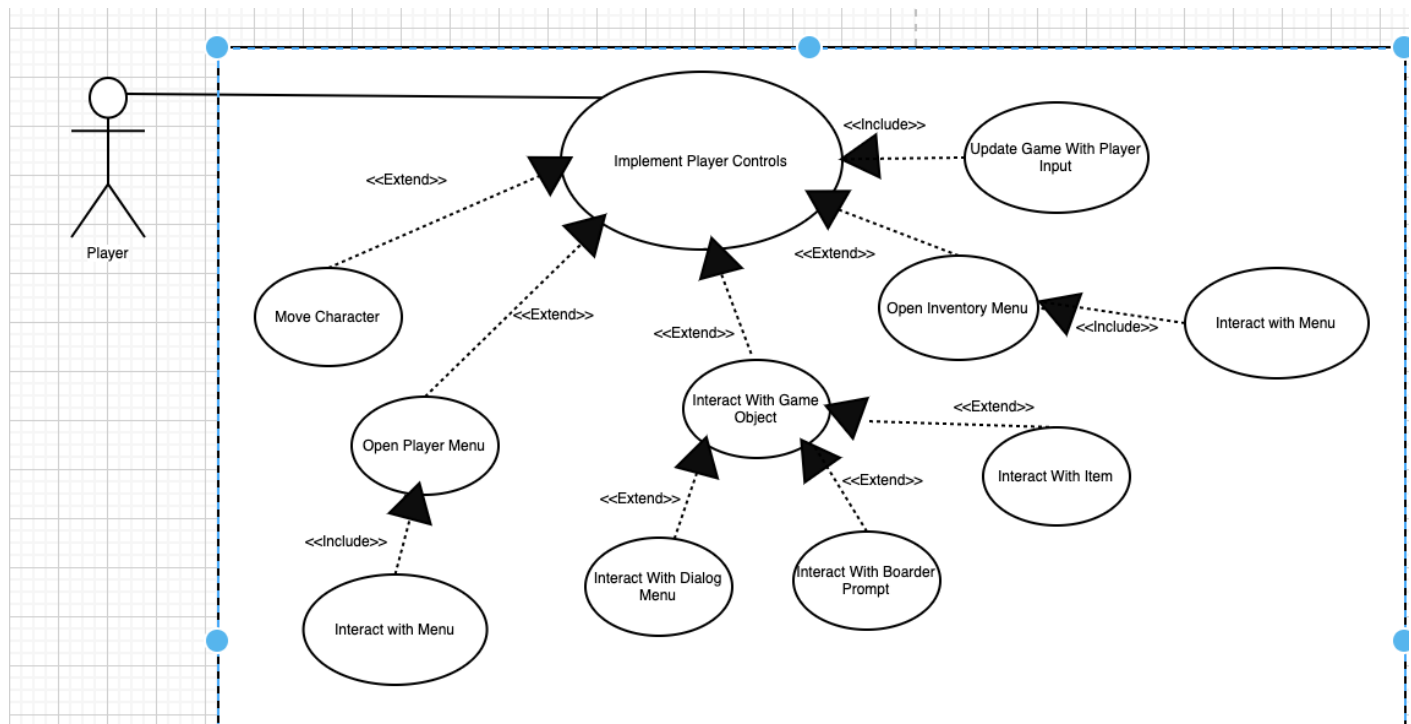


1. Brief introduction _/3

My champion will be implementing the player controls and interactions with the game environment. I will also design a level for the game existential.

2. Use case diagram with scenario _14

Use Case Diagrams



Scenarios

Name: Move Character

Summary: Player presses a movement key to move the character in the game.

Actors: Player

Preconditions: Character Entity Information, Legal Player Actions, and Legal Navigation Regarding Scene Info.

Basic sequence:

Step 1: Check to see if user can legally move in the specified direction.

Step 2: Move the player

Exceptions:

Step 1: They player tries to move the character illegally.

Step 2: Don't move character if inventory menu or player menu is open.

Post conditions: Player will see their character move on the screen.

Priority: 1*

ID: C01

Name: Open Player Menu

Summary: Player presses a key to open the player menu.

Actors: Player

Preconditions: Import scene info.

Basic sequence:

Step 1: Switch Scene to the player menu / pause menu.

Step 2: Let player interact with buttons on menu.

Exceptions:

Step 1: Close menu when key is pressed again

Post conditions: Perform action selected in menu, or close the menu.

Priority: 3

ID: C02

Name: Interact with Game Object

Summary: Player interacts with something in the game

Actors: Player

Preconditions: Import character and map design

Basic sequence:

Step 1: Player chooses to interact with something in the game.

Exceptions:

Step 1: Player interacts with dialog by clicking on it to continue the dialog.

Step 2: Player interacts with boarder prompt to switch to new level.

Step 3: Player interacts with object to pick it up.

Step 4: If player does not click on a game object then ignore the user input.

Post conditions: Game updates with player interaction with environment.

Priority: 1*

ID: C03

Name: Open Inventory Menu

Summary: Player presses a key to open the inventory menu.

Actors: Player

Preconditions: Import inventory options and character entity information.

Basic sequence:

Step 1: Player presses key to open the inventory menu.

Step 2: Player interacts with items in inventory.

Exceptions:

Step 1: If menu is open then close it.

Post conditions: player add/removes and item.

Priority: 2

ID: C04

Name: Update Game with Player Input

Summary: Game updates visually as player moves the character or interacts with the game environment.

Preconditions: Character Entity Information, Legal Player Actions, Legal Navigation Regarding Scene Info, and gameflow.

Basic sequence:

Step 1: Determine what player control happened.

Step 2: Display menu if player wants to see the menu.

Step 3: Close menu if player wants menu closed.

Step 4: Display item inventory menu if player wants to open the inventory menu.

Step 5: Close item inventory menu if player wants to close the inventory menu.

Step 6: Move the character if player wants to move the character.

Step 7: Traverse through Dialog if player interacts with dialog menu.

Step 8: Traverse to different level if player interacts with boarder prompt.

Exceptions:

Step 1: There is a mouse click: initiate object interaction process.

Step 2: A keyboard key is pressed: move the player for as long as key is pressed.

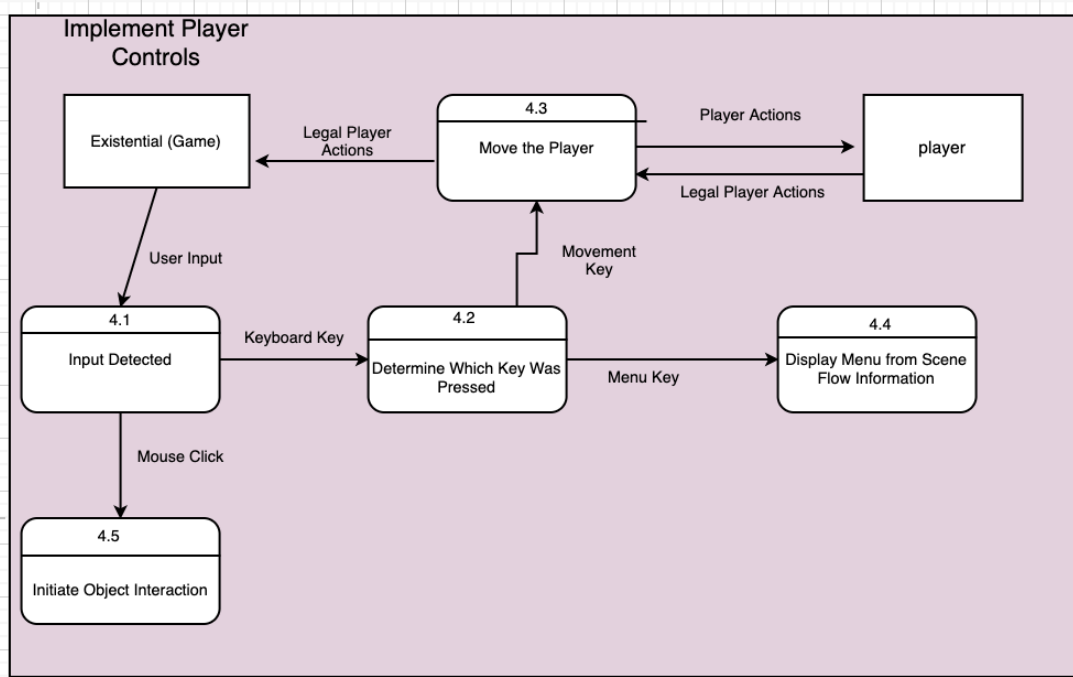
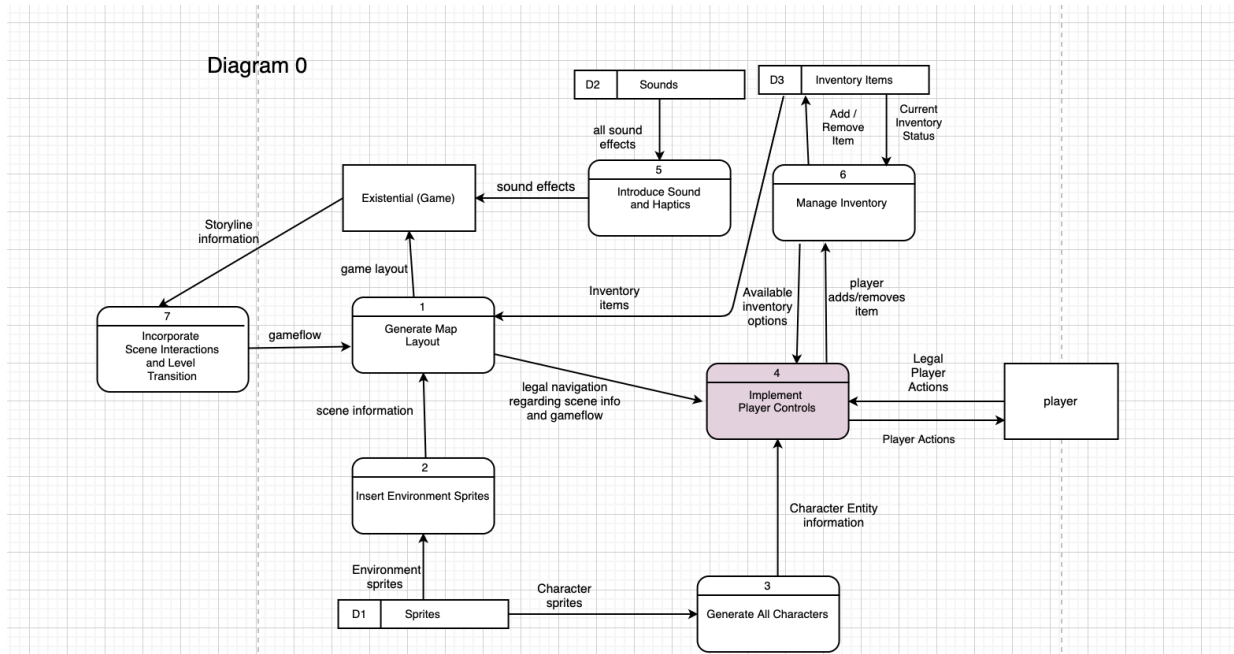
Step 3: A button other than mouse click or keyboard stroke is pressed: ignore input.

Post conditions: Game updates with player movement or begins object interactions process.

Priority: 1*

ID: C05

3. Data Flow diagram(s) from Level 0 to process description for your feature 14



Process Descriptions

Input Detected:

IF Keyboard Key THEN Determine Which Key Was Pressed

IF Mouse Click THEN Initiate Object Interaction

Determine Which Key Was Pressed:

IF Menu Key THEN Display Menu from Scene Flow Information
 IF Movement Key THEN Move the Player
 Move the Character:
 WHILE key is pressed AND WHILE player action IS legal player action
 Move character in Existential
 END WHILE
 END WHILE
 Display Menu from Scene Flow Information:
 IF inventory menu THEN display inventory menu
 IF player menu THEN display player menu
 Initiate Object Interaction:
 IF on object THEN send data to manage inventory

4. Acceptance Tests _____9

Player Controls:

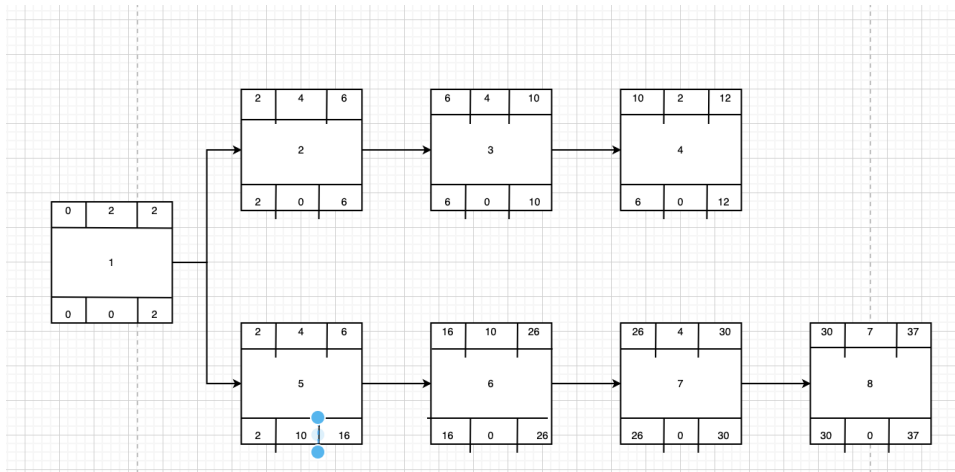
Test	Desired Result	Notes
Test User trying to move against all player boarders.	Character in game should not move	
Test user can move player in every direction.	Character should move in every direction (F,B,L,R)	
Test User Does not pick anything up if they do not click on an item.	User does not pick up any items	
Test user can interact with inventory menu	Player can interact and move items in the inventory menu	
Test user can interact with player menu	Player can use all buttons as intended	
Test user can exit the game	Game exits normally	
Test user can open player menu	Player menu opens	
Test user can close player menu	Player menu closes	
Test user can interact with boarder prompt	Game switches levels	

5. Timeline ____/10

Work items

Task	Duration (Hours)	Predecessor Task(s)
1. Requirements Collection	2	-
2. Program Player Controls	4	1
3. Implement Player Controls	4	2
4. Testing Player Controls	2	3
5. Design Level	4	1
6. Program Level	10	5
7. Test Level	4	6
8. Document Level	7	7

Pert diagram



Gantt timeline

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