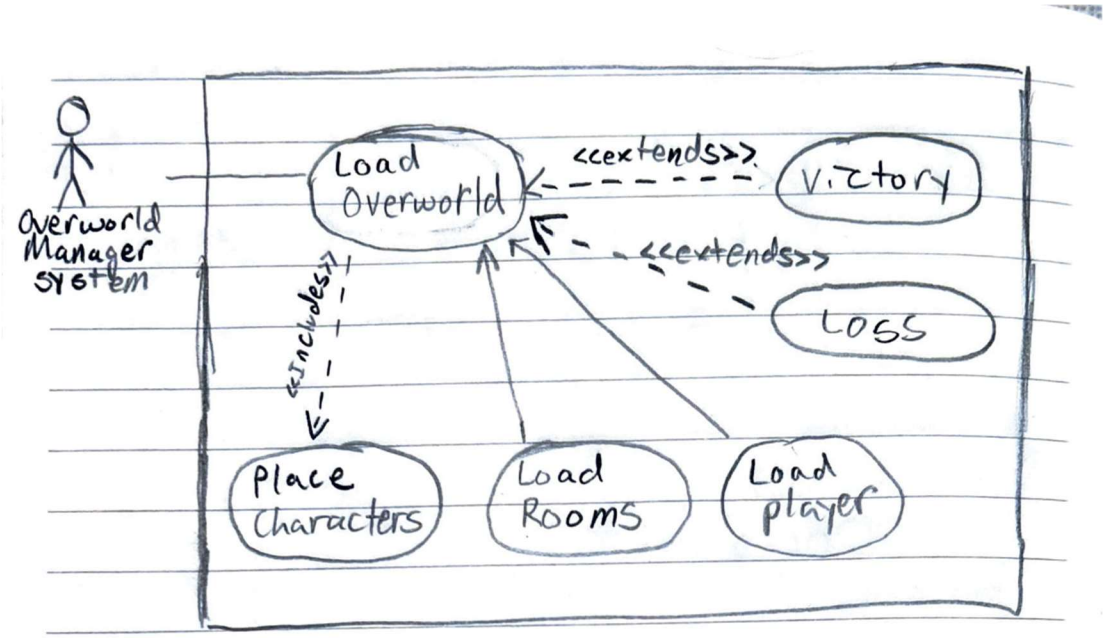
Name__Carson_Gustavel__ Mark _____/50

1. Brief introduction __/3

My feature for Doki Doki Library Club is the world design and functionality. Our game includes numerous characters and minigames that are accessed through an overworld, representing the library where the game is taking place. When the player enters the overworld, there are numerous rooms that need to be generated, and characters that need to be placed randomly throughout the library. The player needs to be able to move between rooms and interact with love interest characters. If a victory and loss conditions are checked at this time, and an appropriate win/loss event is triggered.

2. Use case diagram with scenario __14



Name: Load Overworld
Summary: The game enters the overworld,
Actors: Overworld Management System
Preconditions: World has already been loaded previously in the game.
Basic sequence:

Step 1: Load all rooms in the overworld
Step 2: Retrieve player's starting location, and location of the last character that the player interacted with (they shall be loaded in the same locations as when the overworld was last loaded).
Step 3: Load Player in the appropriate location.
Step 4: Load characters.

Exceptions:

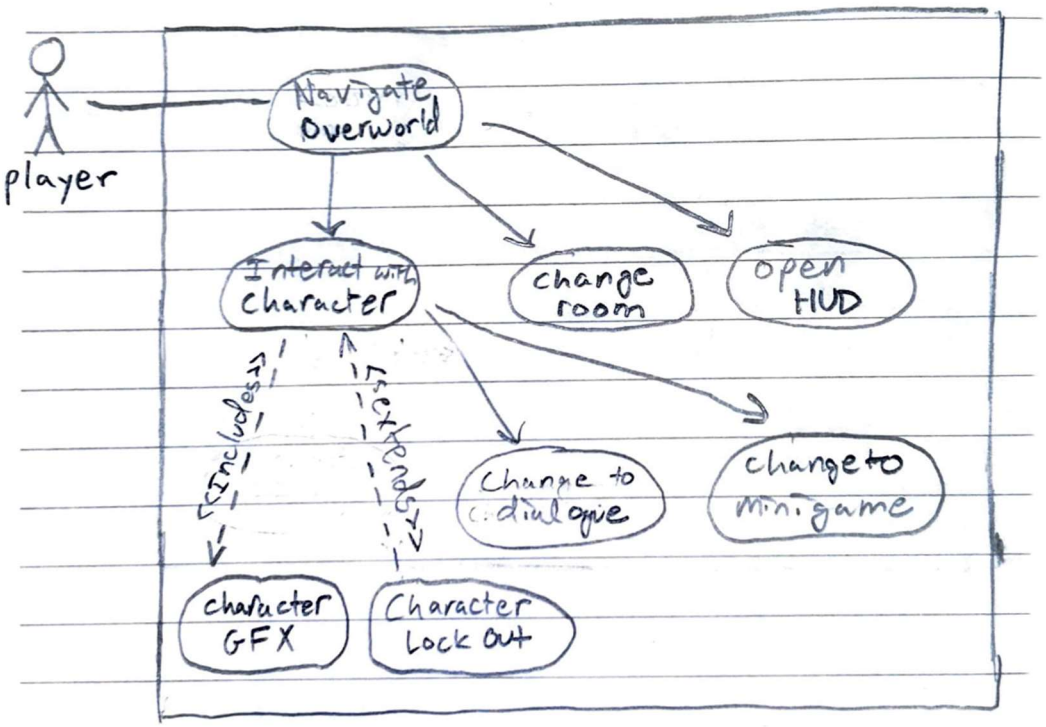
Step 1: If a victory condition is met, trigger a transition to an appropriate win screen.

Step 1: If a loss condition is met, trigger a transition to the game over screen.

Post conditions: Enable player navigation.

Priority: 2*

ID: C01



Name: Overworld Navigation.

Summary: The accountant uses the machine to calculate the sum of two numbers.

Actors: Accountant.

Preconditions: The overworld is loaded. No victory or loss conditions have been triggered.

Basic sequence:

Step 1: Player enters the overworld.

Step 2: The player navigates through several rooms.

Step 3: The player attempts to talk to a character

Step 4: The character's graphics will respond to the interaction. The response will depend on which character it is, as well as the character's opinion of the player.

Step 5: The game will transition to dialogue with the character.

Exceptions:

Step 5: If the character is locked out, the character will reject the dialogue. The player will remain in the overworld.

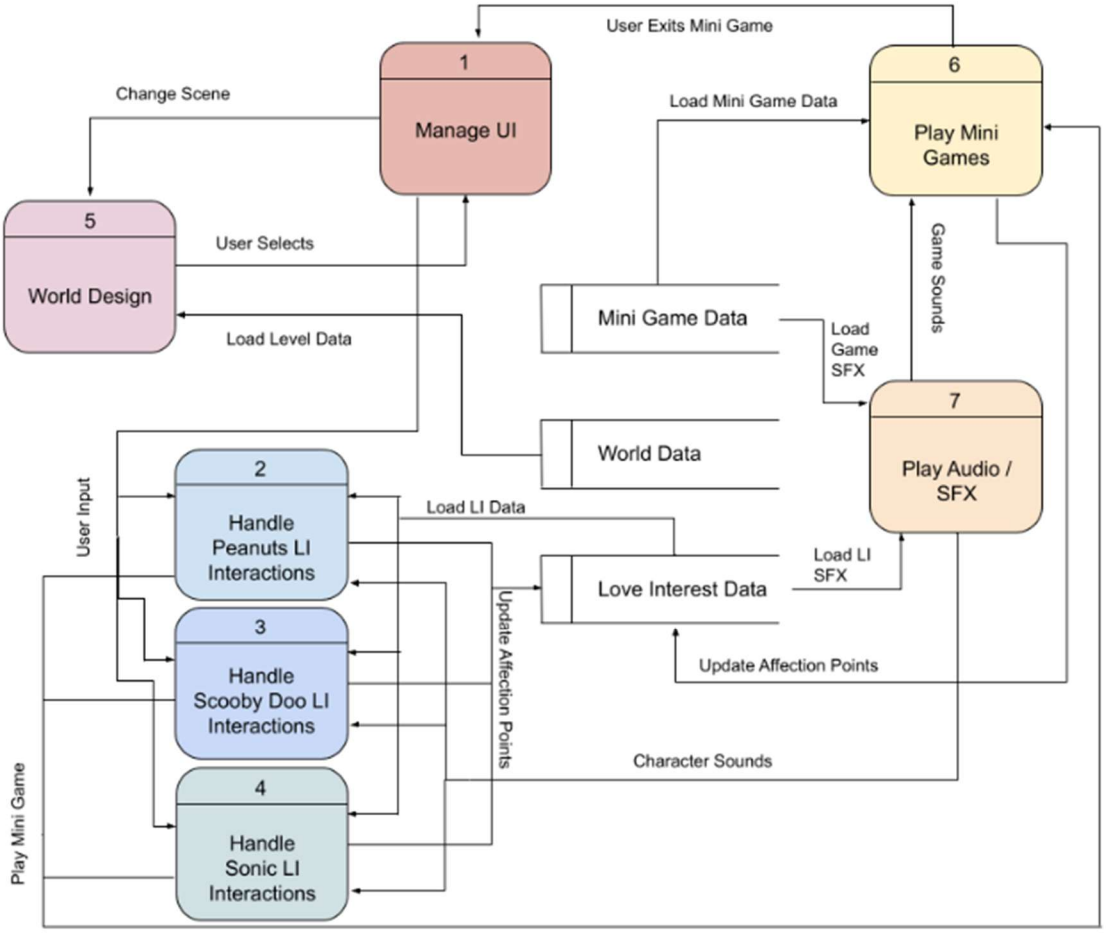
Post conditions: The game will transition to dialogue with the character that the player interacted with.
Priority: 1*
ID: C01
*The priorities are 1 = must have, 2 = essential, 3 = nice to have.

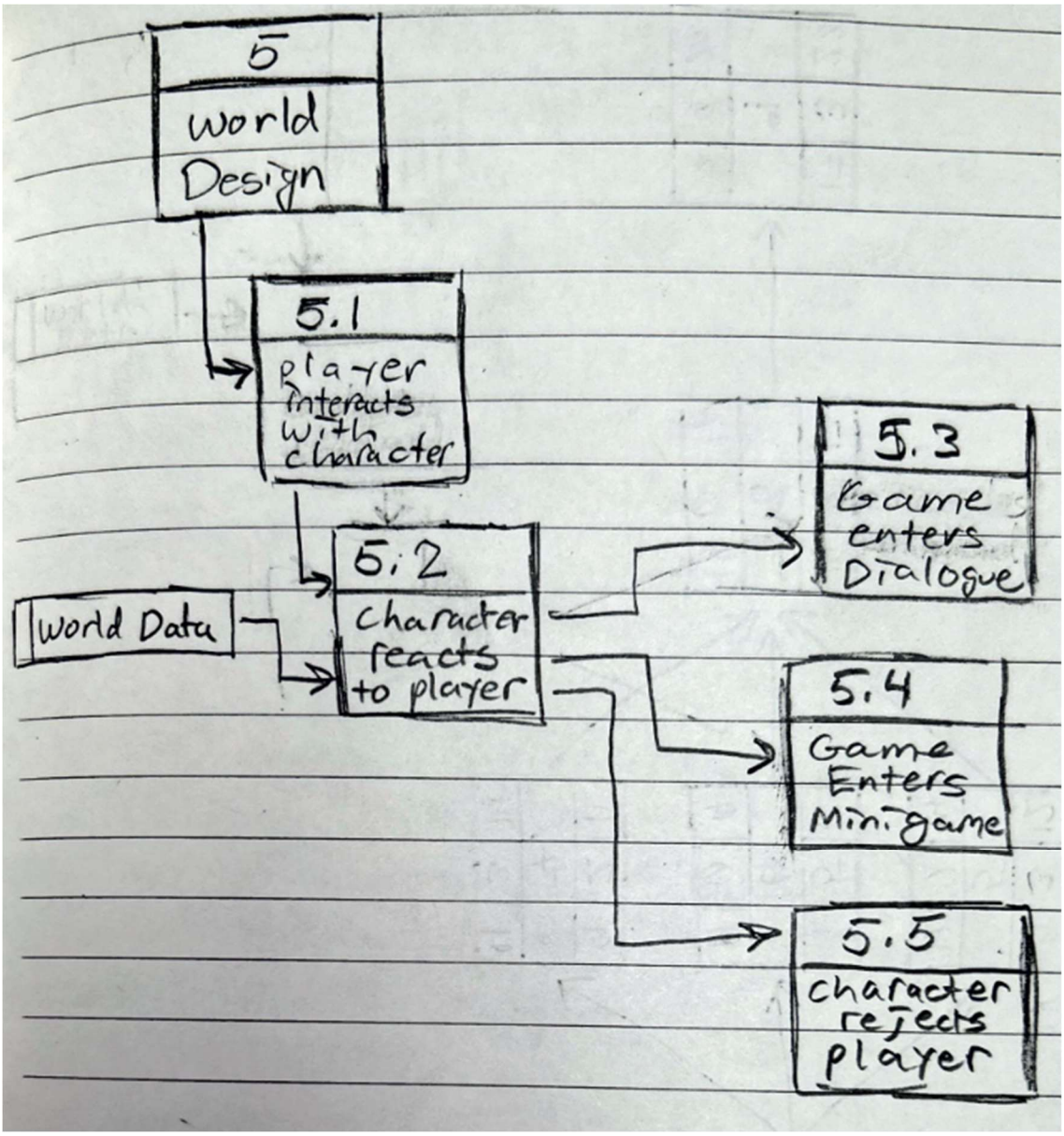
3. Data Flow diagram(s) from Level 0 to process description for your feature _____14

[Get the Level 0 from your team. Highlight the path to your feature]

Example:

Data Flow Diagrams





Process Descriptions

As the player navigates through the game world, they will interact with characters. When interacted with, the characters will interact with the player depending on score, lockout status, and other factors retrieved in world data. Depending on the character's reaction, the game will enter dialogue, minigames, or remain in the overworld if the character rejects the player's interaction.

4. Acceptance Tests _____9

Input	Output
Load overworld 100 times	Each character should appear in each room at least 10 times.

Lock out all characters	Lose condition should be activated when the overworld is loaded in.
Reach max affection points for each character 10 times.	Win condition should be triggered on the correct character each time.

5. Timeline _____/10

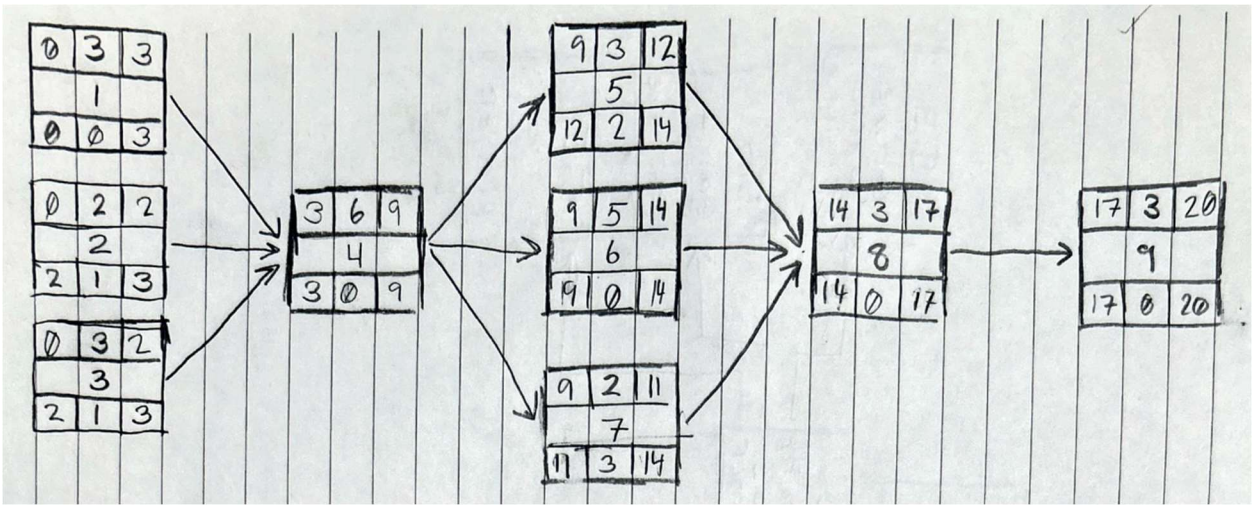
[Figure out the tasks required to complete your feature]

Example:

Work items

Task	Duration (Hrs)	Predecessor Task(s)
1. Scene Transitions	3	-
2. Overworld test panel	2	-
3. Room navigation	3	-
4. Overworld management system	6	1, 2, 3
5. Room/Overworld Design	3	4
6. Overworld character animations/gfx	5	4
7. End screen design	2	4
8. Integration	3	5, 6, 7
9. Testing	3	8

Pert diagram



Gantt timeline