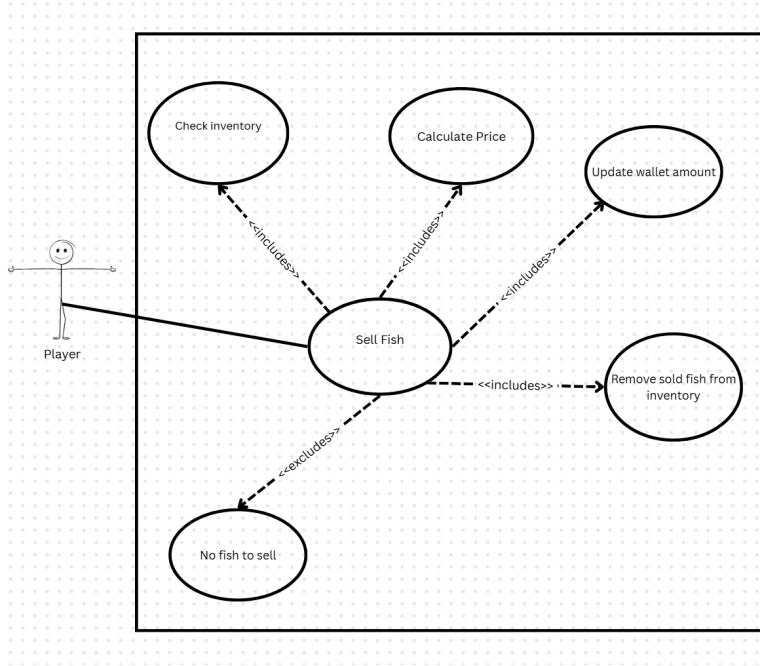


## 1. Brief introduction \_/3

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.

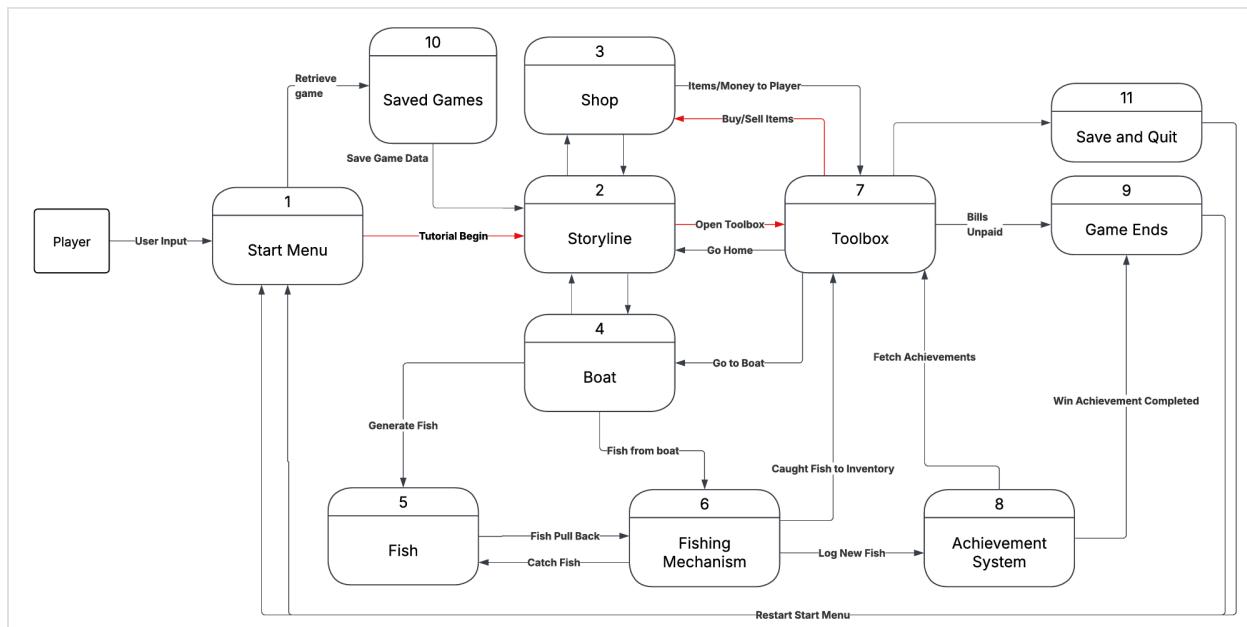
**Priority:** 2\*

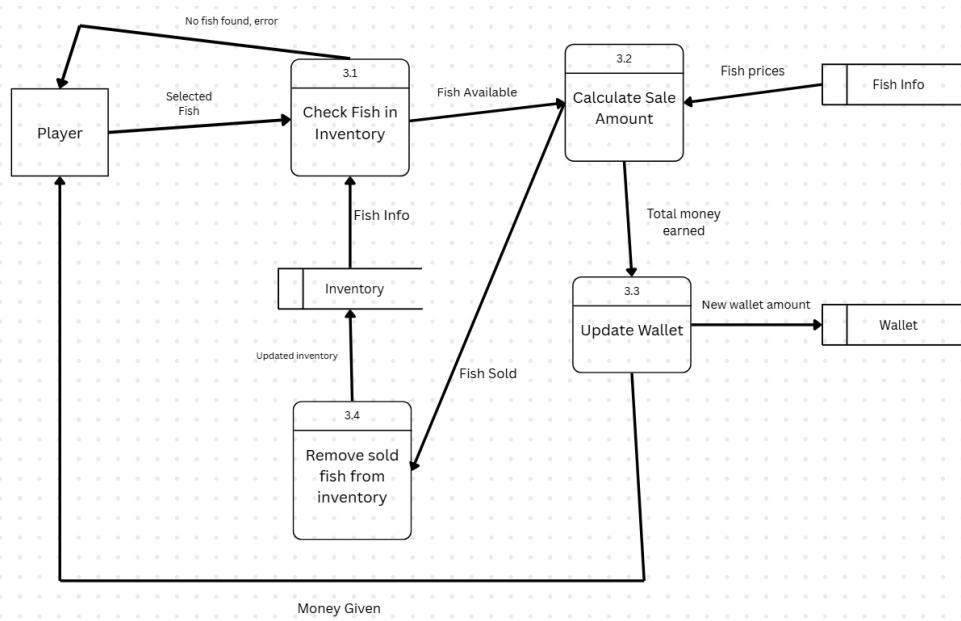
**ID:** C01

\*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]

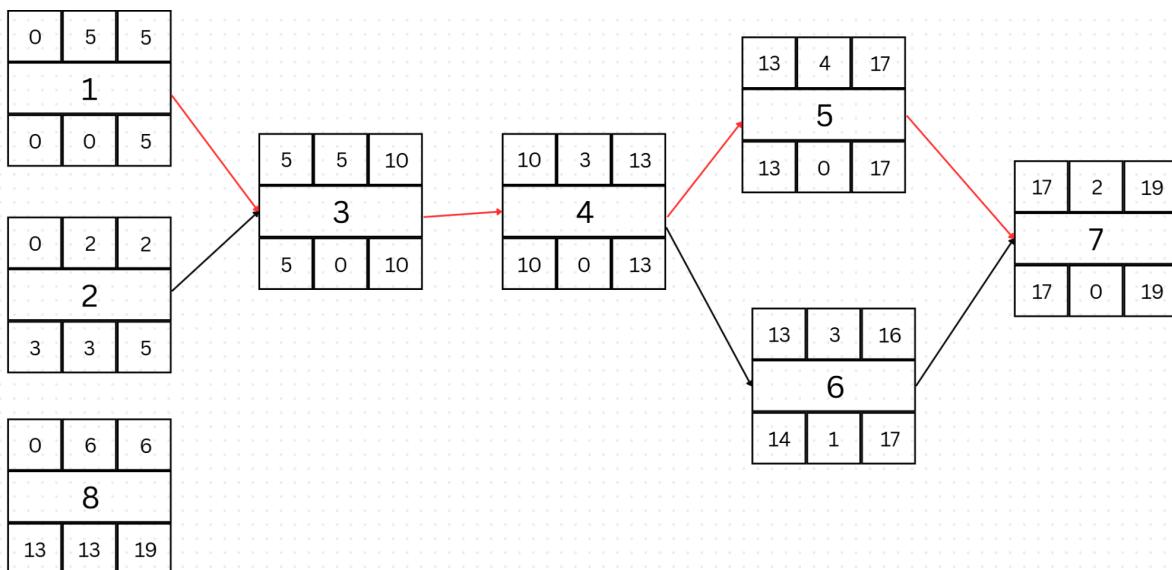
Example:

##### Work items

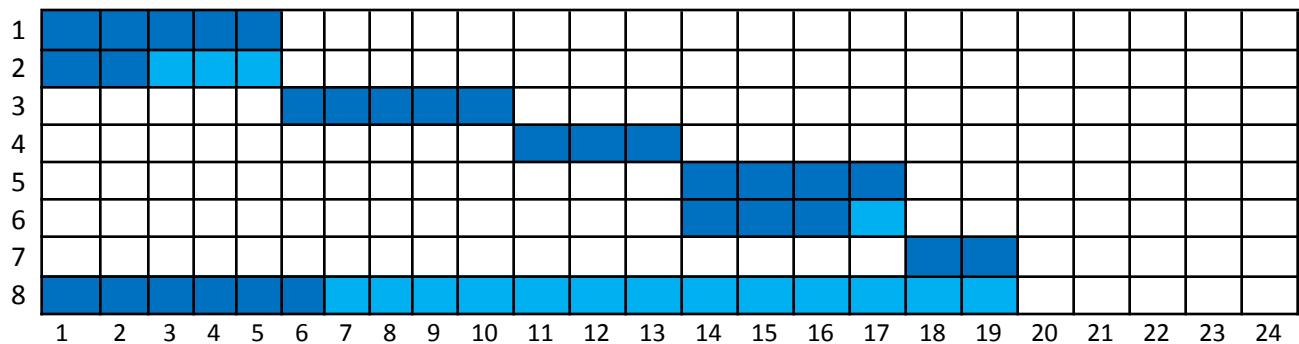
Task	Hours	Predecessor Task(s)
1. Inventory Implementation	5	-
2. Assigning and Storing fish prices	2	-
3. Selling Fish	5	1,2

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

