Name_Alice Miller_____   Mark _____/50

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

1. Brief introduction __/3

My feature will be enemies within the game that the player needs to fight or interact with. This particular feature focuses on enemies that spit or shoot dangerous projectiles that the player needs to avoid, as well as enemies that roam the map that the player can attack. Both kinds of enemies will alert if the player comes within a certain range

2. Use case diagram with scenario __14

Alice's Use Case Diagram
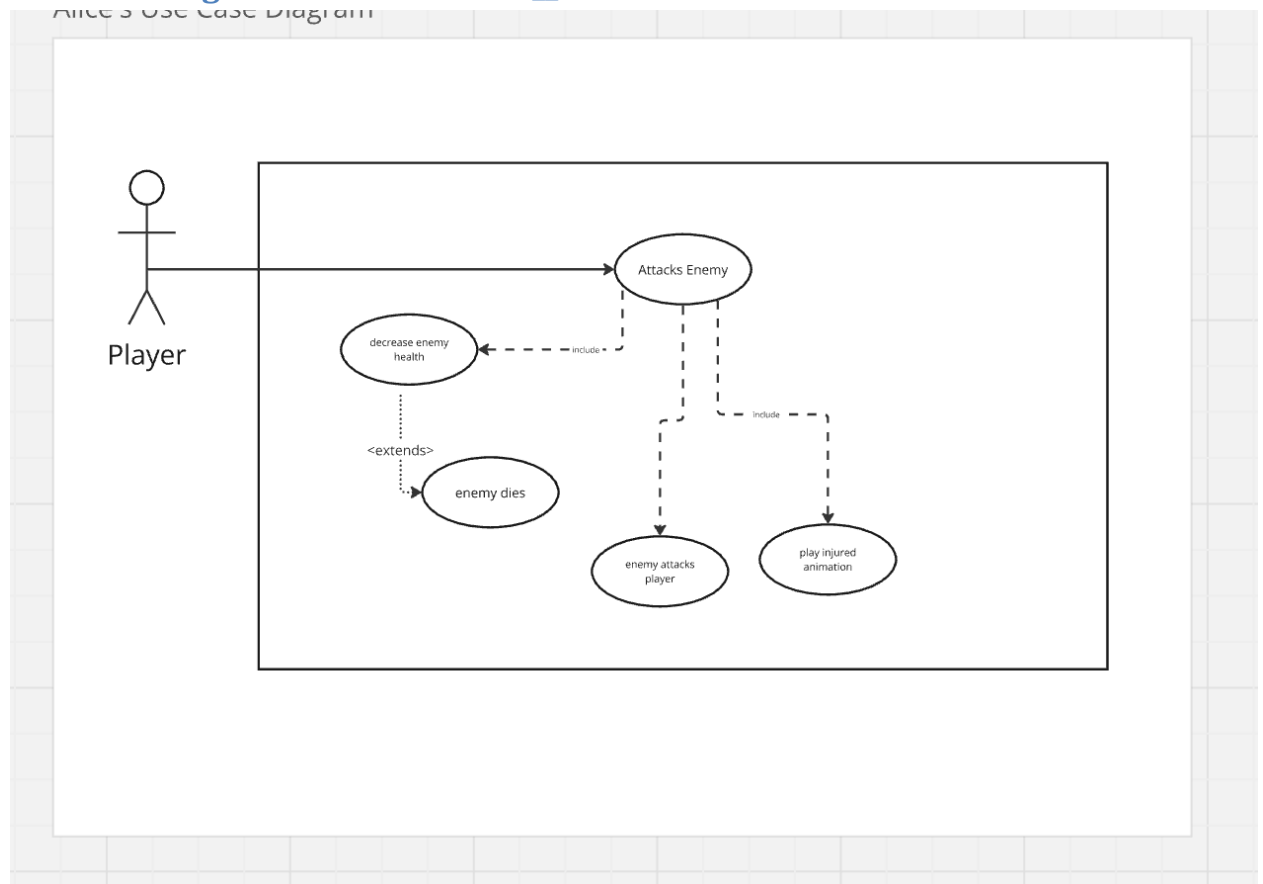
Scenarios

[You will need a scenario for each use case]

Name: Player attacks enemy

Summary: The player attacks an enemy they find and attempt to kill it, while the enemy reacts

Actors: Player, enemies

Preconditions: Player comes within range of the enemy

Basic sequence:

Step 1: Player walks into the enemy's sphere/space OR enemy walks near to the player and the enemy gets triggered

Step 2: Enemy recognizes the player has entered their space

Step 3: Player begins to attack enemy

Step 4: Enemy attempts to react

Exceptions:

Step 1: Player is unable to defeat enemy and their hit points decrease as they are attacked

Step 2: Player is killed by the enemy

Step 3: Enemy is killed the player

Post conditions: Enemy dies and is no longer alive, or enemy successfully makes the player leave the space (player dies or runs out of the space)

Priority: 2*

ID: C01

*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 0

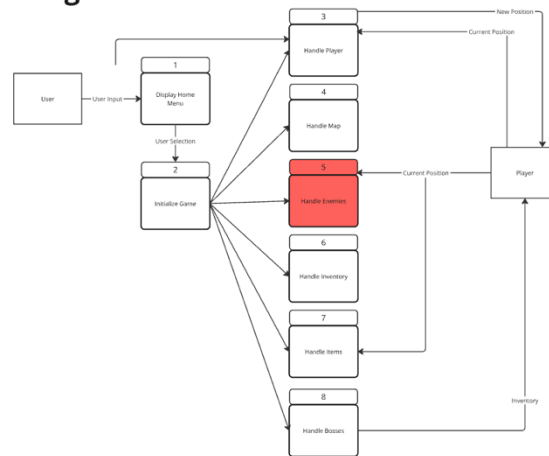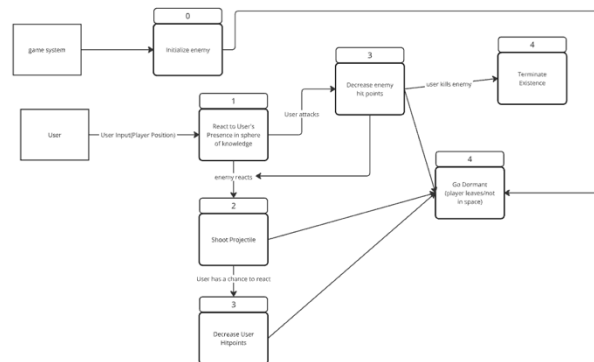
Diagram 5-general enemy behavior

Process Descriptions

Attack Player*:

    WHILE player in enemy space

        IF player controls = ducking/concealed

            Do not shoot

        ELSE

            Pause 1 second

            Aim and shoot projectile at the player's location

            IF projectile hits player

                Player HP – amount

                Player animation should 'flinch'

            On collision, remove projectile from screen

        IF player's weapon contacts enemy

- hit points from enemy
                                    -animation of enemy should 'flinch'
                        IF hit points <= 0
                                    Terminate all enemy action
                                    Remove from Screen

            END WHILE

4. Acceptance Tests _____9

If player moves into sphere Automation:

    Run the feature. Automate an object(the player) crossing a certain point on the screen(the boundary of the enemy's sphere of knowledge.) The enemy should react appropriately (shooting or not shooting). Should run tests where the player is approaching from all sides. If possible, automate the player in different conditions(crouching or concealed). Test if player popping in and out of range causes the enemy to glitch by changing their position.

5. Timeline _____/10

[Figure out the tasks required to complete your feature]
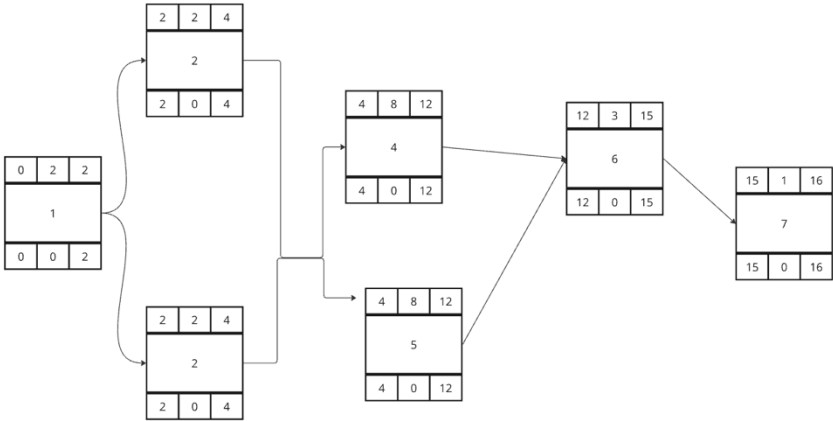
Example:

Work items

Task	Duration (PWks)	Predecessor Task(s)
1. Requirements Collection: overall game design and vision created, figure out which level each enemy will appear at, pick types of enemies and their jobs and powers.	<2	-
2. Animation, Art, Appearance collection for enemies and types.	<2	1
3. Code Planning: designing and planning, constructing classes, writing pseudocode, planning enemy interactions with users	4	1
4. Programming enemies Type One (fixed position in map)	8	2, 3
5. Programming enemy Type Two (roaming map, hunting	8	2,3

player)		
6. Testing	3	6
7. Installation	1	5, 7

Pert diagram

Alice's Pert

Gantt Timeline

Alice's Gantt

Gantt Chart - Alice Miller