**7.4 Exercises**

**1.** Even though the sample TDD, Zombies vs. Necrophiliacs is a simple, 4-person project primarily focused on coding, for a newcomer I would have added a brief introduction summarizing the scope of the project. Even though the name of the game speaks for itself with regards to the type characters that would be involved, I would have added that, for example, the game is set in a futuristic, post-apocalyptic era that would graphically be a platformer, run-and-gun type of game focused to be released for mobile platforms. I would also add a loose timeframe with specific milestones to be reached by each member on either a day-by day or week-by-week basis depending on the expertise of the involved team.

**4. a)** 1. Is an activity diagram whose purpose is to describe the type of weapons and their actions within the game.

2. Is a case diagram used to simply identify the options to the player at the start of a game.

**3.**

**GAME**

PLAYER

Exit

Credits

Options

Load Saved Game

Start New Game

Choose to be a Zombie or a Necrophiliac

Resumes Game

Load Credits

In case of level victory, proceed to second challenge. Loop as required.

In case of death, load Options Menu to Restart, Return to Main Menu or Exit Game

Use Left Finger to Control bottom left ‘Movement Window’ to move Player forwards, backwards, up and down

Be in control of top right ‘Pause Gameplay Menu’ to View Inventory, Save Game, Restart Game or Exit Game

Use Right Finger to control bottom right ‘Trigger Window’ for enemies and ‘Pick-Up Window’ to collect dropped items

Start Level

Load Quick Tutorial

Audio

Gameplay

Visual

Return to Menu