Name: Jon Kopf Mark:\_\_\_\_/50

# 1.Brief introduction \_\_/3

I will be working on the games NPCs and the quest system. The NPC includes a superclass that all non-player characters will inherit from, including enemies. I will be creating several different types of NPCs that serve different purposes. One type of NPC will give the player quests after interacting with the NPC and meeting certain requirements. Another type of NPC will allow the player to exchange gold for different items. The status of quests will be updated through triggers. This means that once an action associated with the next step in the quest occurs, a message is sent to the quest manager to update the quest.

# 2.Use case diagram with scenario \_\_/14

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

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

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