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## Brief introduction \_\_/3

This document details the design and implementation of the platformer game's level selector. (Although I will be responsible for Level Assets as well, the function to that lies elsewhere). This will be a level selector depicting a map, allowing players to traverse between levels and loading them by selection.

## Use case diagram with scenario \_\_14

A diagram of a person with a diagram

AI-generated content may be incorrect.

### Scenarios

**Name:** Navigation

**Summary:** The user/player may direct their character across the map in a predetermined manner.

**Actors:** Player

**Preconditions:** The game is on the level selection screen.

**Basic sequence:**

**Step 1:** Accept directional input.

**Step 2:** Move the player along a path matching the corresponding direction for the input.

**Exceptions:**

**Step 1:** The player inputs an invalid directional input for the path they are on: ignore input.

**Step 2:** The character has not finished the animation of moving to the new map level: ignore input.

**Post conditions:** Player is in new location on the map/level selection screen.

**Priority:** 1

**ID:** L01  
  
**Name:** Enter Level

**Summary:** The user/player may enter the currently selected location/level.

**Actors:** Player

**Preconditions:** The game is on the level selection screen, and a valid level to enter is available.

**Basic sequence:**

**Step 1:** Accept input to attempt entry.

**Step 2:** Check the currently selected level ID.

**Step 3:** load the level with the corresponding ID.

**Exceptions:**

**Step 1:** The player is not on a level at all: ignore input.

**Step 2:** The level is not unlocked: Produce an error sound, and a corresponding visual indicator.

**Post conditions:** Player is loading the selected level.

**Priority:** 1

**ID:** L02

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

### Data Flow Diagrams

A diagram of a game

AI-generated content may be incorrect.A diagram of a software

AI-generated content may be incorrect.

### Process Descriptions

Navigate Level:

When Player inputs direction AND direction is valid for that node

Move character along path to new node in correct direction

ELSE  
 Ignore the input

Select Level:

When player attempts to enter level AND level is valid

Start loading transition

Call the function to load the level

ELSE

Display error sound and visual.

Both processes repeat for individual attempts.

## Acceptance Tests \_\_\_\_\_\_\_\_9

Test Case 1: Navigating the Level Selector

Input: Directional Input (May vary with peripherals, Arrow Keys or WASD by default)

Expected Output: Highlighted level changes accordingly

Test Case 2: Selecting an Unlocked Level

Input: Confirm button on an unlocked level

Expected Output: Game transitions to selected level

Test Case 3: Selecting a Locked Level

Input: Confirm button on a locked level

Expected Output: Warning message appears

## Timeline \_\_\_\_\_\_\_\_\_/10

### Work items

|  |  |  |
| --- | --- | --- |
| Task | Duration (days) | Predecessor Task(s) |
| 1. Design Map | 1-2 | - |
| 2. Framework for Nodes and Player | 2-3 | 1 |
| 3. Assets for Player and Levels/Enemies | 4-6 | - |
| 4. Develop Transition | 1 | 1 |
| 5. Add Navigation | 4-6 | 2,3 |
| 6. Level Loading | 4-6 | 4 |
| 7. Testing | 3 | 5,6 |
| 8. Installation | 1 | 7 |

### Pert diagram

A diagram of a system

AI-generated content may be incorrect.

**A screenshot of a graph

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This chart starts at 2 incorrectly, so the numbers on the top are not accurate, although they are to scale.