**5 – Behavioral Model and Decription**

This section presents a description of the behavior of the software.

**5.1– Description for Software Behavior**

When the game starts with a single click on game icon the user will first see the team title and then main menu page of game will opened.

On the main menu page player will see four options.

1. **Start:** game will be started after clicking on start button.
2. **Help:** by clicking on the help button the player will be able to know about “how to play the game”.
3. **Credits:** credits button will show a new page with the game developers names on it.
4. **Quit:** by clicking on the quit button player will be able to quit from the game.
5. **Select player:** player can choose from different characters by clicking on this button.

When the game starts, the character will be performing a dance which is being randomly selected from four dances collection in the game. After clicking the space bar button character will start running the player will be able to move the character left and right to dodge the obstacles with the help of right, left arrow keys or with A-D keys. The player can also make the character jump through up arrow key or W key and can also make the character collect coins and diamonds to increase the score. If the character will be able to reach to the end point of the first level second level will be started automatically and the game will keep going until the character hit an obstacle. when the game will end player will be able to see final score and number of coins collected. the player can quit any where in the game by clicking on ESC key and can also pause game by clicking on the pause button.

**6 – Planning**

In this part of the document, the structure of the team responsible for the project, the basic schedule, and the process model will be presented.

**6.1– Team Structure**

The project team is group of 4 people, and each group member has the same responsibility on the project. Iqra Farooq Malik is the coordinator and the contact person for the group, who synchronizes the meetings and work plan Since the team is a small group of people and the members know each other, all the decisions are given after meetings and discussions. The labor division is made evenly and decided in weekly meetings. Beside these meetings the members are in contact with each other all the time which will ease the project development and handling faced problems. Moreover, group has contact with the advisor assistant, by having meetings every week. All the members of the group has the same level of knowledge about the project. Therefore, to get the necessary knowledge sooner, the research areas about the project are divided into 4 different parts and assigned to each member, and the useful information is shared with the other members. Similar to research, software development part will be divided into 4 different parts and everyone will develop game his own part according to the common decision taken in the meetings Therefore, it is not going to be a problem to merge these 4 parts to each other.

During the development period, according to the needs of the project, members will have some specific tasks decided by the group, but for now mainly our members and the roles are:

Iqra Farooq Malik – Researcher, Software Developer, Designer,coordinator

Tehreem sultan - Researcher, Software Developer, Designer

Malik Muhammad Abdullah Hayat - Researcher, Software Developer, Designer

Ibrahim - Researcher, Software Developer, Tester

**6.2– Estimation**

Our aim is to start implementation as soon as possible after finishing documentation and researches. To start implementation, we decided to start from begin modelling basic things in Blender and after that export the models we made to Unity environment.

While doing this, each member will also do researches about making a game in unity.

The plan is before finishing documentaion, each member to have enough knowladge to complete entire project.

**6.3– Process Model**

We are going to use the incremental process model in the development phase of the project. The incremental model begins with determining the requirements and then continues with the development. Depending on the test results, either the requirements are updated and the process cycle starts from the beginning to satisfy the new requirements or the system is decided to be deployed.

This model allows us to change the requirements during the process so that we are able to converge the system into the best state it can be. Although each team member have been assigned to different tasks, they are expected to contribute the development of each one.