Name_____Aiden Weaver_____   Mark _____/50

[**Instructions**: Remove everything that is not a heading below and fill in with your own diagrams, etc.]

1. Brief introduction __/3

I will be in charge of implementing the sprites that the game will use. Creating animations and designs for the player character and enemies. Creating custom sprites will help the game better suit design direction.

Use case diagram with scenario   __14

Use Case Diagrams
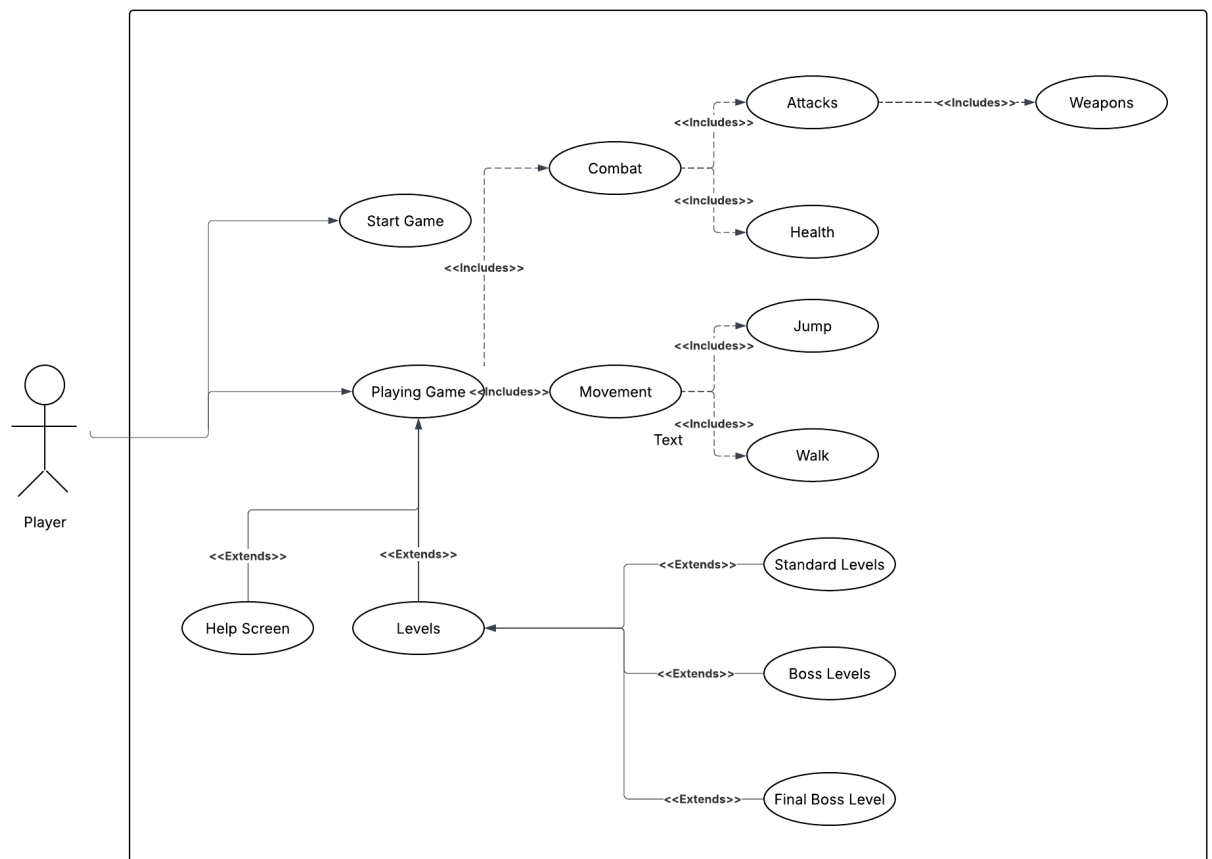
Scenarios

Name: Start Game

Summary: The Player begins the game

Actors: Player

Preconditions: The game can be started

Basic sequence:

Step 1: Load into starting screen

Step 2: Select "Start Game"

Exceptions:
    Step 1: The Game is not running
Post conditions: The Game can be playued
Priority: 1

Name: Playing Game
Summary: The Player is playing the game
Actors: Player
Preconditions: The game has to be started
Basic sequence:
    Step 1: Load into starting screen
    Step 2: Select "Start Game"
    Step 3: Begin Playing the game

Exceptions:
    Step 1: The Game is not running
    Step 2: The player stops playing
Post conditions: The Game is being played
Priority: 1

Name: Levels
Summary: The Players environments as they progress through the game
Actors: Player
Preconditions: The levels are proceeded in order
Basic sequence:
    Step 1: Beat Current Level
    Step 2: Move on to next level
    Step 3: Repeat

Exceptions:
    Step 1: The Previous level has not been beaten
    Step 2:
Post conditions: The player can progress through the levels
Priority: 1

Name: Help Screen
Summary: The Player can find information on how to play the game
Actors: Player
Preconditions: The input to open the screen has been pressed
Basic sequence:

Step 1: Open help screen
Step 2: Get Help
Step 3: Close help screen

Exceptions:
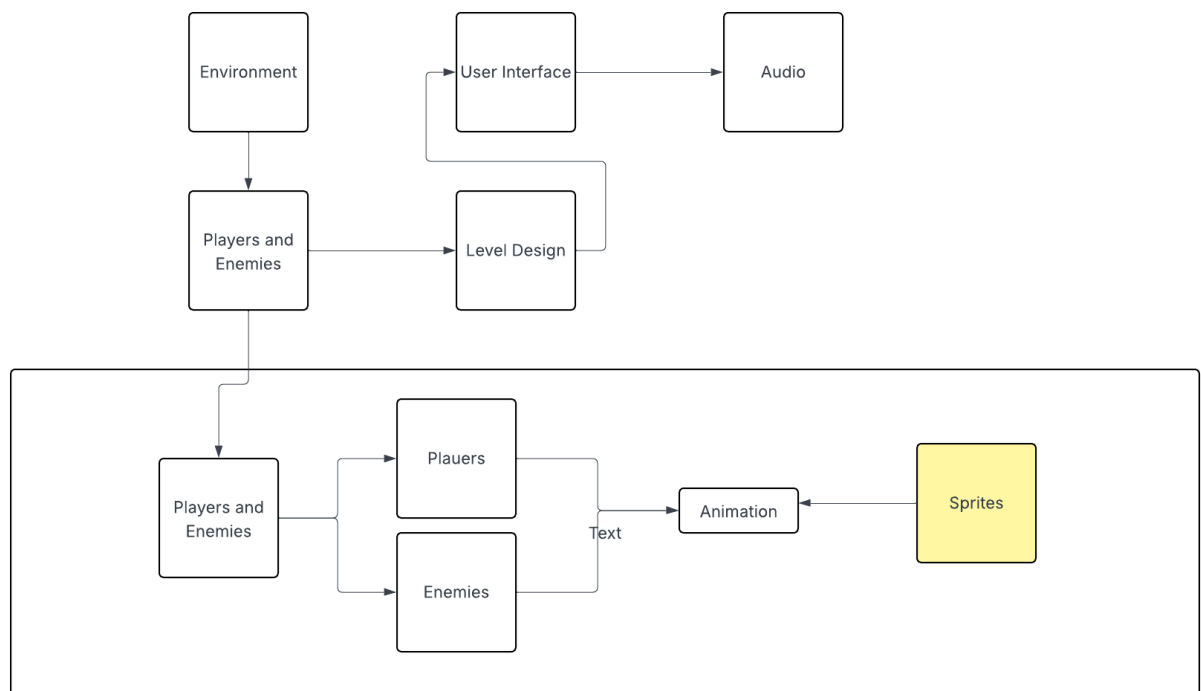   **Step 1:** The Player does not need help
Post conditions: The player has proper information to properly play the game
Priority: 1

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

Data Flow Diagrams

Process Descriptions
Sprites:
    WHILE Players and enemies are moving or attacking ensure that there
    are properly animated sprites to convey what is needed
    END WHILE

3. Acceptance Tests _____9

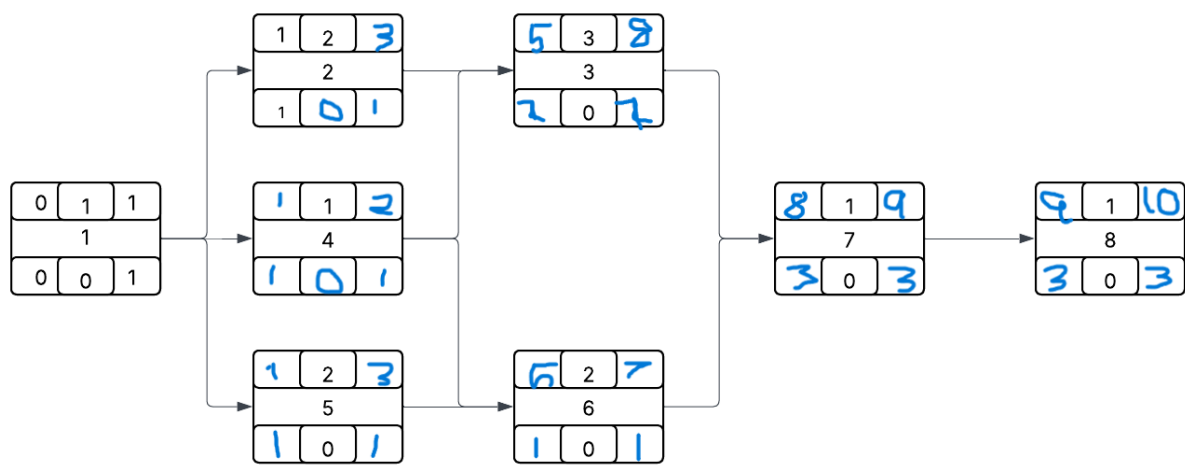Run animation for every action for both players and enemies:

The characters should animate properly and make sure that the motions are as
intended.

4. Timeline _____/10

Work items

Task	Duration (PWks)	Predecessor Task(s)
1. Player Idle Sprites	1	-
2. Player Movement Sprites	2	1
3. Player Combat Sprites	3	1
4. Weapon and Pickup Sprites	1	-
5. Enemy Movement Sprites	2	-
6. Enemy Combat Sprites	2	5
7. Boss Sprites	1	-
8. Boss Combat Sprites	1	7

Pert diagram

Gantt timeline