Name: Emily Smith Mark \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_/50

## Brief introduction \_\_/3

For this program my job is to design and implement characters inspired by the Scooby Doo cartoon. There will be multiple characters, with plans for a minimum of 2 and a maximum of 4. Each character will be equipped with sounds effects, a visual representation, and unique likes and dislikes regarding dialogue and minigame choices.

## Use case diagram with scenario \_\_14

### Use Case Diagrams

A diagram of a diagram

Description automatically generated

### Scenarios

**Name:** Play SFX

**Summary:** A unique sound effect is played for the specific character

**Actors:** Player

**Preconditions:** Love Interest is chosen and interacted with

**Basic sequence:**

**Step 1:** Dialogue bubble appears

**Step 2:** Sound effect begins

**Step 3:** Player must end the sound effect

**Exceptions:**

None

**Post conditions:** Audio was played during dialogues between player and Love Interest.

**Priority:** 3\*

**ID:** AUD

**Name:** Dialogue Displays

**Summary:** Dialogue text shown from Love Interest

**Actors:** Player

**Preconditions:** Love Interest is chosen and interacted with.

**Basic sequence:**

**Step 1:** Dialogue text appears

**Step 2:** Response options appear below the text from Love Interest. Process repeats until either a date minigame is unlocked or ends as in exceptions.

**Exceptions:**

**Step 1:** All unpreferred (by Love Interest) dialogue responses are chosen. Love Interest will then not want to interact with the player meaning there is no way to reach a date minigame.

**Post conditions:** Dialogue is displayed during conversations between player and Love Interest.

**Priority:** 1\*

**ID:** DID

**Name:** Initiation of Date with Minigames

**Summary:** After enough preferred (by Love Interest) dialogue, the Love Interest will want to initiate a date with the player that contains a minigame.

**Actors:** Player

**Preconditions:** Love Interest must be chosen, interacted with, and player must have made good dialogue choices.

**Basic sequence:**

**Step 1:** Begin minigame

**Step 2:** Play minigame

**Step 3:** Win/Lose minigame

**Exceptions:**

**Step 1:** If player does not want to play minigame, player can quit the interaction with the Love Interest.

**Post conditions:** A date has been successfully finished with the win or loss of minigame

**Priority:** 1\*

**ID:** DATE

**Name:** Updates Affection Points

**Summary:** Affection points earned through player choosing preferred dialogue

**Actors:** Player

**Preconditions:** Love Interest must be chosen and interacted with.

**Basic sequence:**

**Step 1:** Preferred (by Love Interest) dialogue is chosen

**Step 2:** Increase affection points

**Step 3:** Unpreferred (by Love Interest) dialogue is chosen

**Step 4:** Decrease affection points

**Exceptions:**

**Step 1:** All unpreferred dialogue options are chosen, Love Interest will not want to interact with the player.

**Step 2:** All preferred dialogue options are chosen, Love Interest will initiate minigame date.

**Post conditions:** Love Interest is happy and requests a date with the player or Love Interest is frustrated and does not want to interact with the player.

**Priority:** 1\*

**ID:** UAP

\*The priorities are 1 = must have, 2 = essential, 3 = nice to have.

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

### Data Flow Diagrams

A diagram of a game

Description automatically generated

A diagram of a scooby doo li

Description automatically generated

### Process Descriptions

A screenshot of a computer program

Description automatically generated

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

[Describe the inputs and outputs of the tests you will run. Ensure you cover all the boundary cases.]

**Dialogue**

Love interests give dialogue prompts and player must respond from list of set prompts. Responses will be compared to the love interest’s likes and dislikes, and the data will be used to update the affection level of the love interest to the player.

This test is about the input from the player and the impact on the affection level based on that input.

|  |  |  |  |
| --- | --- | --- | --- |
| Output | Input | Response | Notes |
| “That sounds great” | Button (for option 1 of responses) | UpdateAffection(+1) | Love Interest likes option A and affection level is increased. |
| “Hmm. I don’t know about that.” | Button (for option 2 of responses) | UpdateAffection(-1) | Love Interest dislikes option B and affection level is decreased. |

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

### Work items

|  |  |  |
| --- | --- | --- |
| Task | Duration (hours) | Predecessor Task(s) |
| 1. Dialogue Prompts | 6 | - |
| 1. Character Designs Selected | 1 | - |
| 1. Character Completed | 10 | 1,2 |
| 1. Dialogue Prompts Implemented | 10 | 1,2,3 |
| 1. Character Completed | 10 | 1,2 |
| 1. Difficulty Level Character Assignment | 5 | 3,5 |
| 1. Integration | 7 | 1,2,3,4,5,6 |
| 1. Testing | 6 | 1,2,3,4,5,6,7 |
| 1. Touch ups | 8 | 1,2,3,4,5,6,7,8 |

### Pert diagram

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Description automatically generated

### Gantt timeline

