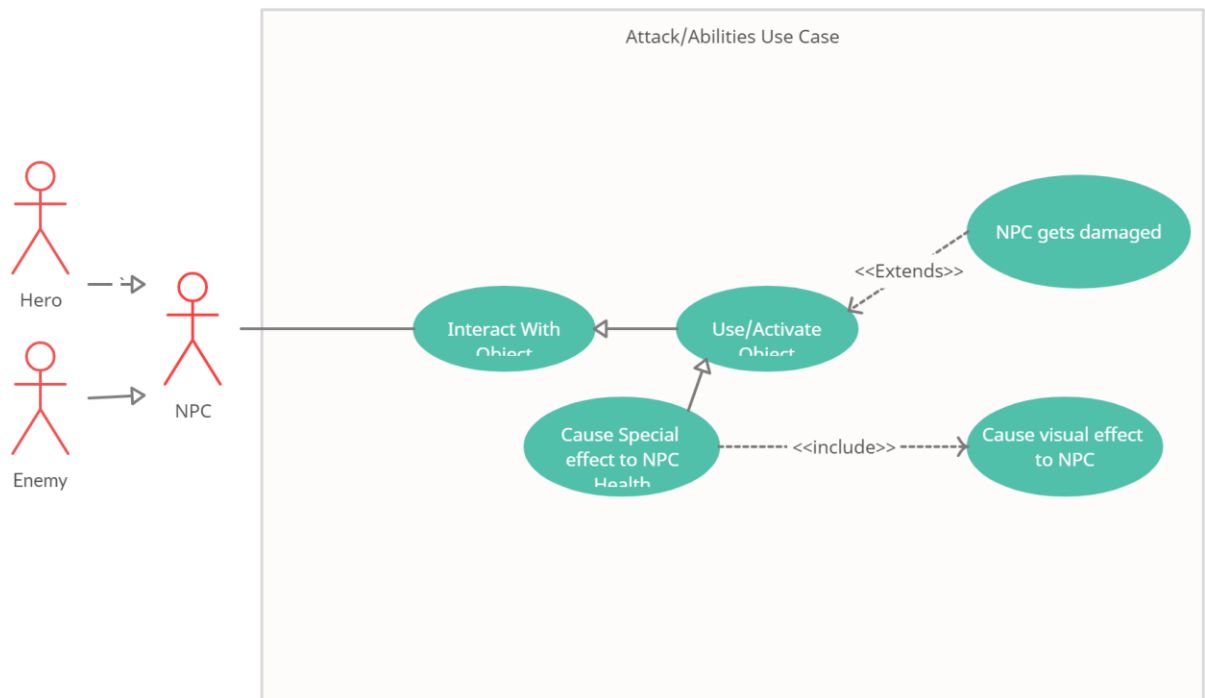


- **Brief introduction __/3**

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.

- **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.

Step 4: Object can interact with NPC

Exceptions:

Step 4: if Hero's health reaches 0, object can no longer be used

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.

- Data Flow diagram(s) from Level 0 to process description for your feature ____14

Data Flow Diagrams

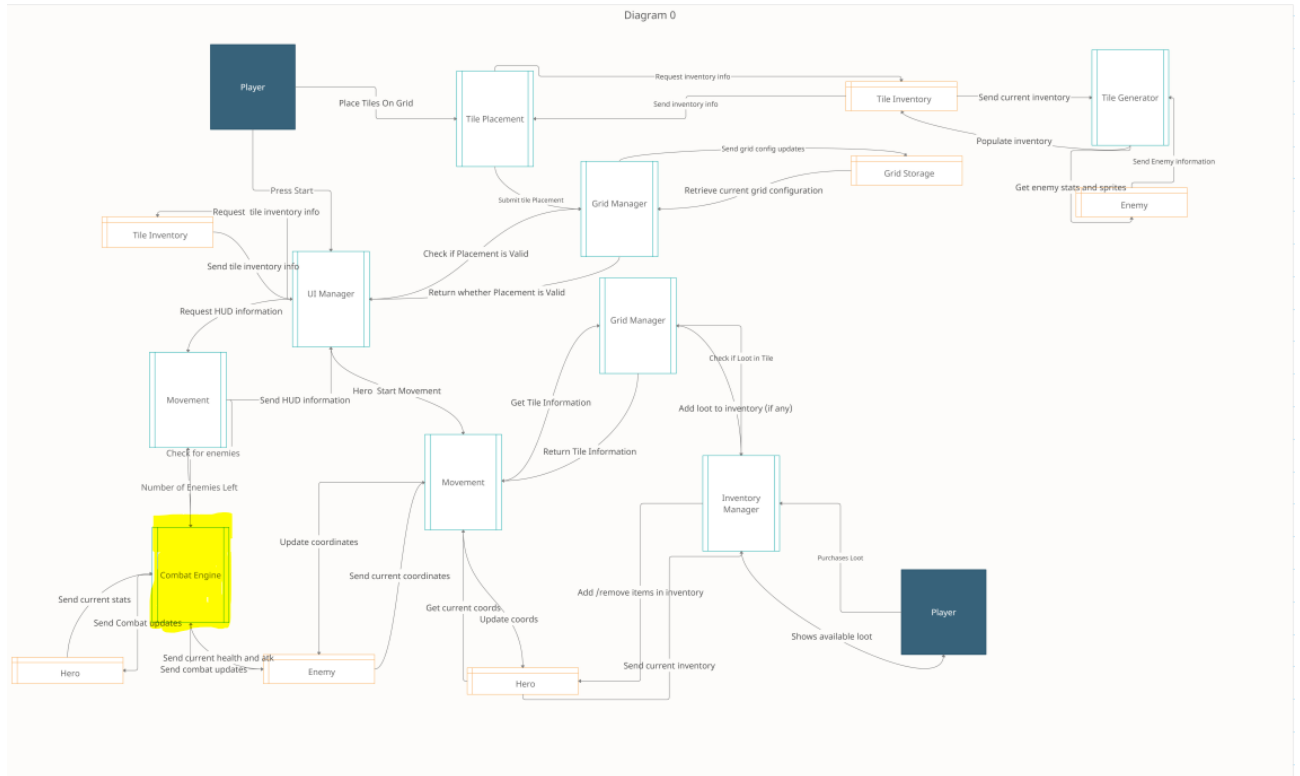


Diagram 1

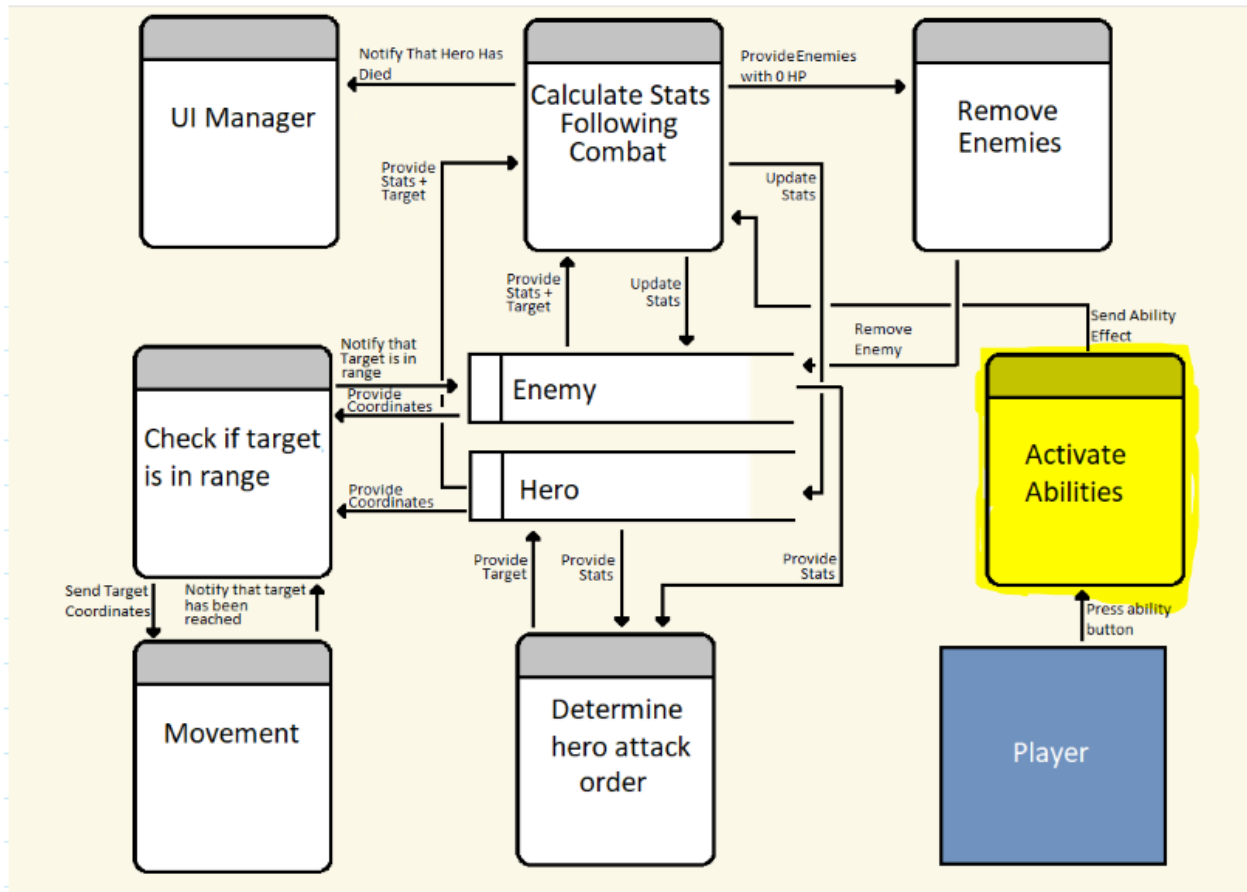
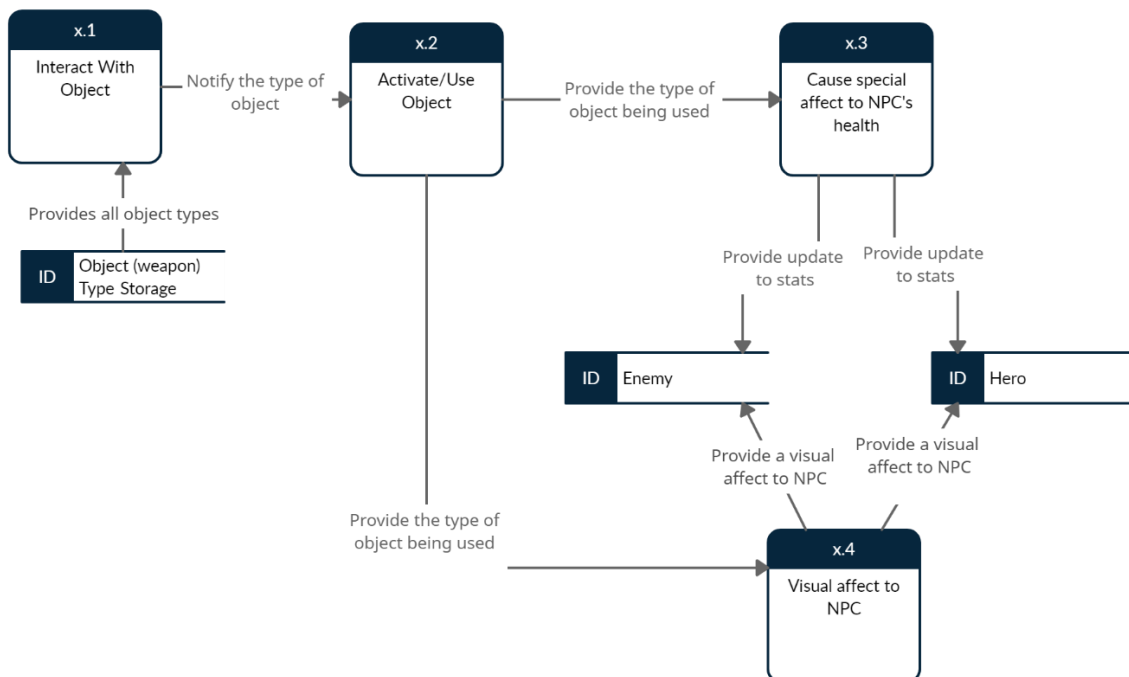


Diagram 2



Process Descriptions

NPC is in proximity to attack other NPC.

Before the first attack is started, process x.1 first checks the type of object being used from Object Type Storage. After Object was interacted with to know the type, x.1 notifies x.2 to activate the object then provide x.3 / x.4 or both depending on the object.

Process x.3, depending on the type of NPC (hero or enemy), will cause special affect to NPC health and provide updates to stats(health).

Process x.4, depending on the type of object being used, will create a visual effect to the NPC which then x.4 will provide an update to the NPC's appearance to either the NPC or its health bar.

- 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.

Output:

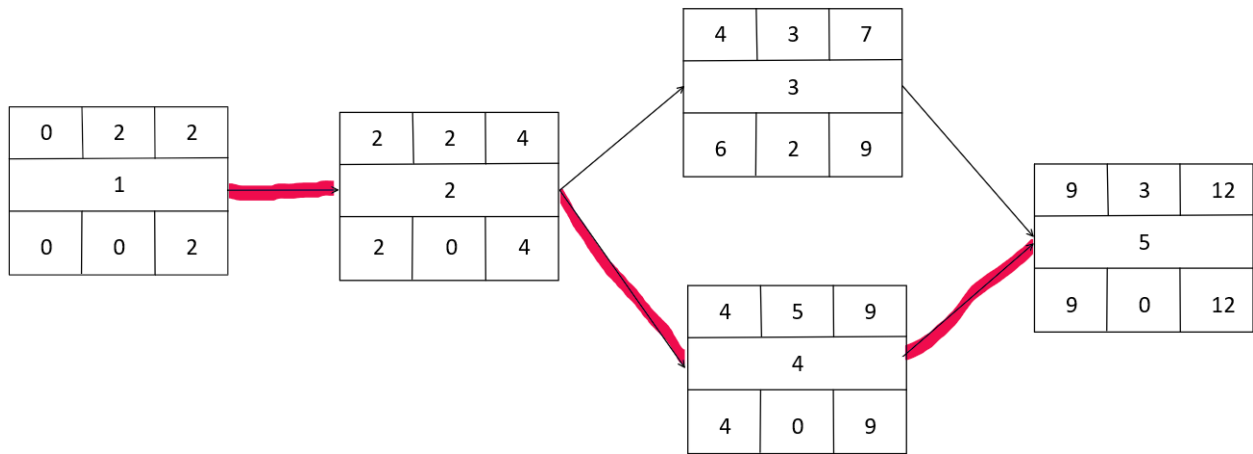
- number of enemies remaining
- Number of enemies that existed and died; will check if the enemy death matched the ability.

- Timeline _____/10

Work items

Task	Duration (PWKs)	Predecessor Task(s)
1. Create an Abilities Class	2	-
2. Create Object List	2	1
3. Special Ability Affect Health	3	1,2
4. Visual affect to NPC	5	1,2
5. Testing	3	3,4

Pert diagram



Gantt timeline

