

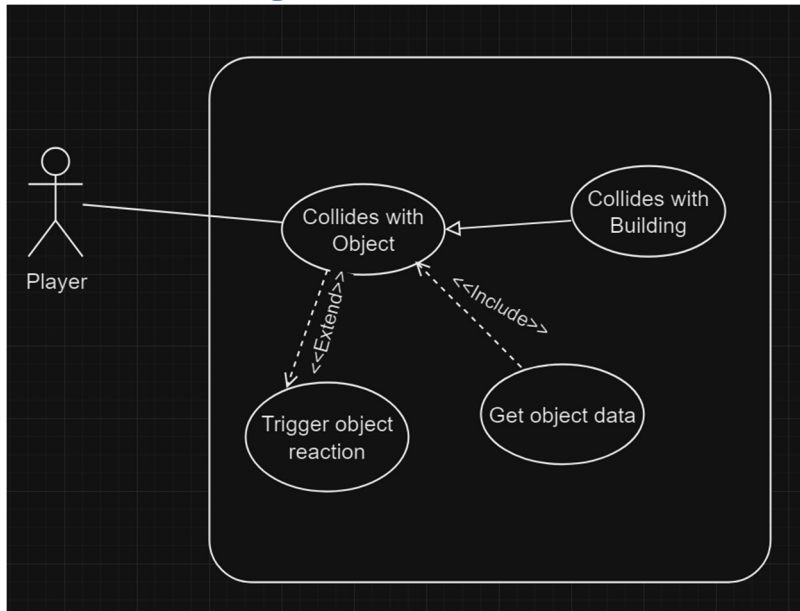
1. Brief introduction /3

[Describe your feature briefly]

My primary features will be the graphics and level design. Within the level design I will also determine what the next destination for the player should be. Graphics will also include the lighting on the map and other assets.

2. Use case diagram with scenario /14

Use Case Diagrams:



Scenarios:

Name: Collides with Object

Summary: When the player collides with a building, the GameObject gets the object data of the object the player collided with so the player can have the correct impact from the object, the object will also be impacted properly.

Actors: Player

Preconditions: The data must be defined for the object, and it must be on the map.

Basic Sequence:

- step 1: Player is moving and runs into object.
- step 2: Player collision returns object's tag.
- step 3: Tag is checked for rigidity value.
- step 4: Player decides movement and damage impact based on the rigidity of the object.

Exceptions:

- Step 1: player is moving and runs into object.
- Step 2-4: Same.
- Step 5: Object will move/not move according to its rigidity.

Post Conditions:

Player impacts will persist.

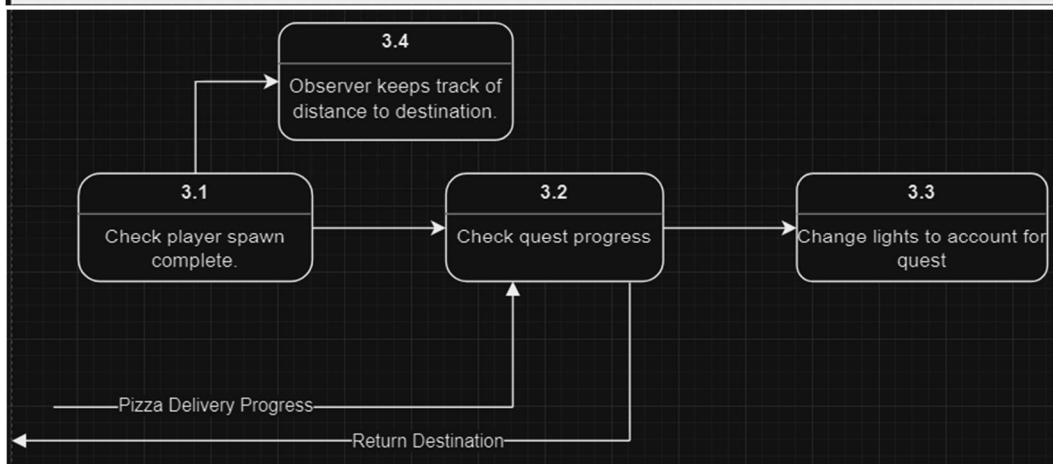
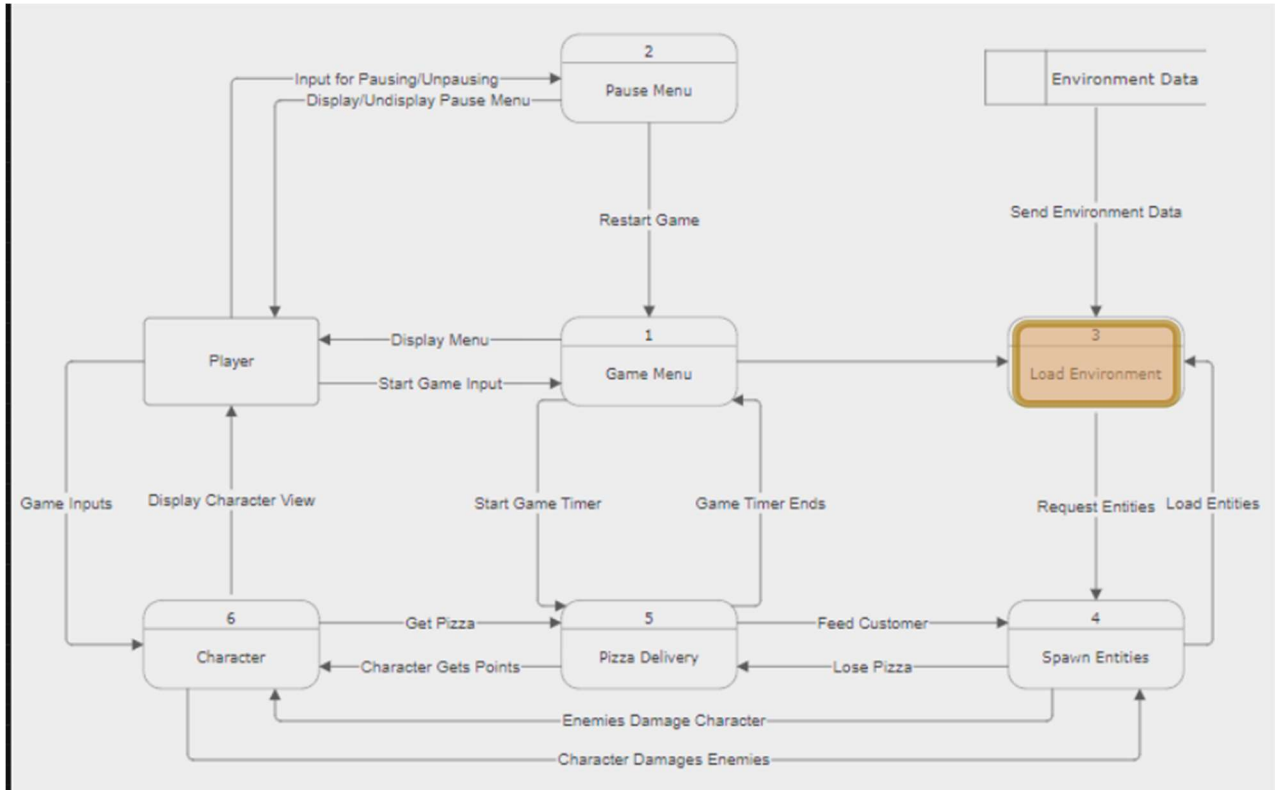
Priority: 3

ID: BG1

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

 /14

Data Flow Diagrams:



Process Descriptions:

3.1 Process Name: Check player spawn complete

Process: Check if player is spawned on the map.

3.2 Process Name: Check quest progress

Process: Check pizza delivery status from the Pizza Delivery and return the destination that the player should deliver the pizza to.

3.3 Process Name: Change lights to account for quest

Process: Change the lights on the map to be on/off and colored based on the quest progress. (ie. Destination)

3.4 Process Name: Observer keeps track of distance to destination.

Process: an observer will keep track of distance to the destination for the quest system, so the player can see the distance without the UI asking repeatedly for the value.

4. Acceptance Tests ____/9

Testing the map will require specific checkpoints in the lighting engine to be checked. The most streamlined way to test this feature would be a simple, extremely zoomed out, visual check of the lighting paths. Each path should be visually distinct and allow for easy checks that the lighting engine is functioning correctly.

Test 1: Quest lights should align with those set for the first quest (Tutorial Map)

When loading into tutorial map, all lights (streets, houses) should be set to “on”

Test 2: Quest lights should align with those set for current quest (Main Map)

When loading into the main map the first time, the lights should be on for the quest 1 (one) destination, including streetlights, building lights, and any others on the correct path, lights for other paths should be dim or off (depending on location).

Test 2 should be repeated on tests for each quest in the chain, to assure that the lighting engine is functioning correctly for every quest.

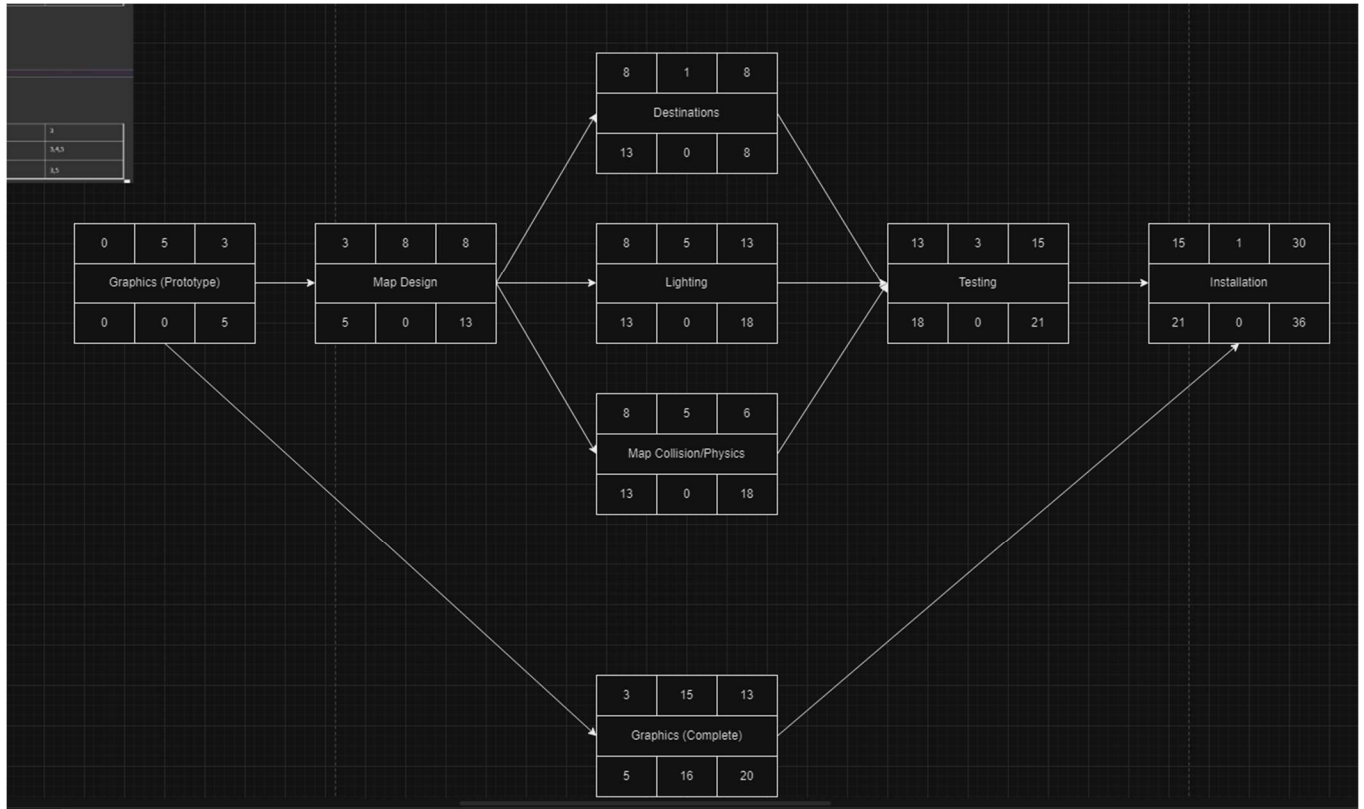
5. Timeline ____/10

Work items:

Task	Duration (PWks)	Predecessor Task(s)
1. Graphics (prototype)	5	-
2. Graphics Complete	15	-
3. Map Design	8	1
4. Lighting	5	3
5. Map Collision/Physics	5	3

6. Destinations (Quests)	1	3
7. Testing	3	3,4,5
8. Installation	1	2,3,5

Pert diagram:



Gantt timeline:

