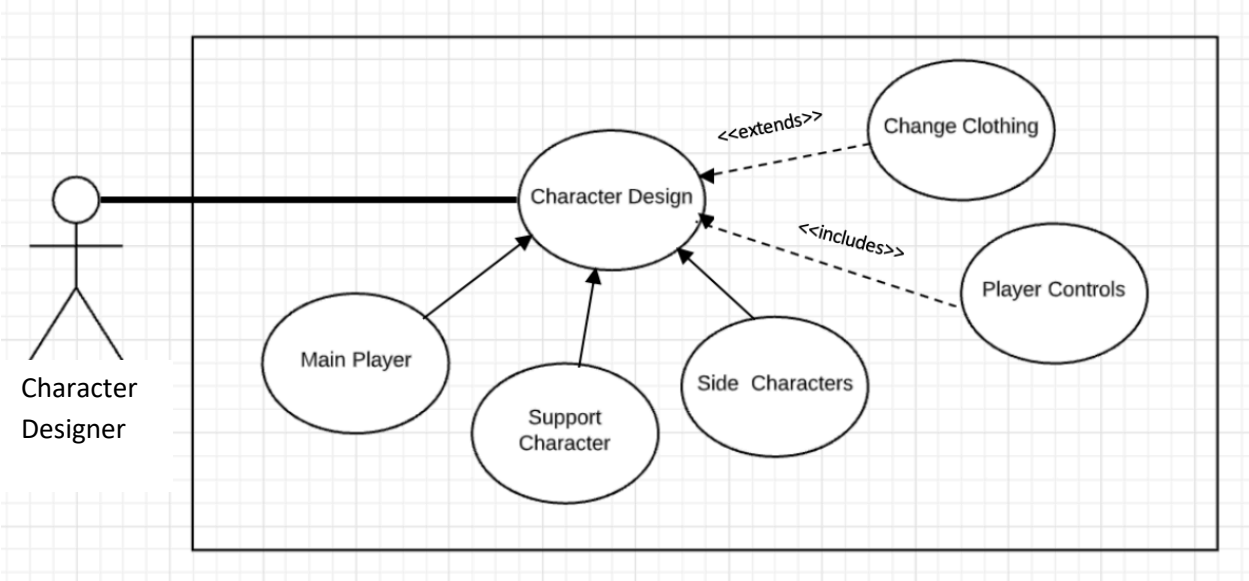
Name_____Isabel Hinkle_____ Mark _____/50

1. Brief introduction __/3

My champion feature will be to design the main character and all of the other characters throughout the game. I will choose their clothing, hairstyles, etc. such that they remain consistent and all look alike.

2. Use case diagram with scenario __14

Use Case Diagrams



Scenarios

Name: Main Player

Summary: Character designer uses the character design to create the main player.

Actors: Character Designer

Preconditions: Character has been drafted.

Basic sequence:

Step 1: Sketch a rough draft of the character.

Step 2: Start to implement features digitally.

Step 3: Finish creating character.

Step 4: Export character to the team lead responsible for connecting player controls.

Exceptions:

Step 1: X (help, instructions, etc.) menu is chosen. Main player is not displayed.

Step 2: Physical player never chooses to start the game. The main player is never displayed.

Post conditions: Main player is connected with controls and basic movements work.

Priority: 1 (Must have)

ID: P01

Name: Support Character
Summary: Character designer uses the character design to create the support character.
Actors: Character Designer
Preconditions: Character has been drafted.
Basic sequence:

Step 1: Sketch a rough draft of the character.
Step 2: Start to implement features digitally.
Step 3: Finish creating character.
Step 4: Export character to the team lead responsible for connecting player controls.

Exceptions:

Step 1: Main player chooses not to use support character in first scene. (If this is an option)
Step 2: Physical player never chooses to start the game. Support character is never revealed.

Post conditions: Support character is connected with controls and basic movements work.
Priority: 2 (Essential)
ID: P02

Name: Side Characters
Summary: Character designer uses the character design to create the side characters
Actors: Character Designer
Preconditions: Characters have been drafted.
Basic sequence:

Step 1: Sketch rough drafts of side characters.
Step 2: Start to implement features digitally.
Step 3: Finish creating characters.
Step 4: Export characters to the team lead responsible for player controls.

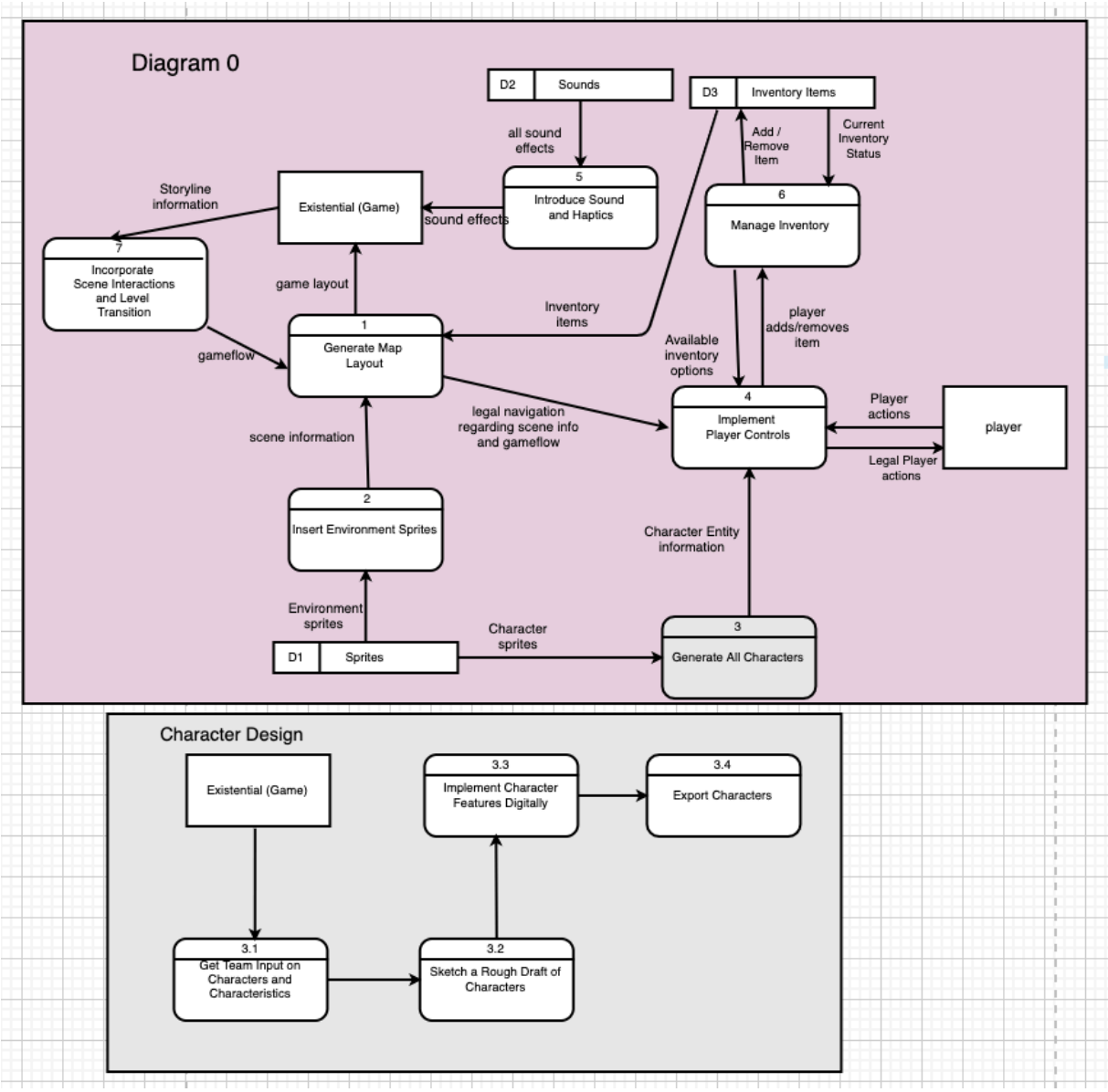
Exceptions:

Step 1: Main player never chooses to interact with side characters. The side characters are never displayed.

Post conditions: Side characters are connected with controls and basic movements work.
Priority: 3 (Nice to have)
ID: P03

3. Data Flow diagram(s) from Level 0 to process description for your feature _____14

Data Flow Diagrams



Process Descriptions

Get Team Input on Characters and Characteristics:

Here, I cannot really implement code or pseudocode. For this process description I will need to ask for team input on how we would like our game characters to look and interpret that information. Or, I will need to make the decisions myself and gather some ideas on possible characters.

Sketch a Rough Draft of Characters:

This also cannot implement code or pseudocode. At this point, I can either do this while meeting with the team and gathering input on what the characters should look like, or I can do this on my own.

Implement Character Features Digitally:

Depending on how the team decides they want the layout and look of our game to be, I will create each character in the Unity interface with a possible character creating asset set, or I will create each character with pixel art. There will be at least 8 characters, the main character, the support NPC, and at least one character per level in our game for player interaction.

Export Characters:

At this point, I will need to export the digitally created characters to Unity so that the team lead responsible for implementing and connecting the player controls can start their feature.

4. Acceptance Tests _____9

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

- Implement all the sketched out features digitally
    - Input: rough sketch of character
    - What am I inputting to?: PixelArt
    - Output: digital character with all required features
- Make sure the characters show up correctly in the game
    - Input: digital character
    - What am I inputting to?: the game Existential
    - Output: character with functionalities and proportional to game layout
- Export correctly
    - Input: digital art of character
    - What am I inputting to?: Untiy
    - Output: character with functionalities

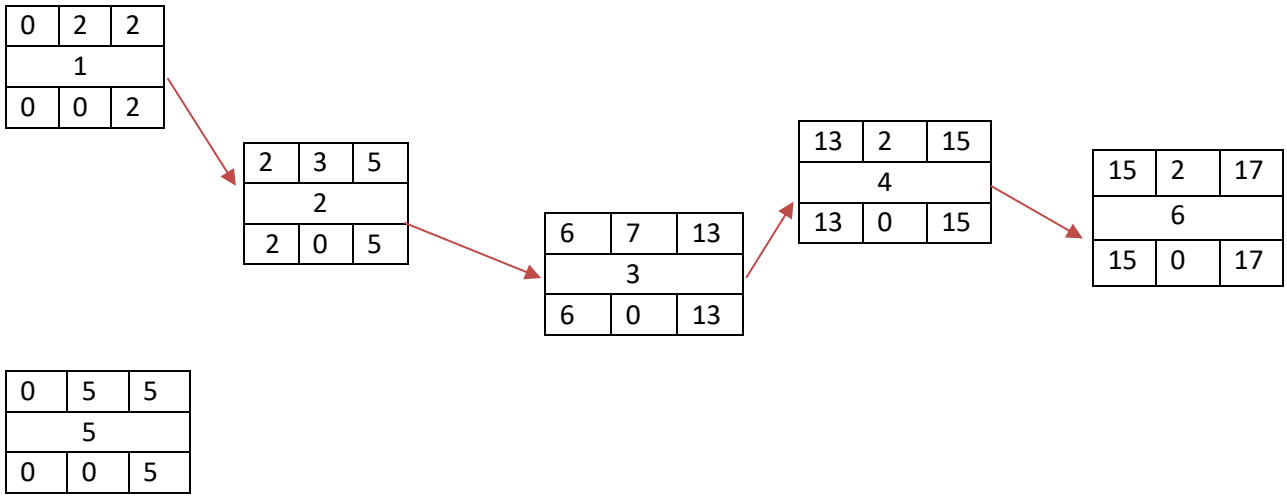
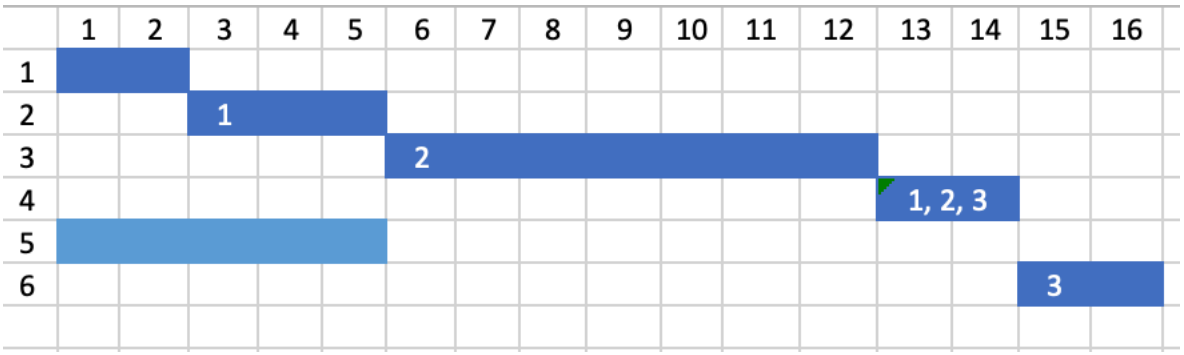
5. Timeline _____/10

Work items

Task	Duration (Hours)	Predecessor Task(s)
1. Group input to decide basic characteristics of characters in the game	2	-
2. Sketch rough drafts of what all characters should look like (about 7 characters min)	3	1
3. Implement features digitally	7	2
4. Export characters to team lead responsible for player controls	2	1, 2, 3

5. Documentation	5	-
6. Testing	2	3

Pert diagram



Gantt diagram