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## Brief introduction \_\_/3

The games UI. Mainly all the menus involved.

## Use case diagram with scenario \_\_14

### Use Case Diagram

Diagram

Description automatically generated

### Scenarios

**Name:** Show UI

**Summary:** Player interacts with UI

**Actors:** Player

**Preconditions:** Game is created.

**Basic sequence:**

**Step 1:** Show initial UI (main menu)

**Step 2:** select a menu option

**Step 3:** generate menu scene selected

**Exceptions:**

**Step 3:** menus aren’t implemented correctly

**Step 2:** selection not working properly

**Post conditions:** The menu option selected is showing.

**Priority:** 2\*

**ID:** JW01

\*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

### Data Flow Diagrams

Table

Description automatically generated

Level 0:

Diagram

Description automatically generated



### Level 1:

Diagram

Description automatically generated

### Process Descriptions

Menus\*:

GAME = false

Call main menu

If input = play

Start game

GAME = true

If input = settings

Call settings menu

If input = score menu

Call menu

WHILE Game = true

If user input = pause button

Pause menu

If user input = score button

Call score menu

If user input = inventory

Call inventory menu

If input = exit

Exit game

END WHILE

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

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

Run features 100 times and sure of the following:

* Testing of the error messages that are getting displayed.
* Testing the different sections of the screen.
* Testing of the screen in different sizes.
* Testing placement of buttons
* Testing buttons and correct calls

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

### Work items

|  |  |  |
| --- | --- | --- |
| Task | Duration (PWks) | Predecessor Task(s) |
| 1. Research Menu Screen design | 4 |  |
| 2. Create Design | 4 | 1 |
| 3. Implement Menu Screen | 3 | 1,2 |
| 4. Testing | 2 | 3 |
| 5. Installation | 2 | 4 |

### Pert diagram

A close-up of a calculator

Description automatically generated with low confidence

### Gantt timeline

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 2 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 3 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 4 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 5 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |