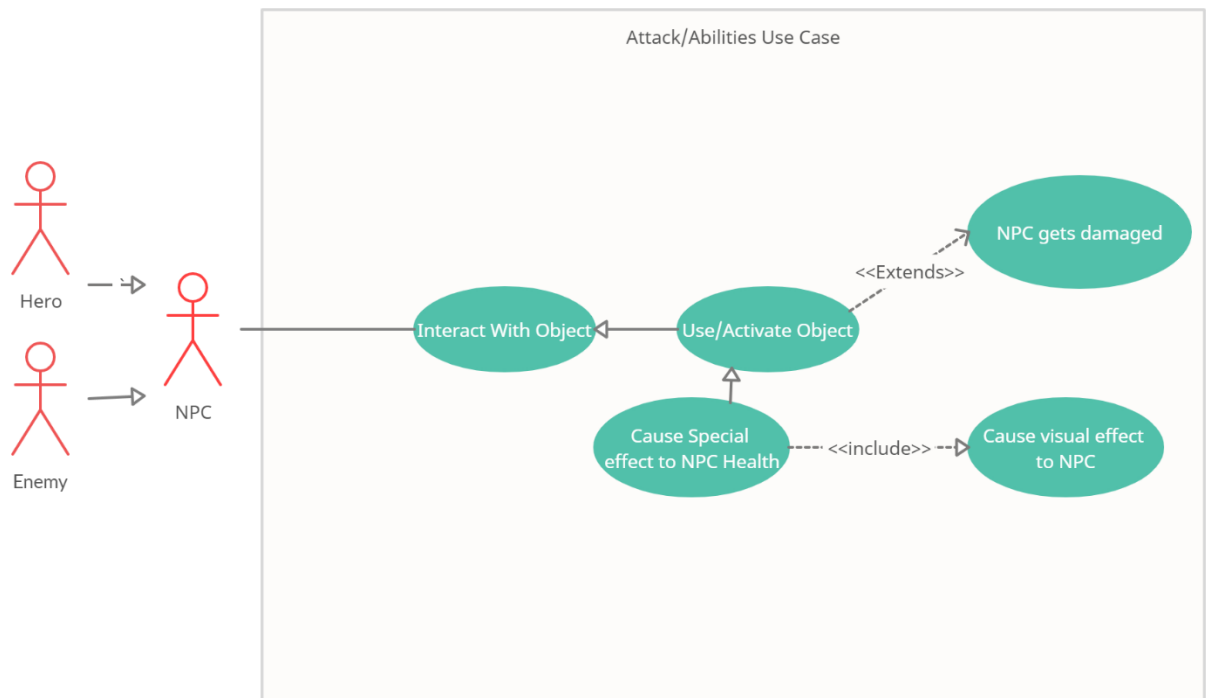


1. Brief introduction __/3

My feature for the 6 people video game called Tile Hero would be attacks and abilities. This feature would include weapon types, magic abilities (as freeze or burning affects), that affects NPCs in game.

2. Use case diagram with scenario __14

Use Case Diagrams



Scenarios

Name: Interact with Object

Summary: The NPC will use/activate the object towards another NPC to

Actors: NPC

Preconditions: The game is loaded, NPC is near the object

Basic sequence:

Step 1: The hero is near an object

Step 2: The hero inputs the interact button to interact with the object

Step 3: The object runs Interaction code, which can trigger a sequence of events depending on the type of object, such as put in inventory.

Step 4: Object can interact with NPC

Post conditions: The object is either running the interaction code ... placed into inventory if there is space, or left on the game floor if there is no inventory space

Priority: 1

ID: M01

*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 ____14

[Get the Level 0 from your team. Highlight the path to your feature]

Example:

Data Flow Diagrams

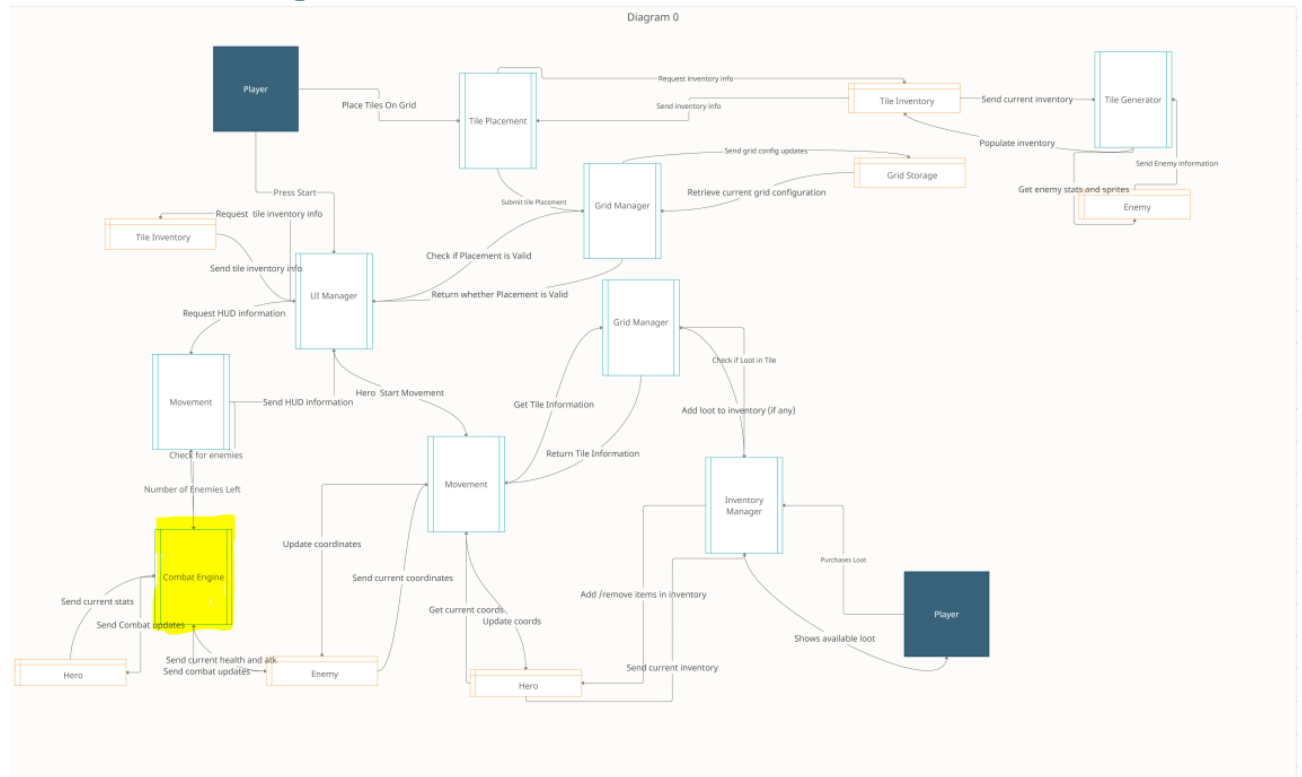


Diagram 1

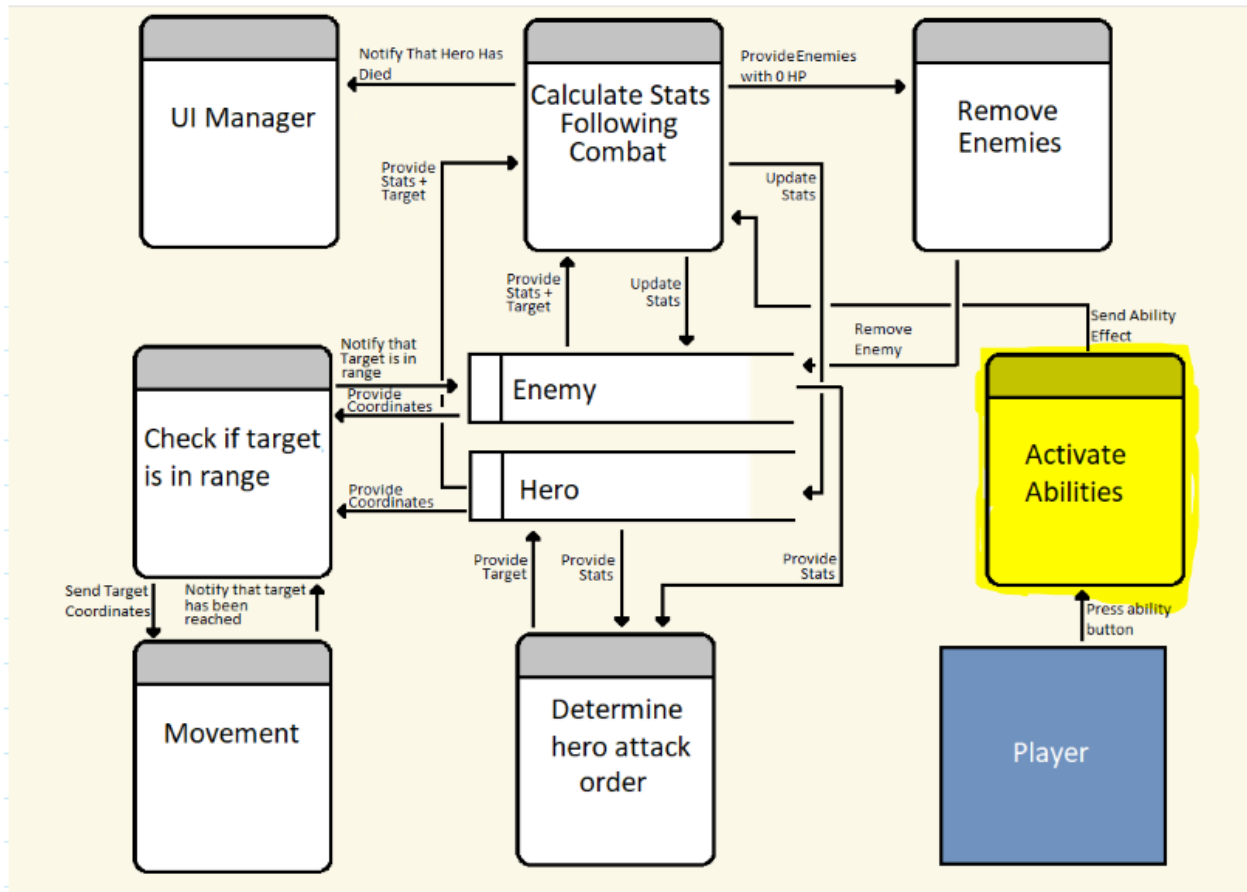
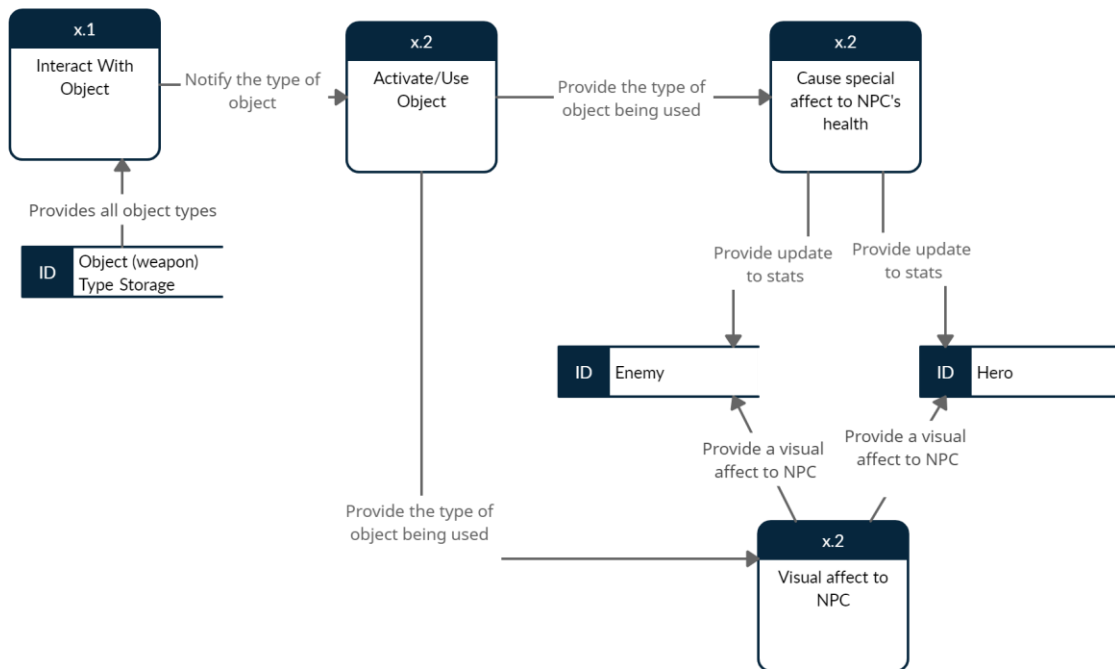


Diagram 2



Process Descriptions
The

4. Acceptance Tests _____9

Fight within tile with many enemies around hero, have hero use all abilities on the enemies

This test will be having an indestructible hero, a hero that has all abilities available to him and is placed on a tile with very many enemies. Hero will then activate each of his abilities to kill all of the enemies. The test will check the way the enemies died compared to the type of ability used on it.

5. Timeline _____/10

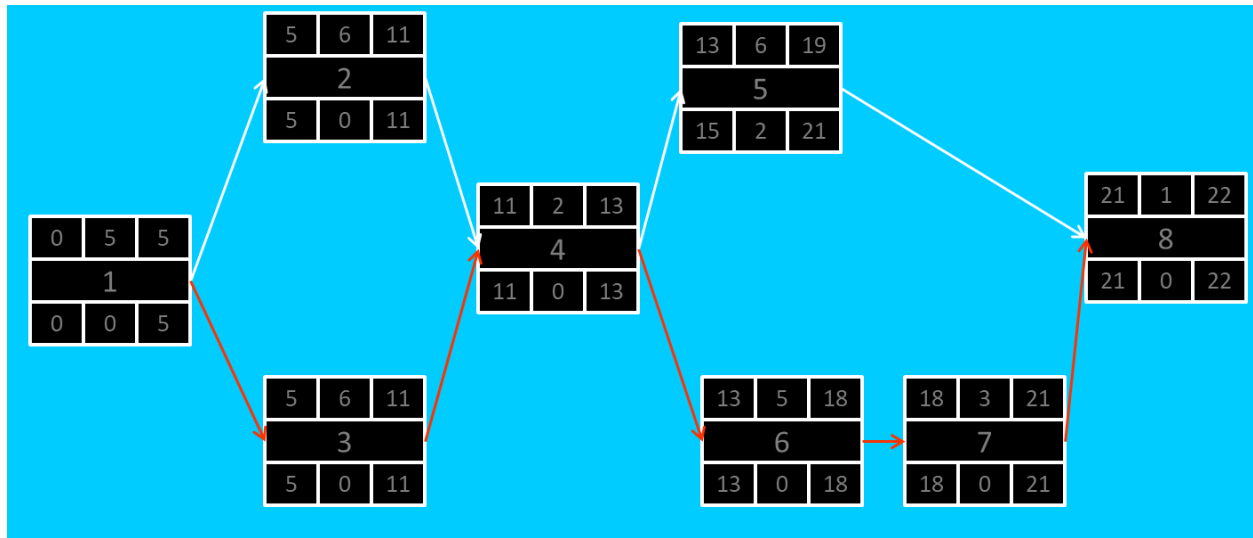
[Figure out the tasks required to complete your feature]

Example:

Work items

Task	Duration (PWKs)	Predecessor Task(s)
1.		-
2.		
3.		
4.		
5.		

Pert diagram



Gantt timeline

