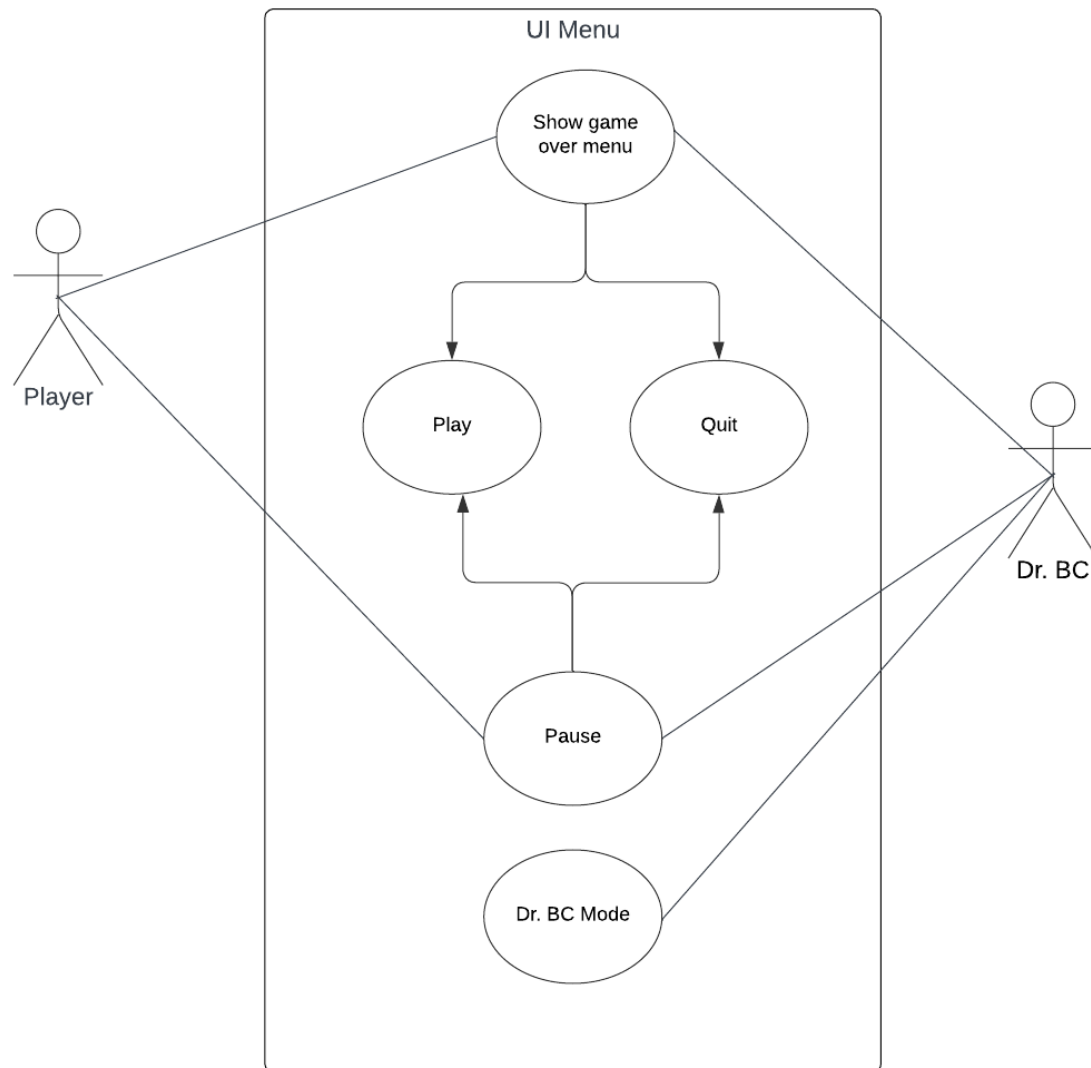


### 1. Brief introduction \_/3

My feature will be the user interface menus, including the pause, game over menus and the Dr. BC play option. The menus will be crucial to the game as they will provide critical UI.

### 2. Use case diagram with scenario \_14

#### Use Case Diagrams



Disclaimer: The diagram will not include any exceptions as it a simple UI menu.

## Scenarios

**Name:** Play

**Summary:** The game resumes or starts over based on the whether you're in the pause or game over menu.

**Actors:** All

**Preconditions:** In pause or game over menu.

**Basic sequence:**

**Step 1:** User initiates the pause menu and/or is in the game over menu.

**Step 2:** The user presses play.

**Step 3:** The game plays

**Post conditions:** The game is in play mode.

**Priority:** 2\*

**Name:** Quit

**Summary:** The game is exited.

**Actors:** All

**Preconditions:** In pause or game over menu.

**Basic sequence:**

**Step 1:** User initiates the pause menu and/or is in the game over menu.

**Step 2:** The user presses quit

**Step 3:** The game quits.

**Post conditions:** The game is exited.

**Priority:** 2\*

**Name:** Pause

**Summary:** user initiated pause menu.

**Actors:** All

**Preconditions:** The game is in play mode.

**Basic sequence:**

**Step 1:** user is in play mode

**Step 2:** The user presses pause

**Post conditions:** Pause menu displays pause menu options

**Priority:** 1\*

**Name:** Show game over menu

**Summary:** The game shows a game over menu, similar to the pause menu.

**Actors:** All

**Preconditions:** Game is in play mode and concludes.

**Basic sequence:**

**Step 1:** User is in play mode.

**Step 2:** The user dies.

**Step 3:** The game over menu appears

**Step 4:**

**Post conditions:** The game over menu displays game over options

**Priority:** 2\*

**Name:** Dr. BC play mode

**Summary:** The game enters Dr. BC play mode, dumbing down the abilities of the enemies so Dr. BC may play through the level without dying.

**Actors:** Dr. BC

**Preconditions:** Dr. BC is the user.

**Basic sequence:**

**Step 1:** Dr. BC initiates the Dr. BC mode

**Step 2:** The enemies damage is dumbled down.

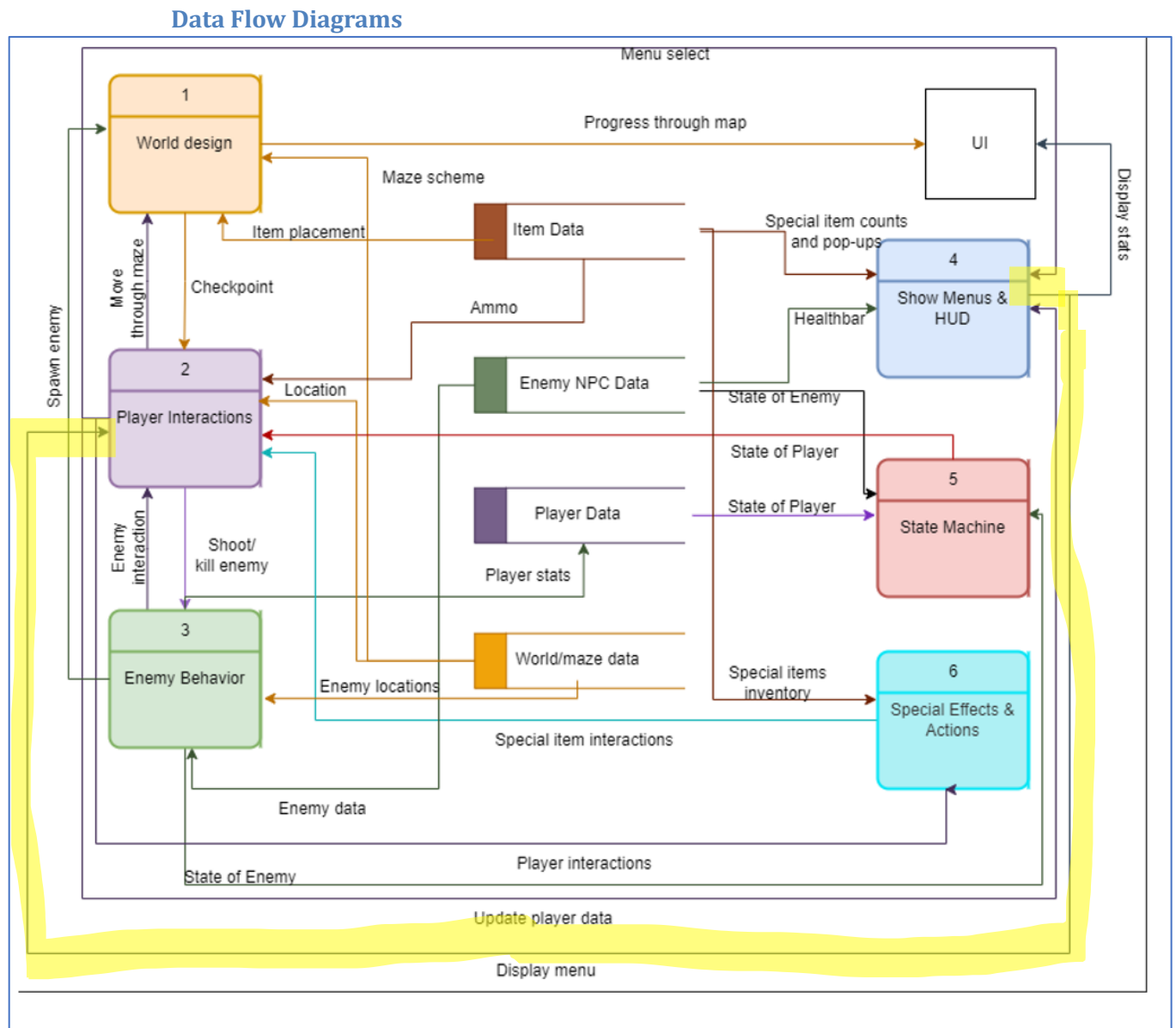
**Post conditions:** The game is in Dr. BC mode.

**Priority:** 1\*

\*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

Example:



Key: highlighted blue

### Process Descriptions:

Show menus and HUD:

WHILE in play mode

    IF user initiates pause

        Display pause menu options

    IF user dies

        Display game over options

END WHILE

WHILE Dr BC is playing

    Allow Dr. BC play mode option

    IF DR. BC initiates Dr BC mode

        no damage dealt by enemies

END WHILE

## Pause Feature

Tests for the pause feature will be simple, they will include pausing the game at any point in time, and resuming after a random amount of time in order to:

- Test functionality of the pause feature.
- Test consistency of the game pausing (nothing in the background running).
- Test the use of the pause menu features.

## Game Over Feature

Tests for the game over feature will include multiple ways of entering into the game over menu, such as dying in multiple ways, in multiple levels. Tests run will also include multiple run throughs of the game to check for:

- The game only entering the game over when in fact the game is over.
- The game displaying the correct options.
- Functionality of the game over menu options.

## Dr. BC mode

Tests for the Dr. BC mode will take place separately from the other UI features. As Not only will there be tests for the availability of the Dr. BC mode, there must be tests for:

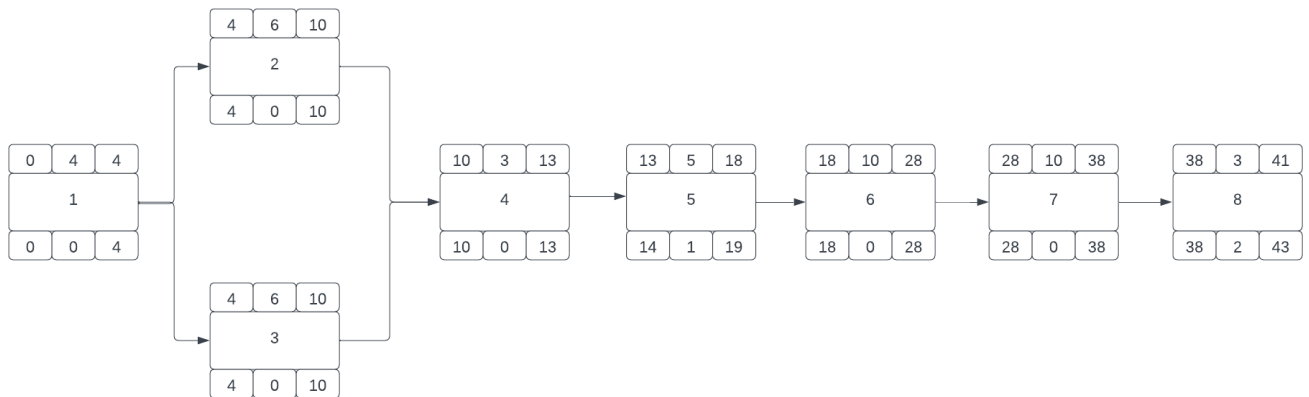
- The functionality of Dr. BC mode
- The consistency of the Dr. BC mode, i.e. not hopping in and out of Dr. BC mode during level switches, elapsed time, etc.
- The ability to leave Dr. BC mode.

#### 4. Timeline \_\_\_\_/10

##### Work items

Task	Duration (PWks)	Predecessor Task(s)
1. Requirement Specifications	1	-
2. Button design	1	1
3. Group collaboration for specifications	1	1
4. Menu layout design	1	2, 3
5. Group collaboration for implementation	1	4
6. Initial implementation/coding	2	5
7. Testing/Trial & Error	2	6
8. Finalization	1	7

##### Pert diagram



## Gantt Chart

