Name: Hunter Leppek Mark \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_/50

## Brief introduction \_\_/3

My feature for the Stymphalian video game is the UI for the HUD, player interactions with the game, and status-affecting interactions within the game. However, my feature does not directly work with the player in combat: that feature will be handled by another member of my group.

Whenever the player is affected by an interaction, or causes something to be affected by an interaction, my job is to display what that interaction did to the affected party. This will be the most prevalent in inventory interactions and after combat scenarios, where the player’s health should be shown to reflect the damage that has been sustained during the fight. My feature will also display the consequences of events that occur on the overworld, like the damage taken by the player when they step on a trap.

Additionally, I am responsible for displaying quest information, the player’s inventory, and the menus that allow the player to start the game and adjust settings, such as volume.

## Use case diagram with scenario \_\_14

### Use Case Diagram

Diagram

Description automatically generated

### Scenario

**Name:** Display Information

**Summary:** The player uses a key bind to display certain information

**Actors:** Player

**Preconditions:** The game has been initialized.

**Basic sequence:**

**Step 1:** Accept input of screen key bind.

**Step 2:** Fetch the information of the specified screen

**Step 3:** Display the information

**Exceptions:**

**Step 1:** The game has just been initialized: display the main menu

**Step 2:** The escape button has been pressed in-game: display the in-game menu

**Post conditions:** The requested information is displayed.

**Priority:** 2

**ID:** DI1

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

### Data Flow Diagrams

Diagram

Description automatically generated

Diagram

Description automatically generated

### Process Description

Manage active screen:

If last input is a menu request then

If player is in-game then

If in-game menu is active then

Close the in-game menu

Else

Set the active screen to the in-game menu

Endif

Else

Set the active screen to the main menu

Endif

Else

If player is in-game then

If last input is quest screen info then

If quest screen is active then

Close the quest screen

Else

Set the active screen to the quest screen

Endif

Endif

If last input is inventory screen info then

If inventory screen is active then

Close the inventory screen

Else

Set the active screen to the inventory screen

Endif

Endif

If last input is player screen info then

If player screen is active then

Close the player screen

Else

Set the active screen to the player screen

Endif

Endif

Else

Do nothing

Endif

Endif

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

**Example for manage active screen feature**

Run feature 1000 times, sending output to a file.

The output file will list the following:

* In-game
* Previous Screen
* Information sent
* Current screen (after the sent information has been processed)

**Example output for manage active screen feature**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| In-game | Previous Screen | Information Sent | Current Screen | Notes |
| No | None | Menu | Main menu | Upon launching the game, the player will be greeted with the main menu |
| Yes | Inventory | Menu | In-game menu | Trying to access a menu while the game is active will set the in-game menu active, regardless of the previous screen |
| Yes | Character | Quest | Quest | Changing screens will close the previous screen and display the requested one. |
| No | Menu | Quest | Menu | Trying to open a screen on the main menu will result in nothing displaying: screens must be opened in-game. |
| Yes | Character | None | Character | In the event no information is sent, the active screen will not change. |

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

### Work items

|  |  |  |
| --- | --- | --- |
| Task | Duration (Hours) | Predecessor Task(s) |
| 1. Main Menu | 3 | - |
| 2. Settings Menu | 3 | 1 |
| 3. Player HUD | 5 | - |
| 4. Screen Manager | 5 | 2, 3 |
| 5. Documentation | 3 | 4 |
| 6. Testing | 3 | 5 |
| 7. Installation | 1 | 6 |
| 8. Artwork | 5 | - |

### Pert diagram

Diagram

Description automatically generated with medium confidence

### Gantt timeline

Chart, timeline

Description automatically generated