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**Alpine Chronicles**

1. Brief Introduction \_/3

My feature for the video game Alpine Chronicles is to create the interactables and items (collectables).

When the player interacts with an interactable, it will launch into either a new scene, a battle the player must fight in, or will bring up UI in which the interactable triggers text.

When the player interacts with an item (collectable), the item will be added to the player’s inventory, will disappear from the scene, and will either affect the players status bars or increase the player’s money count or score.

1. Use Case Diagram with Scenario \_\_\_/14

Use Case Diagram

Diagram

Description automatically generated

Scenario

**Name:** Interactable

**Summary:** The player interacts with an interactable to trigger something.

**Actors:** Player

**Preconditions:** Player must get to the interactable and engage with it.

**Basic Sequence:**

**Step 1:** Approach the interactable.

**Step 2:** Engage with the interactable by clicking or pressing a button.

**Step 3:** After an interactable is engaged, the interactable might shift scene.

**Step 4:** If the interactable shifts scene, it might engage the player in battle.

**Step 5:** After an interactable is engaged, the interactable might trigger UI- such as text on the screen.

**Step 6:** If the interactable that is engaged is an item (collectable), it will be disappear after being collected.

**Step 7:** If the interactable that is engaged is an item (collectable), it will change the player’s status bar.

**Step 8:** If the interactable that is engaged is an item (collectable), it will be added to the player’s inventory.

**Step 9:** If the interactable that is engaged is an item (collectable), it will change the score count.

**Exceptions:**

**Step 2:** The player isn’t in the right range to click on the interactable.

**Step 7:** The status bar is at maximum or minimum capacity.

**Step 8:** The player already has the item within its inventory.

**Post Conditions:** Item is interacted with, and the player continues in the game.

**Priority:** 1\*

**ID:** I01

\* The priorities are 1 = must have, 2 = essential, 3 = nice to have.

1. Diagram

   Description automatically generatedData Flow Diagram(s) from Level 0 to Process Description for your Feature \_\_\_/14
2. Acceptance Tests \_\_/9

This feature has no random elements but does have pre-determined elements. The acceptance test will be testing whether an item successfully goes into the player’s inventory when collected. It will also test to make sure the item disappears once collected and will test whether the player’s score or status accurately changed.

The automated test must meet these conditions for both interactables and collectables, where applicable.

The Acceptance tests for these features are described below.

Place 100 items to be collected around the same area and have the player rapidly collect them all. These items will be a combination of score changers, player status changers, and things to be added to inventory.

Run feature 100 times sending output to an output.txt file.

1. Timeline \_\_\_/10

Work Items

|  |  |  |
| --- | --- | --- |
| Task | Duration (Hours) | Predecessor Task(s) |
| 1. Establishing interactables | 3 | - |
| 2. Establishing items | 3 | - |
| 3. Applying design to specific interactables/items | 2 | 1, 2 |
| 4. Creating code for interactables/items | 5 | 3 |
| 5. Linking code to interactables/items | 2 | 4 |
| 6. Placing interactables/items in game | 2 | 5 |
| 7. Testing | 3 | 6 |
| 8. Installation | 3 | 7 |

Pert Diagram

A picture containing electronics, keyboard

Description automatically generated

Gantt Timeline

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 2 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 3 |  |  |  | 1,2 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 4 |  |  |  |  |  | 3 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 5 |  |  |  |  |  |  |  |  |  |  | 4 |  |  |  |  |  |  |  |  |  |
| 6 |  |  |  |  |  |  |  |  |  |  |  |  | 5 |  |  |  |  |  |  |  |
| 7 |  |  |  |  |  |  |  |  |  |  |  |  |  |  | 6 |  |  |  |  |  |
| 8 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | 7 |  |  |