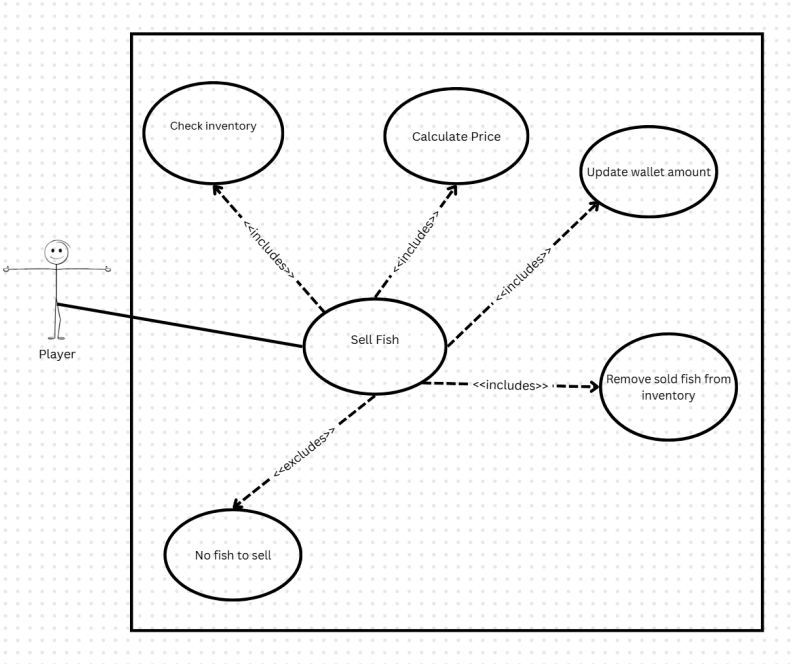
Name: Danny Guo Mark _____/50

1. Brief introduction __/3

My feature will be the shop where the player can sell the fish that they have caught during the day. Different fish will be worth different amounts with rarer fish being able to be sold for more coins. The player can choose to sell all the fish in their inventory or choose select ones.

2. Use case diagram with scenario __14

Use Case Diagrams



Scenarios

Name: Sell Fish

Summary: The player will sell the fish they have caught during the day to the boss in order to get money

Actors: Player

Preconditions: Talk to the boss

Basic sequence:

Step 1: Player selects the fish that they want to sell

Step 2: Each fish will have a price assigned to them

Step 3: Shop will calculate how many fish are sold and for how much by the pre-determined price

Step 4: The total will be added into the player's wallet

Step 5: Sold fish removed from player inventory

Exceptions:

Step 1: There is no fish for the player to sell

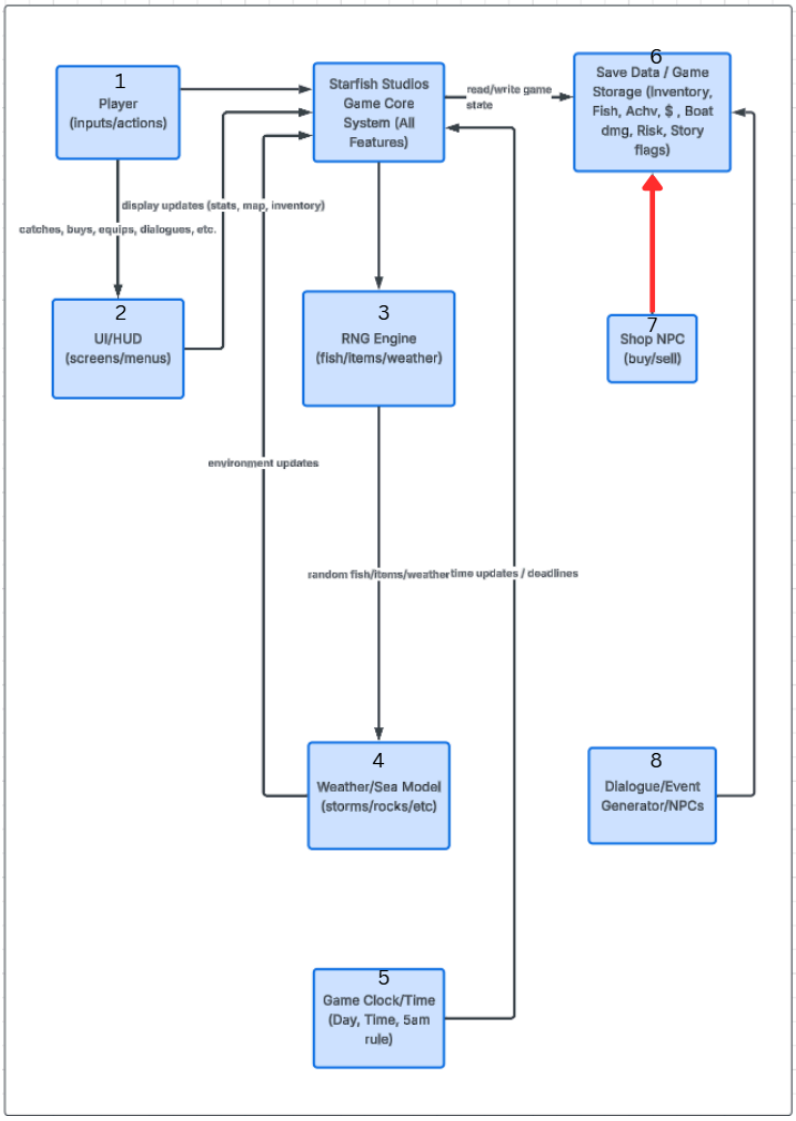
Post conditions: Player has money to allocate to bills or other expenses; the fish they sold is gone and inventory is cleared up.

Priority: 2*

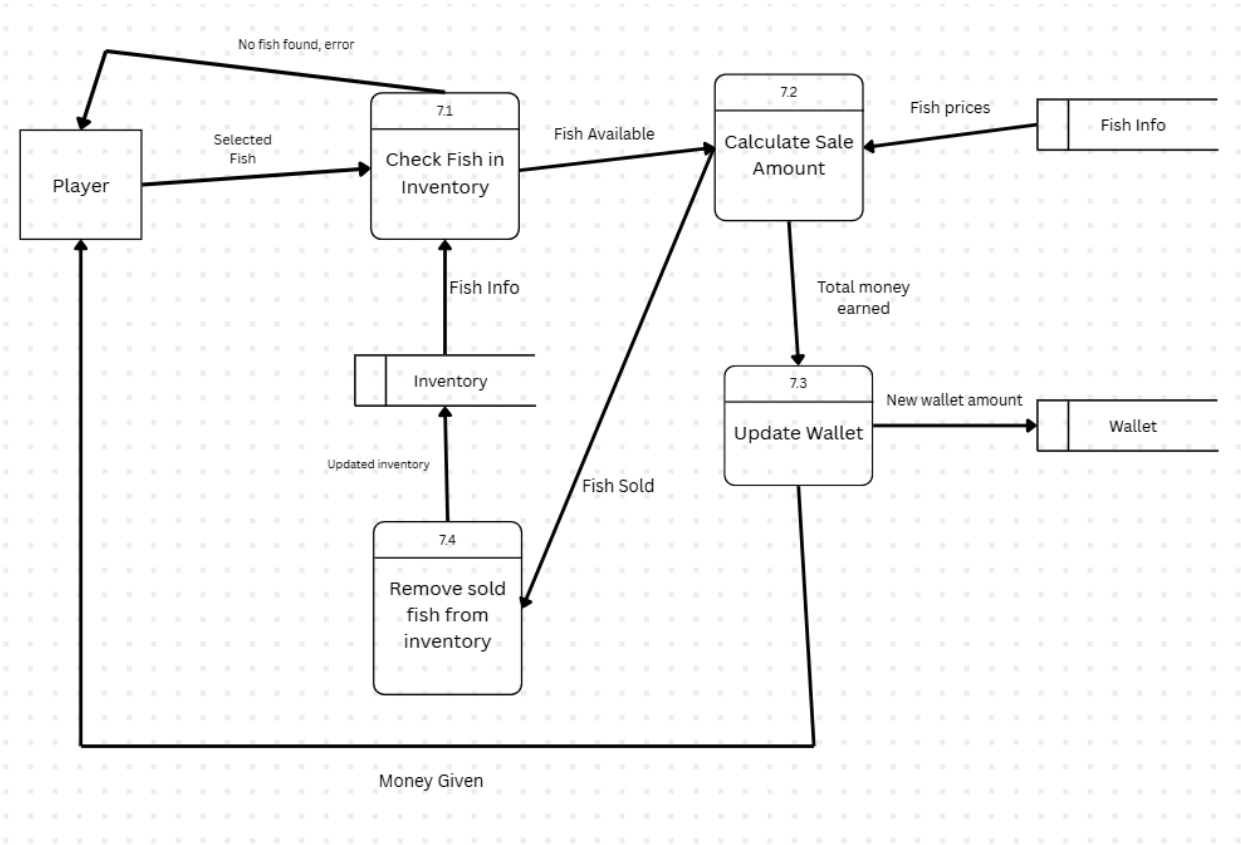
ID: C01

*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

SHOW player's inventory of fish
WAIT for player input
IF player selects fish to sell
  CONTINUE to calculate sale
ELSE IF player selects cancel
  END feature
END IF

IF Inventory is empty
  DISPLAY "No fish to sell"
  END feature
END IF

TotalSale = 0
FOR each fish selected
  Price = GetPrice(fish)
  Quantity = fish quantity

TotalSale = TotalSale + (Price * Quantity)
END FOR

Player.Wallet = Player.Wallet + TotalSale

REMOVE sold fish from Inventory

4. Acceptance Tests _____9

The fish will sell at their respective values for the amount they have in their inventory. If the inventory is empty, nothing will be sold. There will be no randomness for this feature. The only input is from the player on what fish they want to sell and then it will be a formula to calculate the total amount.

Inventory	Fish Price	Player Action	Money Gained	Notes
1 Tuna	Tuna = $2	Sell 1 tuna	$2	Single sale of fish, standard case
3 Bass	Bass =$5	Sell 2 bass	$10	Multiple fish sold in one transaction
3 Tuna	Tuna =$2	Sell all	$6	Inventory sale
4 Tuna, 2 Bass	Tuna =$2 Bass =$5	Sell 1 bass and 1 tuna	$7	Selling multiple species of fish at once, but not entire inventory
Nothing	$0	Sell all	$0	Can't sell any fish since player has nothing
10 fishes	5 different species	Sell all	$$$ correctly calculated total	Mass inventory selling of fish of different species

5. Timeline _____/10

[Figure out the tasks required to complete your feature]

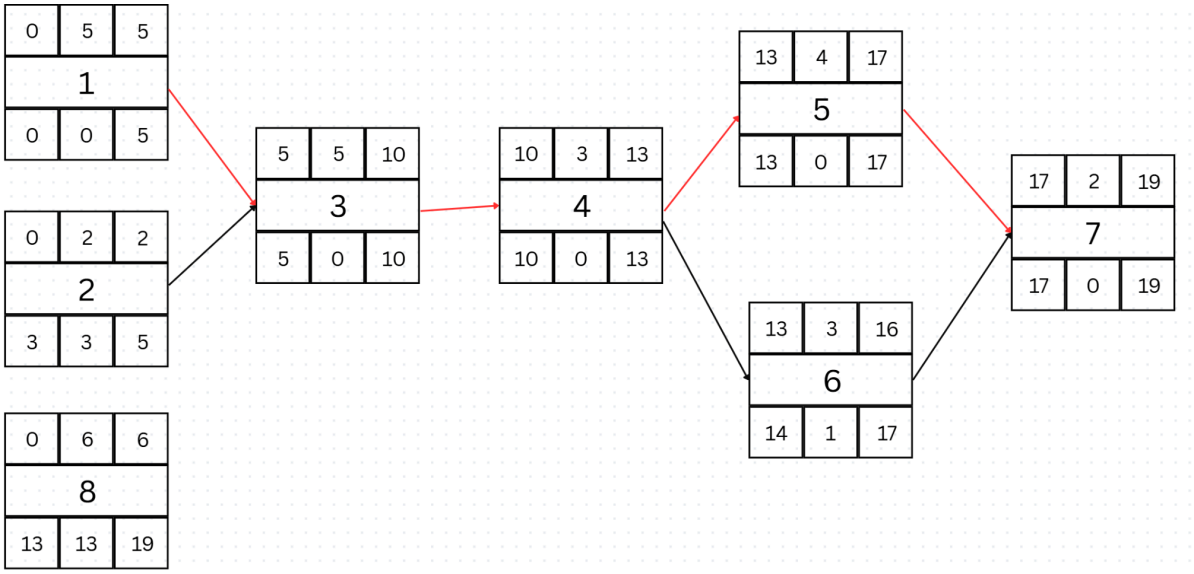
Example:

Work items

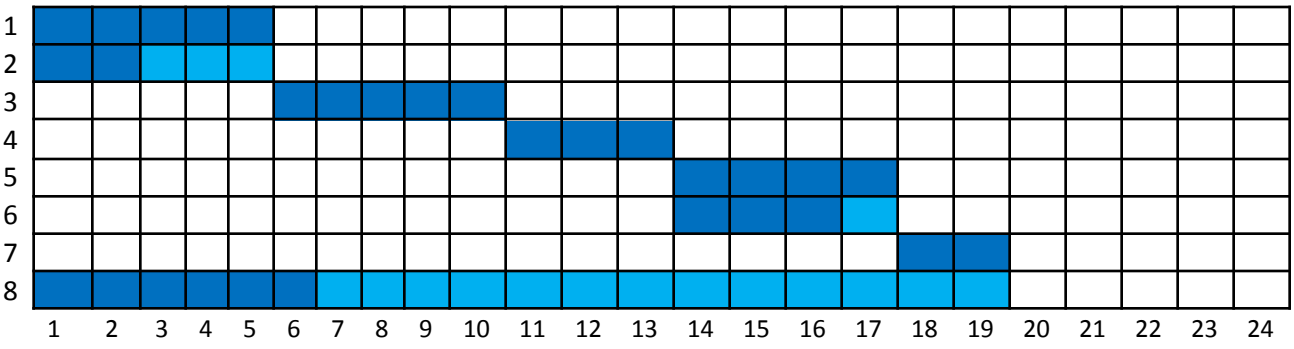
Task	Hours	Predecessor Task(s)

1. Inventory Implementation	5	-
2. Assigning and Storing fish prices	2	-
3. Selling Fish	5	1,2
4. Paying Player	3	3
5. User Documentation	4	4
6. Testing	3	4
7. Installation	2	5,6
8. Artwork	6	-

Pert diagram



Gantt timeline



Key

Work Hours	Slack