Meghan Nulf

**1) Feature Description:**

I oversee creating the music and sounds for the game, as well as hidden easter eggs for users to find. Our game is top-down, path focused adventure game that will make players play as a hotdog in different levels. For this game, I will be making all of the sounds associated with different movements and actions, as well as the theme song(s) for each level, menu, and checkpoint. I will also oversee making two easter eggs that players will find throughout the game.

**2) Use Case Diagrams:**

A diagram of a game

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**Scenarios:**

**Name:** Music playing at start of game.

**Summary:** The player will press play on the start menu where a sound will play and the Hot Dog Jones theme song begins.

**Actors:** The player

**Preconditions:** The player must have downloaded the game and initialized it.

**Basic Sequence:**

1. Player opens the gaming platform.
2. The player then sees the game menu and selects play.
3. The player then waits for the background screen and reads it.
4. The player then reads through the instructions menu to learn to play.
5. The level then begins.

**Exceptions:**

1. Player mutes game.

**Post Conditions:** The player is satisfied and continues play of the game.

**Priority:** 1

**ID:** C01M.1

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**Scenarios:**

**Name:** Player finding easter egg

**Summary:** The player will be playing the game and then trigger the finding of an easter egg by killing all enemies to then find a hidden checkpoint.

**Actors:** The player

**Preconditions:** The player must completed a level, killed all enemies, and found the secret location of the easter egg.

**Basic Sequence:**

1. Player is playing a level.
2. The player then kills all enemies in said level.
3. The player then realizes a location has opened for the Easter Egg by seeing a subtle arrow clue to move in that direction.
4. The player then finds the Easter Egg and the power of it reveals itself.

**Exceptions:**

4. Player does not trigger the Easter Egg through not killing the enemies or not noticing the arrow motioning towards the location.

**Post Conditions:** The player is happy and finds the hidden Easter Egg.

**Priority:** 3

**ID:** C01M.2

**3) Dataflow:**

I am parts of process 6 as I am designing special affects and actions.

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**Process Description:** When the player interacts with any button, enemy, or movement a sound will be triggered. As they progress through the world, the theme music will also shift pertaining to the level. Lastly, an Easter Egg will appear as a special item for the players to find and achieve based off of their interactions.

**4) Acceptance test:**

These tests test the input from the player when giving the customer their food.

|  |  |  |
| --- | --- | --- |
| Input | Output | Notes |
| ‘Click’ | Sound | The player activates a certain menu button and the menu button noise plays |
| ‘Static Movements’ | Sound(s) | The player is staying still and killing enemies, or reading, or having the checkpoint load data. |
| ‘Dynamic movements’ | Sound(s) | When players jump or move action sounds are triggered |

**5) time:**

|  |  |  |
| --- | --- | --- |
| Tasks | Duration(hours): | Predecessors Tasks |
| 1. Sound & Music creation | 6 | * - |
| 2. Sound and music exportation | 3 | 1 |
| 3. Creating loops and other integration formats for the sound | 5 | 1, 2 |
| 4. Designing the sprite and image for the Easter Egg | 3 | 1,3 |
| 5. Importing the characteristics into the game | 4 | 3,4 |
| 6. Having the easter egg make the game changes | 4 | 4,5 |
| 7. Programming | 6 | 4,5,6,3,2 |
| 8. Integration | 3 | 7 |
| 9. Testing | 3 | 8 |



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