Name: Davin Lewis\_\_\_\_\_\_\_\_\_\_\_\_\_ Mark \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_/50

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

## Brief introduction \_\_/3

[Describe your feature briefly]

## Use case diagram with scenario \_\_14

[Use the lecture notes in class.

Ensure you have at least one exception case, and that the <<extend>> matches up with the Exceptions in your scenario, and the Exception step matches your Basic Sequence step.

Also include an <<include>> that is a suitable candidate for dynamic binding]

Example:

### Use Case Diagrams

A diagram of a company

Description automatically generated

### Scenarios

**[You will need a scenario for each use case]**

**Name:** Go to Main Menu

**Summary:** The user interacts with the pause menu to go main menu

**Actors:** User, UI Manager

**Preconditions:** Calculator has been initialized.

**Basic sequence:**

**Step 1:** Accept input to open pause menu

**Step 2:** UI Manager displays pause menu

**Step 3:** Continue to accept input to navigate menus

**Step 4:** Accept input on buttons

**Step 5:** UI Manager display Main Menu

**Exceptions:**

**Step 1:** Settings menu is opened

**Step 2:** Pause Menu is closed

**Post conditions:** Main Menu on screen

**Priority:** 2

**ID:** MM01

\*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

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

Example:

### Data Flow Diagrams

A diagram of a diagram

Description automatically generated

### Process Descriptions

Display Main Menu:

ON START

Display the main menu

Accept user input to navigate the main menu

IF option selected

Stop displaying main menu

Proceed with necessary functionality

Run Game:

When user selects play or load from main menu

Start a new game or load their save data

Run game using other features

Display Pause Menu:

ON PAUSE input

Display pause menu

Accept user inputs to navigate the pause menu

IF RESUME

Close pause menu

Resume running game

IF MAIN MENU

Stop running game

Stop displaying Pause Menu

Display Main Menu

## Acceptance Tests \_\_\_\_\_\_\_\_9

[Describe the inputs and outputs of the tests you will run. Ensure you cover all the boundary cases.]

|  |  |  |
| --- | --- | --- |
| Input | Output | Notes |
| Menu button is pressed | Proceed with the specified button functionality | This is the expected case. |
| Somewhere without button is pressed | Don’t do anything | This is the equivalent of trying to interact with something that isn’t there |
| Incorrect input control | Don’t do anything | This is the idea of pressing a key that has no directed input in the game. |

## Timeline \_\_\_\_\_\_\_\_\_/10

[Figure out the tasks required to complete your feature]

Example:

### Work items

|  |  |  |
| --- | --- | --- |
| Task | Duration (Hrs) | Predecessor Task(s) |
| 1. Construct idea for layout | 2 | - |
| 2. Prototype Layout | 6 | 1 |
| 3. Code Buttons | 4 | 1, 2 |
| 4. Add Saving/Loading | 3 | 1,2,3 |
| 5. Update Prototype Assets | 2 | 2 |
| 6. Finalize Implementation | 4 | 1,2,3,4,5 |

### Pert diagram

A diagram of a diagram

Description automatically generated

### Gantt timeline

A chart with yellow and blue squares

Description automatically generated