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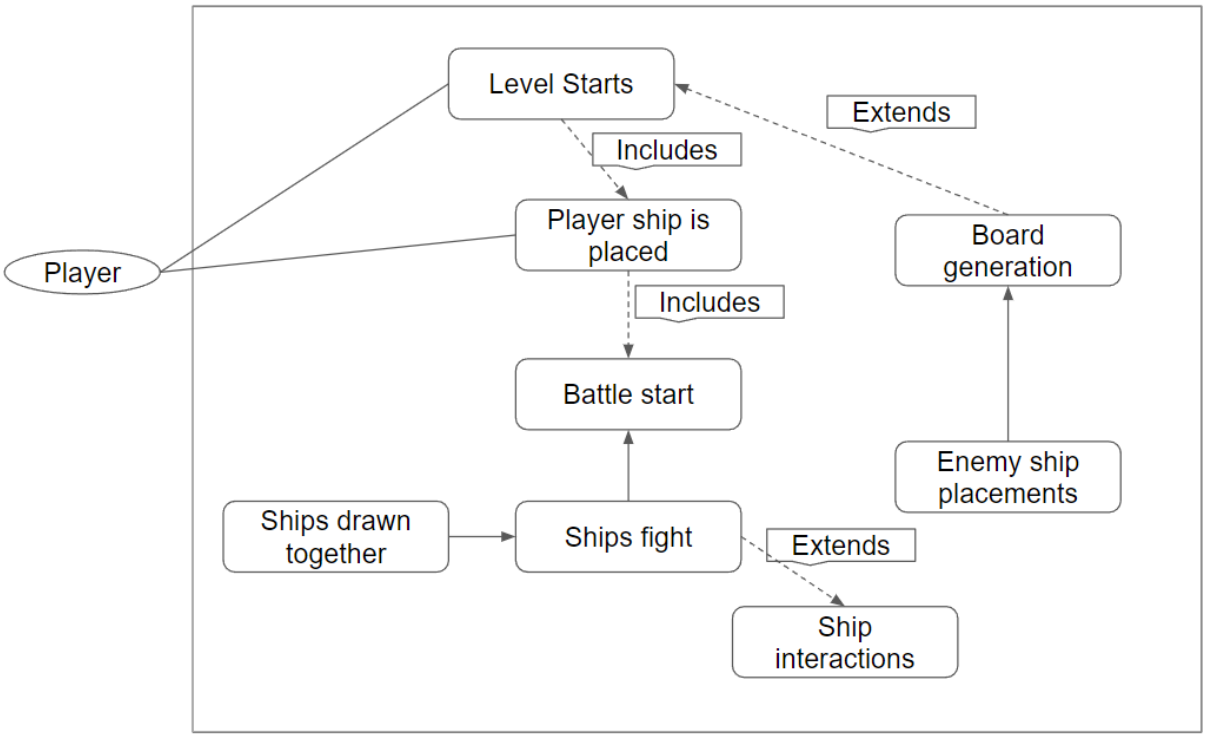
Intro

This champion document will pertain to the player ship and its intractability with the game world for Corsair Clash. Specifically to the battle phase of the game. Where the player can place and fit out their ship to prepare for the oncoming fight.

Use case diagram



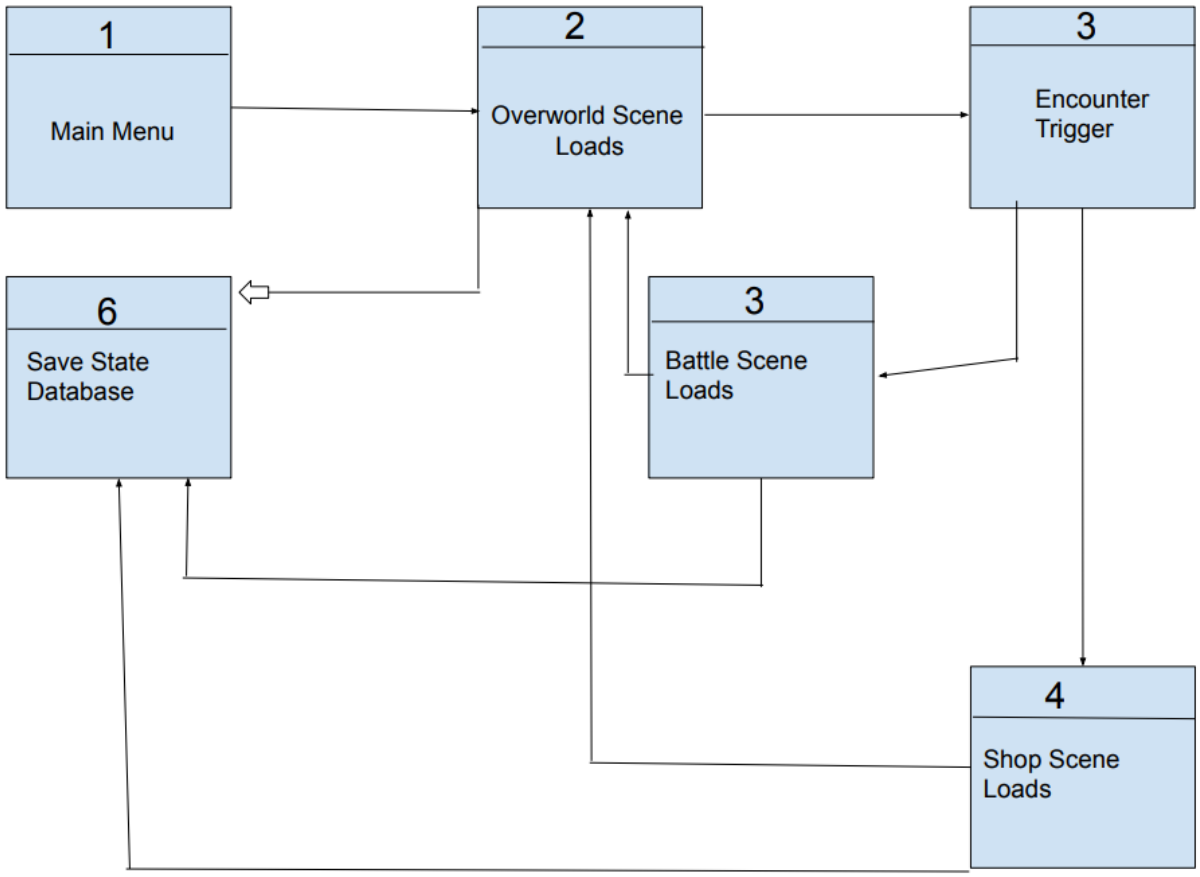
Scenarios

Name: Player ship initialization and behavior
Summary: The player starts the level to then place their ship to have the battle begin.
Actors: Player
Preconditions: level has begun
Basic sequence:
Step 1: Player starts level
Step 2: generate the environment
Step 3: allow players to pace their ship.
Step 4: commence the battle.
Exceptions:
Step 1: player attempts to add additional items to ship that exceed ship capacity: ignore.
Step 2: player attempts to interact with anything outside of their deployment zone: ignore

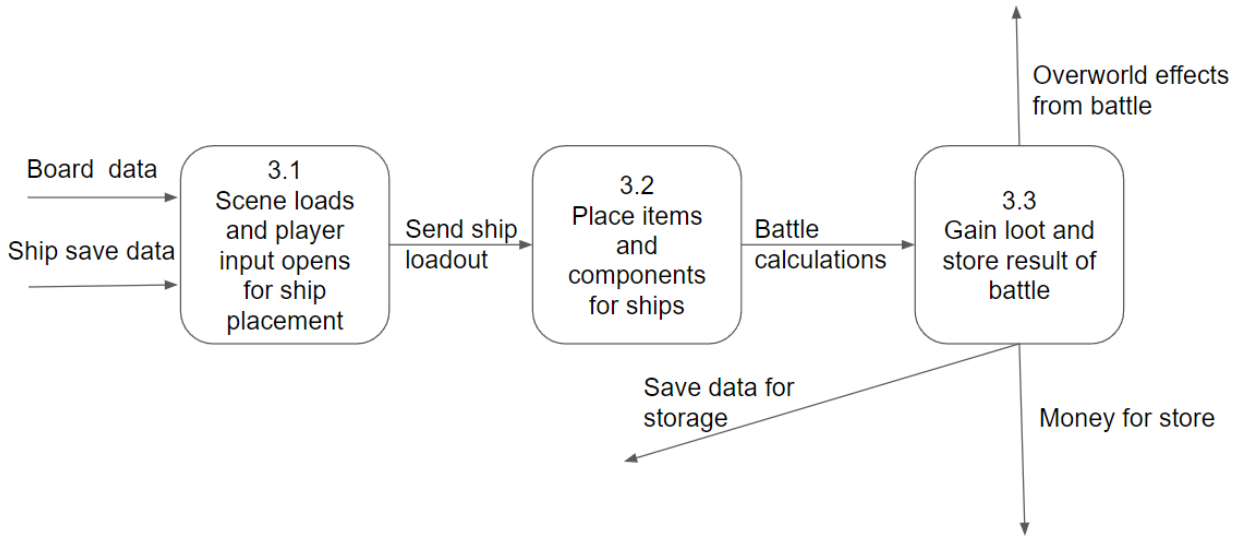
Priority: *1
ID: C3

Data Flow diagram

Diagram 0



Battle Scene Loads:



Process Descriptions:

3.1:

Once a trigger from the overworld occurs the player will be taken to a scene where the battles can take place however before the actual start of the battle the player can place their ship on the play board. Here the game will need to load and track all items and useful characteristics for the player ship

3.2:

At this point the game will need to track the position of elements placed/ interacted with by the player to have them come into effect during the battle.

3.3:

After the battle a census will need to be performed to track all useful data to the player. Such as ship health, loot earned, or remaining crew. So that the player can then go to a shop page to react to data collected from the battle phase.

Acceptance Tests

Duplicate player:

Because the game is an auto battler it should not matter how many ships the player has under their control. So within one battle map place 20 ships all at once. The test will be a success if the ships can all act autonomously and behave as the original player ship does.

Duplicate enemies:

In theory the game should handle any number of enemy ships through at the player so a stress test is in order to determine the limitation of the game. This will be accomplished by continuously placing enemy ships to see when the game will no longer handle it. The test is successful when we note the maximum number of ships our game can manage before crash.

Restricting field of play:

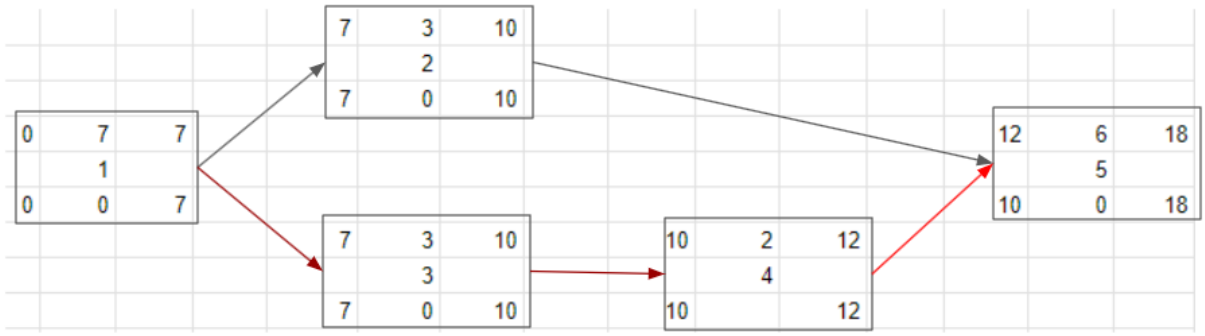
Obstacles will be placed in the play board to not allow the player ship to move outside them. If the ship doesn't do anything irregular such as breach the boundaries of impossible objects then the test will be successful. Then the obstacle will continuously be moved closer to the ship till it is no longer able to move. The test will fail if the ship countries move past this point.

Timeline

Work Items

task	PWks	Pred task
player ship	7	-
sprites	3	3
Upgrades System	8	2

Pert Diagrams



Gantt Timeline