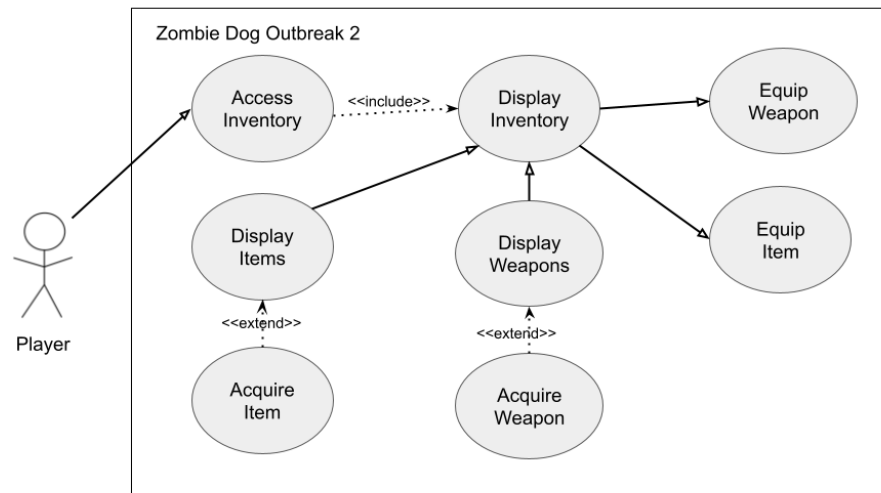


**1. Brief introduction \_\_/3**

My feature is to access inventory and equip the character.

**2. Use case diagram with scenario \_\_14****Use Case Diagrams****Scenarios**

**Name:** Equip weapon and item.

**Summary:** Player will either equip a weapon or item.

**Actors:** Player

**Preconditions:** Player sees items or weapons to be picked up.

**Basic sequence:**

**Step 1:** Player accesses the inventory

**Step 2:** Inventory displays items and weapons

**Step 3:** Player selects weapon or item

**Step 4:** Weapon or item is equipped.

**Exceptions:**

**Step 1:** There are no items or weapons

**Post conditions:** Player equips weapon or item

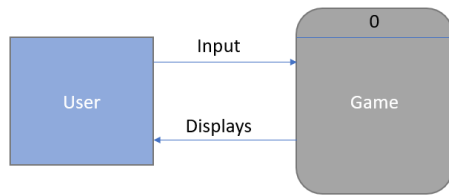
**Priority:** 2\*

**ID:** AS01

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

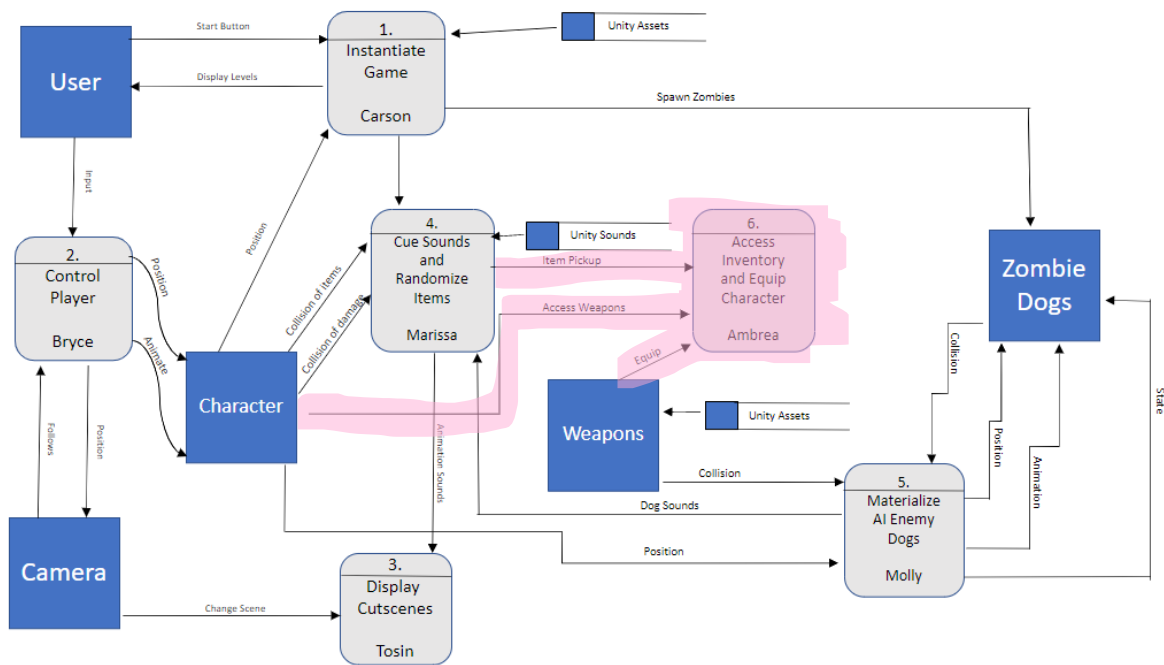
**3. Data Flow diagram(s) from Level 0 to process description for your feature \_\_\_\_14**

## Data Flow:

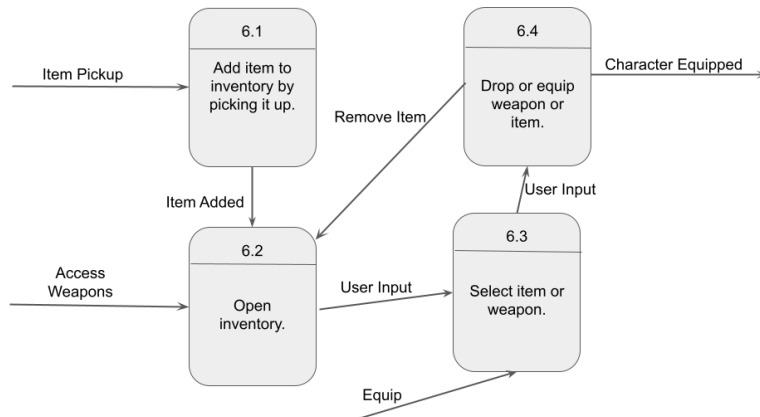


## Level 0:

### Data Flow Diagram Zero



## Level 1:



## Process Descriptions

Inventory\*:

```
If item = true
    Call add item
If input = open inventory button
    Call open inventory
    While open inventory
        Display inventory
        If input = select
            If input = item
                Equip item
            Remove item
        If input = weapon
            Equip item
            Remove item
    If input = exit button
        End inventory and end while
```

## 4. Acceptance Tests \_\_\_\_\_9

Run feature 150 times by doing these tests:

- Run inventory button and exit inventory button
- Make sure items that are picked up can be seen in the inventory
- Make sure player can select item
- Remove item and open inventory to make sure it's removed from inventory
- Equip the character with selected item by displaying outside of inventory

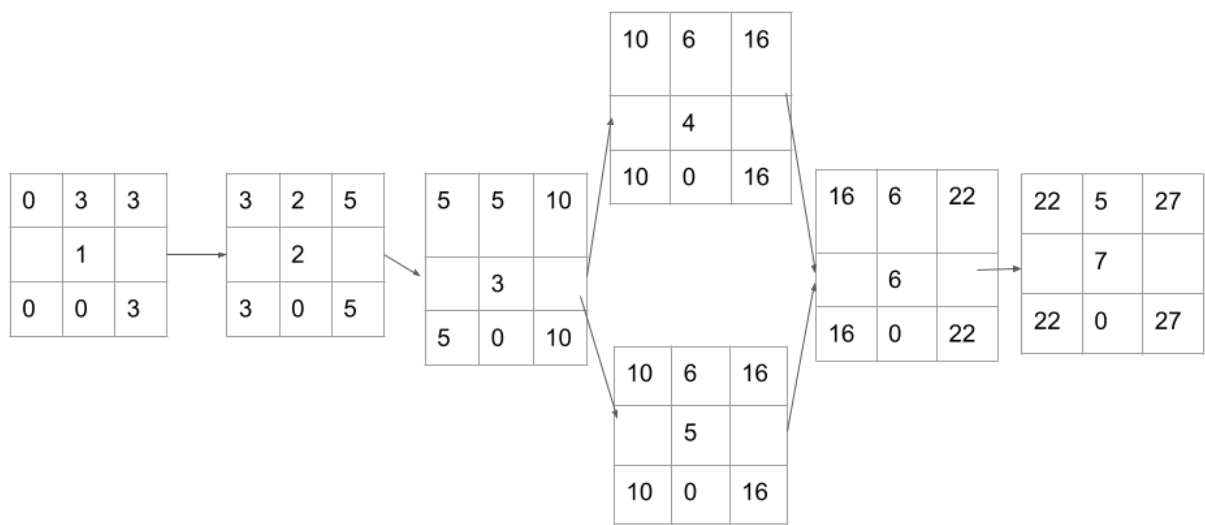
## 5. Timeline \_\_\_\_\_/10

### Work items

Task	Duration (PWks)	Predecessor Task(s)
1. Look at how to create inventory	3	-
2. Design Inventory	2	1

3. Create inventory	5	2
4. Make items interact with inventory	6	3
5. Make user interact with inventory	6	3
6. Equip item to character	6	4,5
7. Testing	5	6

Pert diagram



Gantt timeline

