Acceptance Tests _____9

[Describe the inputs and outputs of the tests you will run. Ensure you cover all the boundary cases.]

Text x100
If zombie dies
Then check if all zombie sound options occur

Test x100
If zombie dies
Then check if all item drops occur

If game begins
Then check if background music occurs

If cutscene begins
Then check if audio plays

Test x90
If gun fires
Then check if all different gun sounds occur

Test x25
If zombie gets hit
Then check if all sound options occur

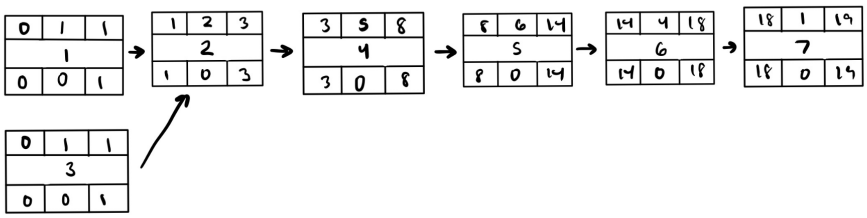
5. Timeline _____/10

[Figure out the tasks required to complete your feature]

Work Items

Task	Duration(hrs)	Predecessors
1. Research sounds	1	-
2. Download and upload sounds	2	1
3. Design item sprites	1	-
4. Create randomizer functions	5	2,3
5. User documentation	6	4
6. Testing	4	5
7. Installation	1	6

Pert Diagram



Gantt Chart