Name____Shawn Young_____ Mark _____/50

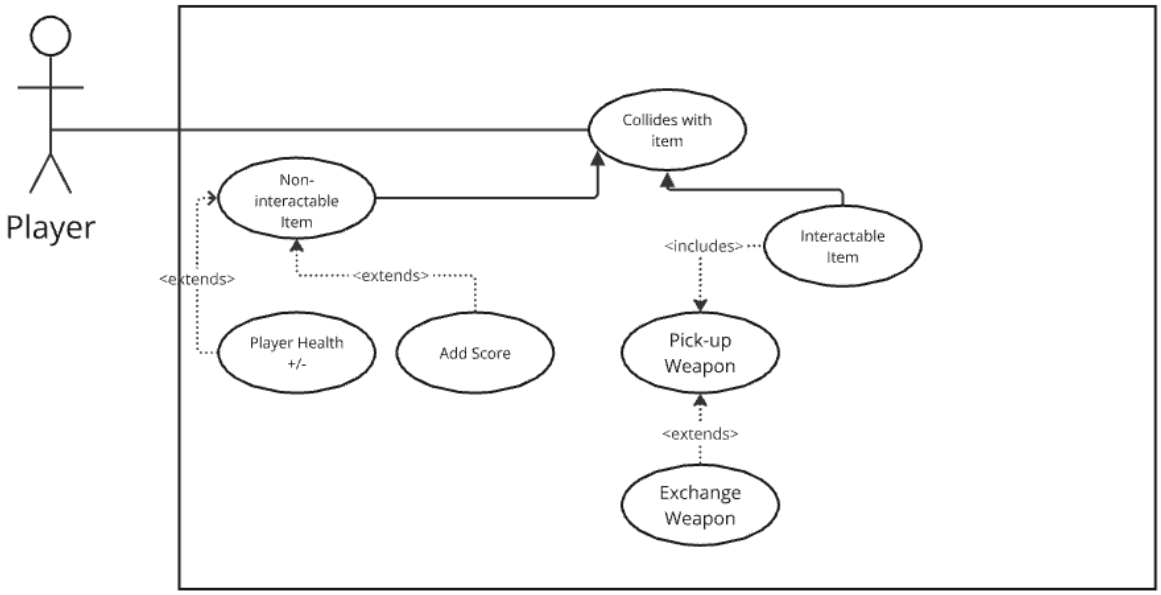
[**Instructions**: Remove everything that is not a heading below and fill in with your own diagrams, etc.]

1. Brief introduction __/3

The feature I am going to go over today is items/collectables and I will be going over the different types of items and collectables that are going to be able to be picked/used in our game.

2. Use case diagram with scenario __14

Use Case Diagrams



Scenarios

Name: Collides with Item

Summary: The Player collides with an Item

Actors: Player

Preconditions: Game has been initialized.

Basic sequence:

Step 1: Player walks/swims/jump/contacts an Item.

Step 2: Player gets prompt to equip/change weapon.

Step 3: Player equips/changes weapon.

Exceptions:

Step 2: Item is non-interactable, it disappears, and the players health goes either up or down, or score goes up.

Post conditions: Most likely score went up, or player health went up or down or player found a rare new weapon which changes how the can player attack.

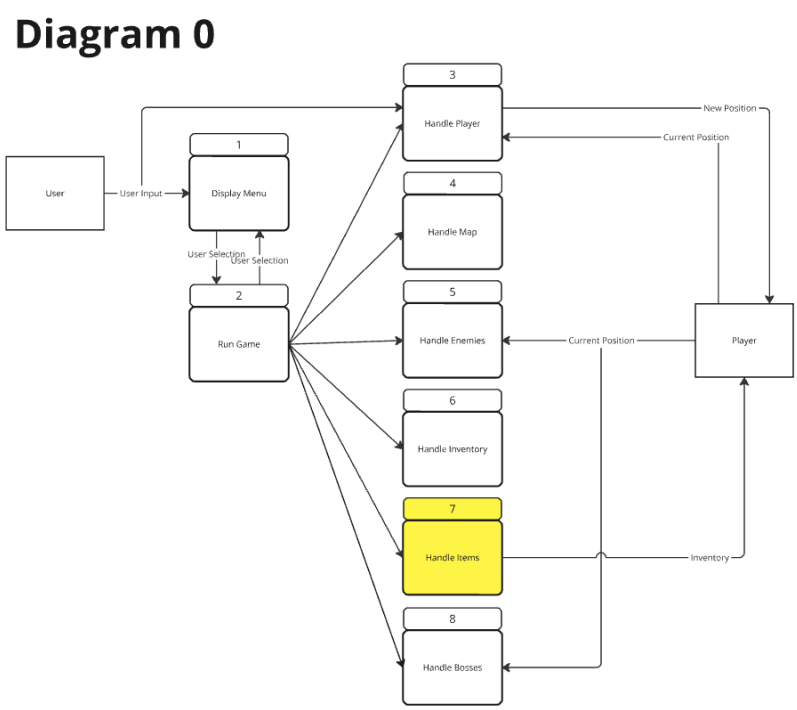
Priority: 2*

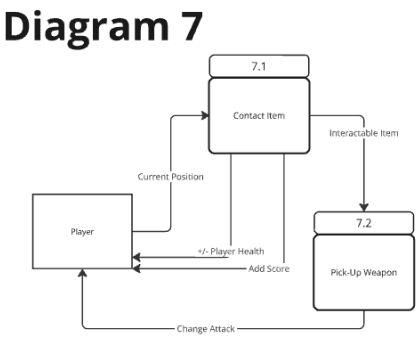
ID: C01

*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

Data Flow Diagrams





Process Descriptions

Contact Item*:

IF Player current position == Item current position

IF item == 1

+/-Player Health

IF item == 2

Score++

ELSE item == interactable

Change Weapon()

Change Weapon*:

IF Player weapon == x

Player weapon = item

4. Acceptance Tests _____9

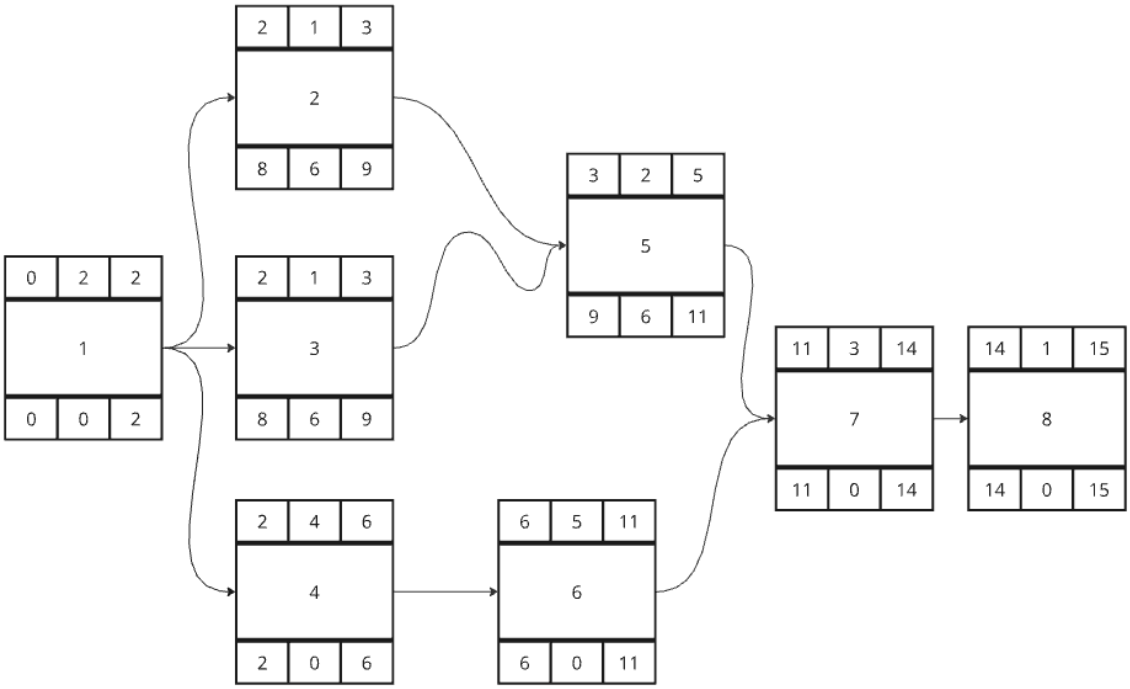
Run the feature many times for my acceptance tests, making sure that collision from the player sprite with the items is seamless, bounds testing and create exception cases for getting bad data from collectables. Changing the players weapon multiple times to ensure seamless and glitch less operation.

5. Timeline _____/10

Work items

Task	Duration (PHrs)	Predecessor Task(s)
1. Art Decisions	2	-
2. Score Collectable Design	1	1
3. Health Collectable Design	1	1
4. Weapon Item Design	4	1
5. Collectables Programming	2	2,3
6. Item Programming	5	4
7. Testing	3	5,6
8. Documentation	1	7

Pert diagram



Gantt timeline