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## Introduction \_\_/3

My feature for our game, The Shipwreck Protocol, is to handle the user’s input and translate it into movement for the player character.

When a player presses a key on a keyboard, presses a button or moves a joystick on a controller, or taps a specific area on a touchscreen, the game needs to be able to read it and perform the proper actions.

My job is to ensure that these actions performed by the user are properly read, and the player character responds accordingly by performing various movements.

## Use Case Diagram (with Scenario) \_\_/14

#### Use Case Diagrams

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#### Scenarios

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## Data Flow Diagrams \_\_/14

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#### Data Flow Diagrams

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#### Process Descriptions

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## Acceptance Tests \_\_/9

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## Timeline \_\_/10

#### Work Items

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#### Pert Diagram

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#### Gantt Timeline

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