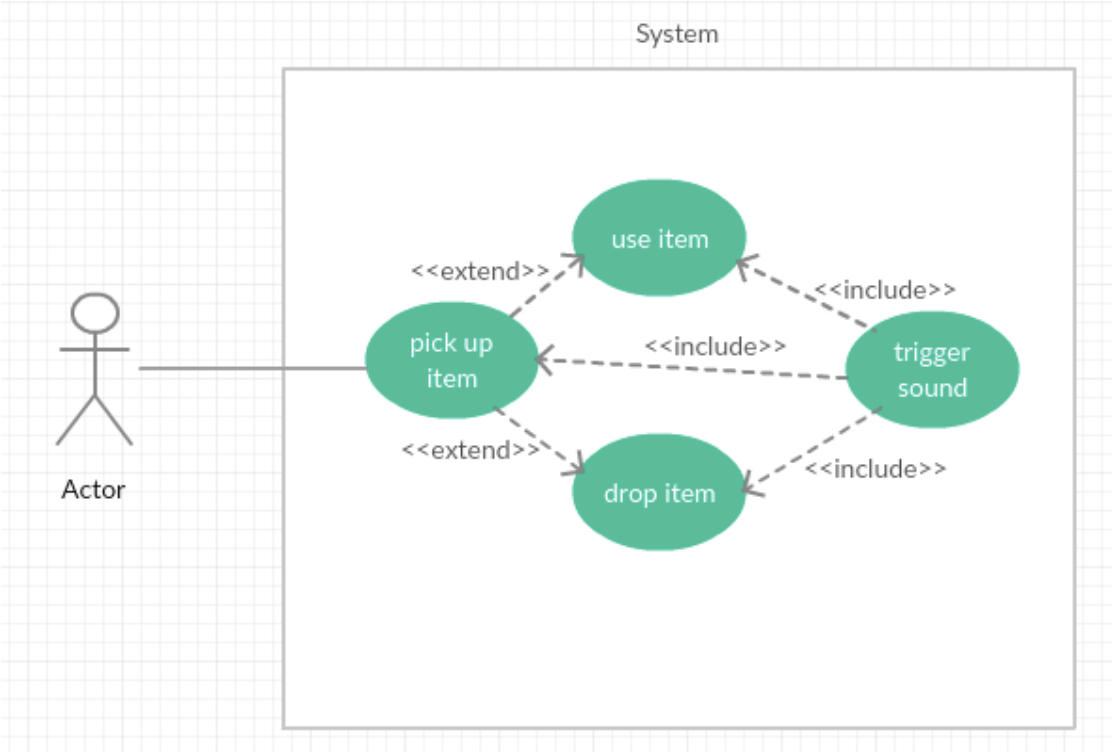
Name: Delaney Fitzgerald Mark : /50

1. Brief introduction __/3

I am responsible for the initialization of, user interaction, and environment interaction of the items in the game. These items include keys, swords, and a chalice.

2. Use case diagram with scenario __14



Example:

Use Case Diagrams

Scenarios

Name: pick up item

Summary: when the player runs into/collides with an item they

Actors: Player

Preconditions: Item has been initialized.

Basic sequence:

Step 1: check for item-player collision

Step 2: change item position to the player's position and item status to "picked up"

Step 3: trigger sound

Post conditions: n/a

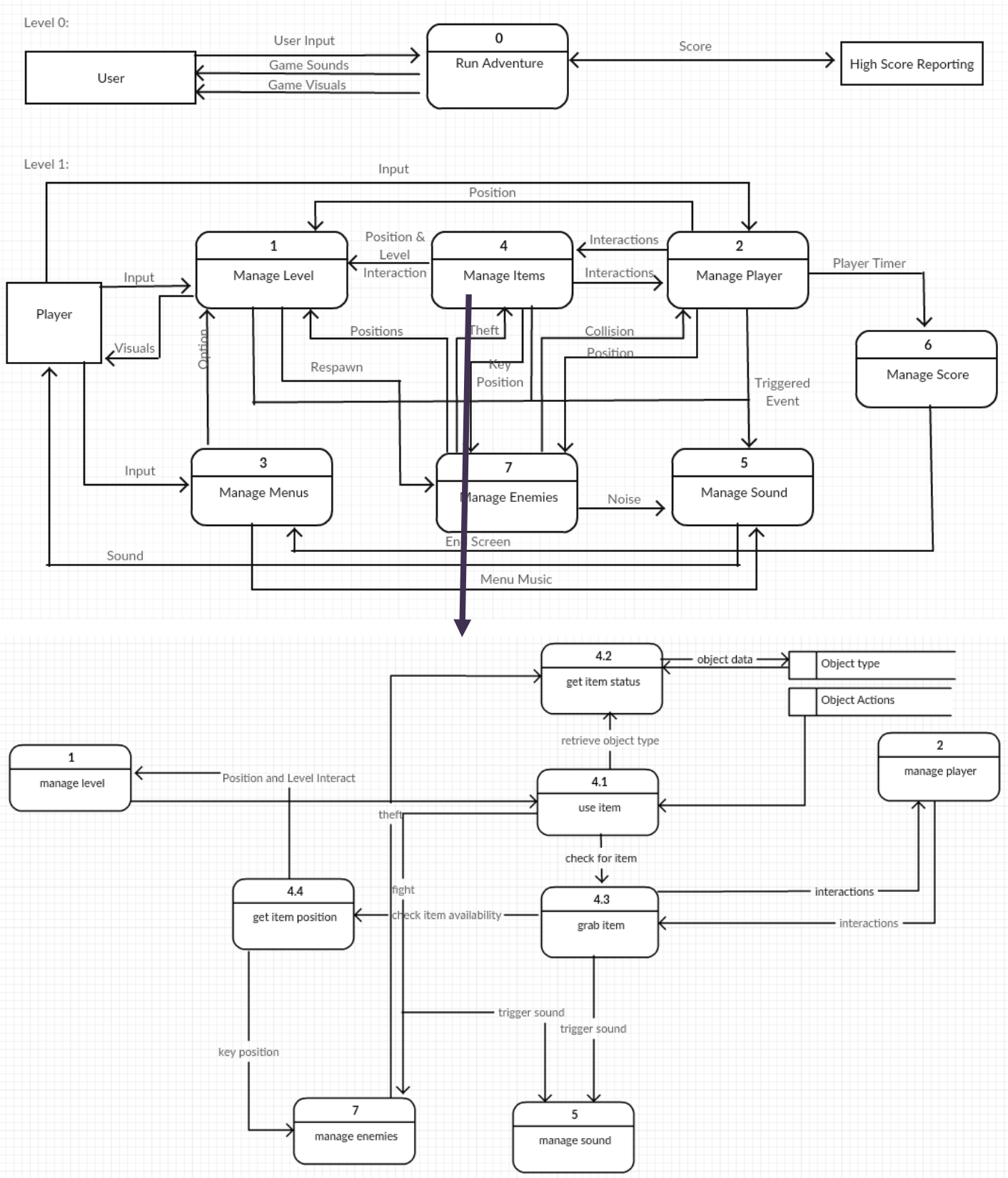
Priority: 2*
ID: P01
*The priorities are 1 = must have, 2 = essential, 3 = nice to have.

Name: drop item
Summary: when the player presses [drop] button, the item will be placed in the static location of where the player was at that point.
Actors: Player
Preconditions: Item has been initialized and has status “picked up”.
Basic sequence:
Step 1: check that player has grabbed an item
Step 2: change item position to the current position and change item status from “picked up”
Step 3: trigger sound
Post conditions: n/a
Priority: 2
ID: P02

Name: use item
Summary: when the player presses [use] button with a sword or a key, they can either attack an enemy or unlock a door.
Actors: Player
Preconditions: Item has been initialized and item status is “picked up”.
Basic sequence:
Step 1: check for that the player has the item
Step 2: if it is a key -> and there is a door in proximity -> unlock door
If it is a sword -> and there is an enemy in proximity -> damage health
Step 3: trigger sound
Post conditions: n/a
Priority: 2
ID: P01

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

Data Flow Diagrams



Process Descriptions

Use item: subtract enemy's health or unlock door
Get item status: return the value of the "Picked up" flag is true
Grab item: check that the player isn't already holding something then change "picked up" flag to true
Get item position: return the location of the item, either a static value or dynamic with the movement of the player

4. Acceptance Tests _____9

For sword attack feature:

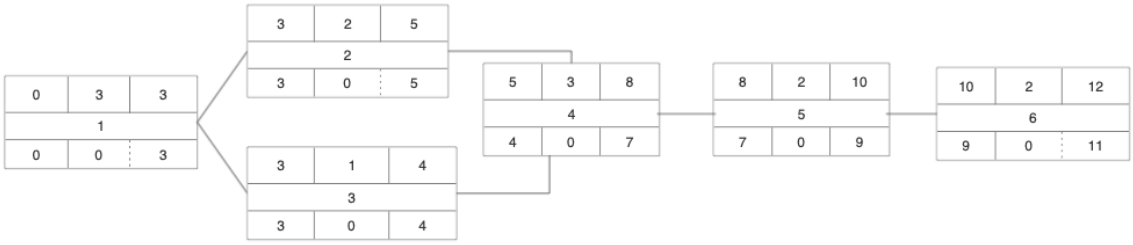
- Run sword attack feature 10 times on each enemy
- There should be some damage done with every "hit" of the weapon
- It should take at least 3 hits to "kill" the enemy
- Verify the damage done to each "species" of enemy is consistent

5. Timeline _____/10

Work items

Task	Duration (PWks)	Predecessor Task(s)
1. Requirements Collection	3	-
2. Function Definitions	2	1
3. User Documentation	1	1
4. Programming	3	2,3
5. Testing	2	4
6. Installation	2	5

Pert diagram



Gantt timeline