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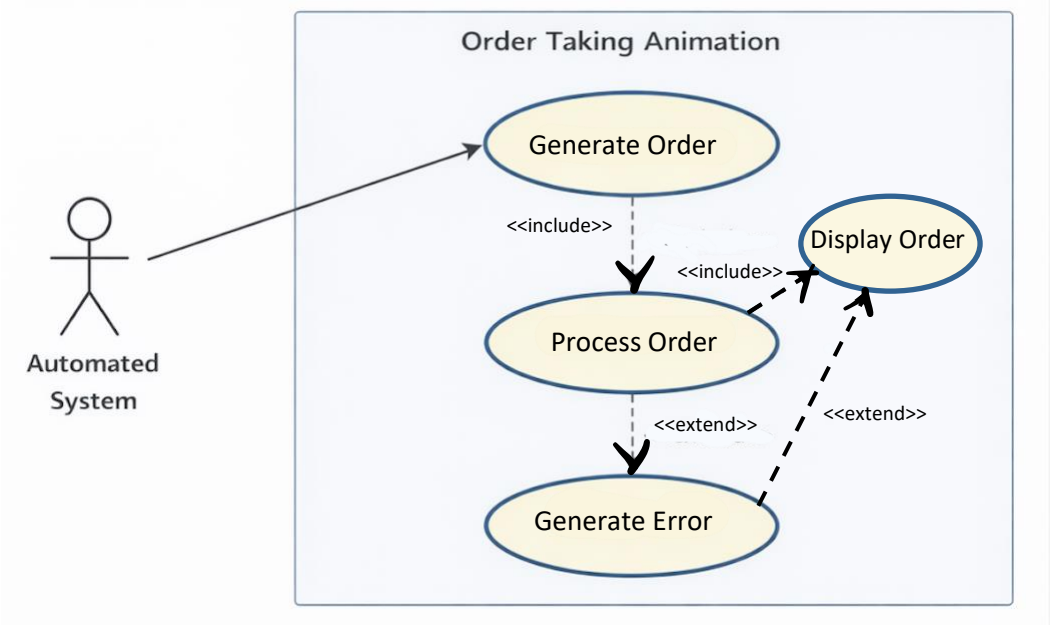
1. Brief introduction _/3

This feature consists of an automated order-taking animation. Orders are randomly generated by the system and displayed sequentially through an animation that simulates an active ordering process. There is no user interaction involved; the feature is intended purely as a visual demonstration of system behavior and order flow.

2. Use case diagram with scenario _14

Use Case Diagrams



Scenarios

Name: Order Taking Animation

Summary: The system automatically generates and displays orders through an animation.

Actors: System (Game/Application Engine).

Preconditions: Game is running

Basic sequence:

Step 1: The system starts order animation.

Step 2: The system generates a random order.

Step 3: The system displays the order through animation.

Step 4: The system waits for a predefined time interval.

Step 5: The system clears the order and generates the next one after the previous one has been finished.

Exceptions:

Step 1: Random order generation fails.

Step 2: The system generates a default order instead.

Post conditions: An order has been displayed and cleared. • System is ready to generate the next order.

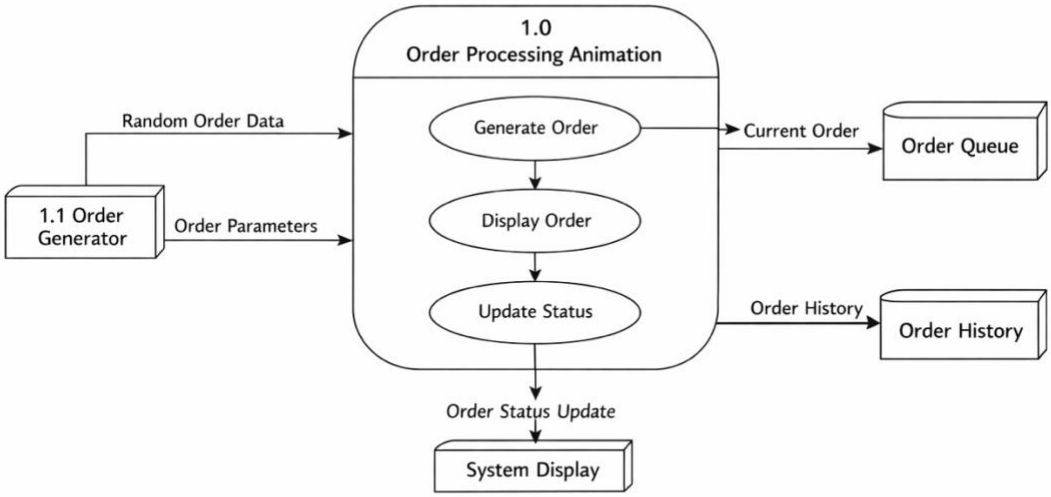
Priority: 1*

ID: OTA1

*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



Order Taking Animation – Data Flow Diagram

Process Descriptions

Generate Order:

- Generate a random order
- Send order data to the animation process
- Display Order Animation

- Receive order data
- Display order for a set duration
- Clear order

4. Acceptance Tests _____9

Acceptance Criteria:

- Order animation runs without user input.
- Orders are randomly generated.
- Orders display correctly every cycle.
- System recovers from order generation failure.

Tests:

- Run the feature 50 times.
- Verify different orders appear.
- Verify animation timing consistency.
- Verify the default order appears if random generation fails.

Expected Results:

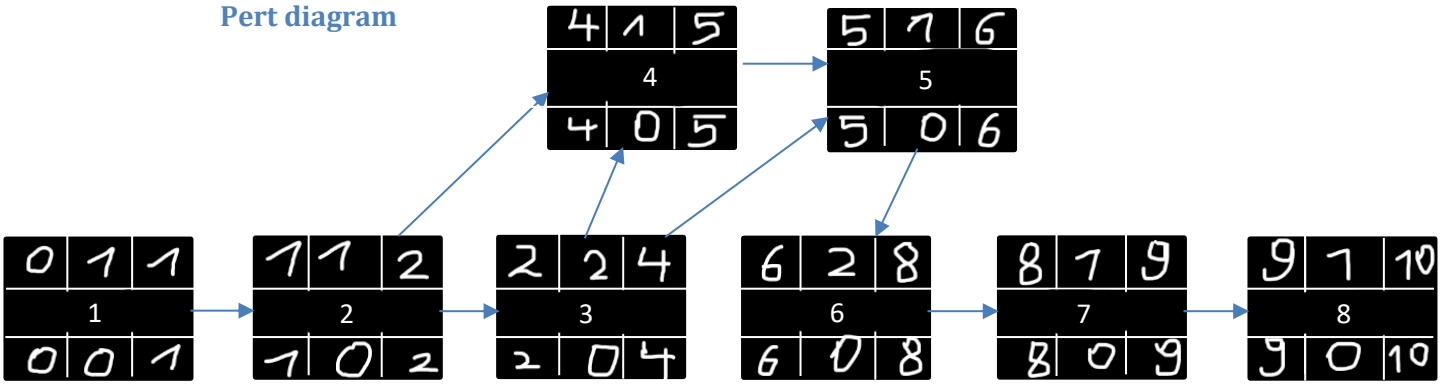
- Orders are displayed continuously.
- No crashes or interruptions occur.

5. Timeline _____/10

Work items

Task	Duration (PWks)	Predecessor Task(s)
1. Requirements Collection	1	-
2. Order Logic Design	1	1
3. Animation Design	2	2
4. Random Order Generation	1	2, 3
5. Animation Integration	1	3, 4
6. Programming	2	5
7. Testing	1	6
8. Deployment	1	7

Pert diagram



Gantt timeline