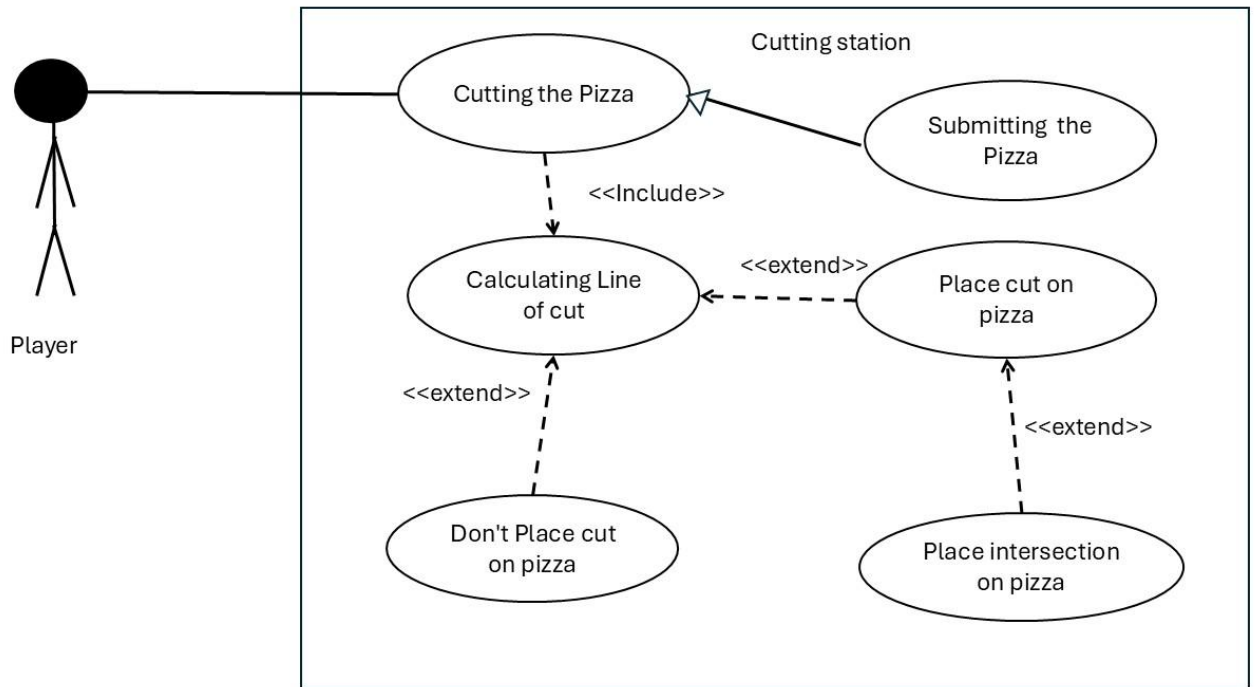


1. Brief introduction _/3

The function is the cutting of the pizza so when the player clicks/taps and drags the pointer over the pizza to the other side it looks like you cut the pizza.

2. Use case diagram with scenario _14

Use Case Diagrams



Scenarios

Name: Cutting the pizza

Summary: The player chooses the line that cuts the pizza.

Actors: Player

Preconditions: There is a pizza to be cut, and the player is on the cutting screen.

Basic sequence:

Step 1: Accept input from player for first point.

Step 2: Accept input from player for second point.

Step 3: Calculate the line of cutting.

Step 4: Check if line is over pizza or cross another line.

Step 5: Submit Pizza

Exceptions:

Step 4.1: The line is not over the pizza.

Step 5.1: No image is overlaid.

Step 4.2: The line is over the pizza but doesn't cross a line.

Step 5.2: Overlay an image to summation the cut in pizza

Step 4.3: The line crosses another line and is over the pizza.

Step 5.3: Overlay an image to summation the cut in pizza.

Step 6.3: Make the line intersection look like it got cut by both, not just 2nd line covers up the 1st line.

Post conditions: The pizza cut is displayed and Submit Pizza.

Priority: 1

ID: C01

Name: Placing cut on pizza

Summary: Placing cut on pizza.

Actors: Player

Preconditions: There is a pizza to be cut, and the player is on the cutting screen and have two point from player.

Basic sequence:

Step 1: Calculate the line of cutting.

Step 2: Check if line is over pizza or cross another line.

Step 3: Submit Pizza

Exceptions:

Step 2.1: The line is not over the pizza.

Step 3.1: No image is overlayed.

Step 2.2: The line is over the pizza but doesn't cross a line.

Step 3.2: Overlay an image to summation the cut in pizza

Step 2.3: The line crosses another line and is over the pizza.

Step 3.3: Overlay an image to summation the cut in pizza.

Step 4.3: Make the line intersection look like it got cut by both, not just 2nd line covers up the 1st line.

Post conditions: The pizza cut is displayed and Submit Pizza.

Priority: 2

ID: C02

Name: Add cutting line

Summary: Add cutting line.

Actors: Player

Preconditions: There is a pizza to be cut, and the player is on the cutting screen and has a cutting line.

Basic sequence:

Step 1: Check if line is over pizza or cross another line.

Step 2: Submit Pizza

Exceptions:

Step 1.1: The line is not over the pizza.

Step 2.1: No image is overlayed.

Step 1.2: The line is over the pizza but doesn't cross a line.

Step 2.2: Overlay an image to summation the cut in pizza

Step 1.3: The line crosses another line and is over the pizza.

Step 2.3: Overlay an image to summation the cut in pizza.

Step 3.3: Make the line intersection look like it got cut by both, not just 2nd line covers up the 1st line.

Post conditions: The pizza cut is displayed and Submit Pizza.

Priority: 2

ID: C03

Name: Don't add cutting line

Summary: Don't add cutting line.

Actors: Player

Preconditions: There is a pizza to be cut, and the player is on the cutting screen and has a cutting line.

Basic sequence:

Step 1: Check if line is over pizza or cross another line.

Step 2: Submit Pizza

Exceptions:

Step 1.1: The line is not over the pizza.

Step 2.1: No image is overlayed.

Step 1.2: The line is over the pizza but doesn't cross a line.

Step 2.2: Overlay an image to summation the cut in pizza

Step 1.3: The line crosses another line and is over the pizza.

Step 2.3: Overlay an image to summation the cut in pizza.

Step 3.3: Make the line intersection look like it got cut by both, not just 2nd line covers up the 1st line.

Post conditions: The pizza cut is not displayed and Submit Pizza.

Priority: 2

ID: C03

Name: Add intersection

Summary: Add c intersection.

Actors: Player

Preconditions: There is a pizza to be cut, and the player is on the cutting screen and has a cutting line.

Basic sequence:

Step 1: Check if line is over pizza or cross another line.

Step 2: Submit Pizza

Exceptions:

Step 1.1: The line is not over the pizza.

Step 2.1: No image is overlayed.

Step 1.2: The line is over the pizza but doesn't cross a line.

Step 2.2: Overlay an image to summation the cut in pizza

Step 1.3: The line crosses another line and is over the pizza.

Step 2.3: Overlay an image to summation the cut in pizza.

Step 3.3: Make the line intersection look like it got cut by both, not just 2nd line covers up the 1st line.

Post conditions: The pizza cut is displayed and Submit Pizza.

Priority: 3

ID: C05

Name: Submit pizza

Summary: Submit pizza

Actors: Player

Preconditions: There is a pizza to be cut, and the player is on the cutting screen.

Basic sequence:

Step 2: Submit Pizza

Post conditions: Submit Pizza.

Priority: 1

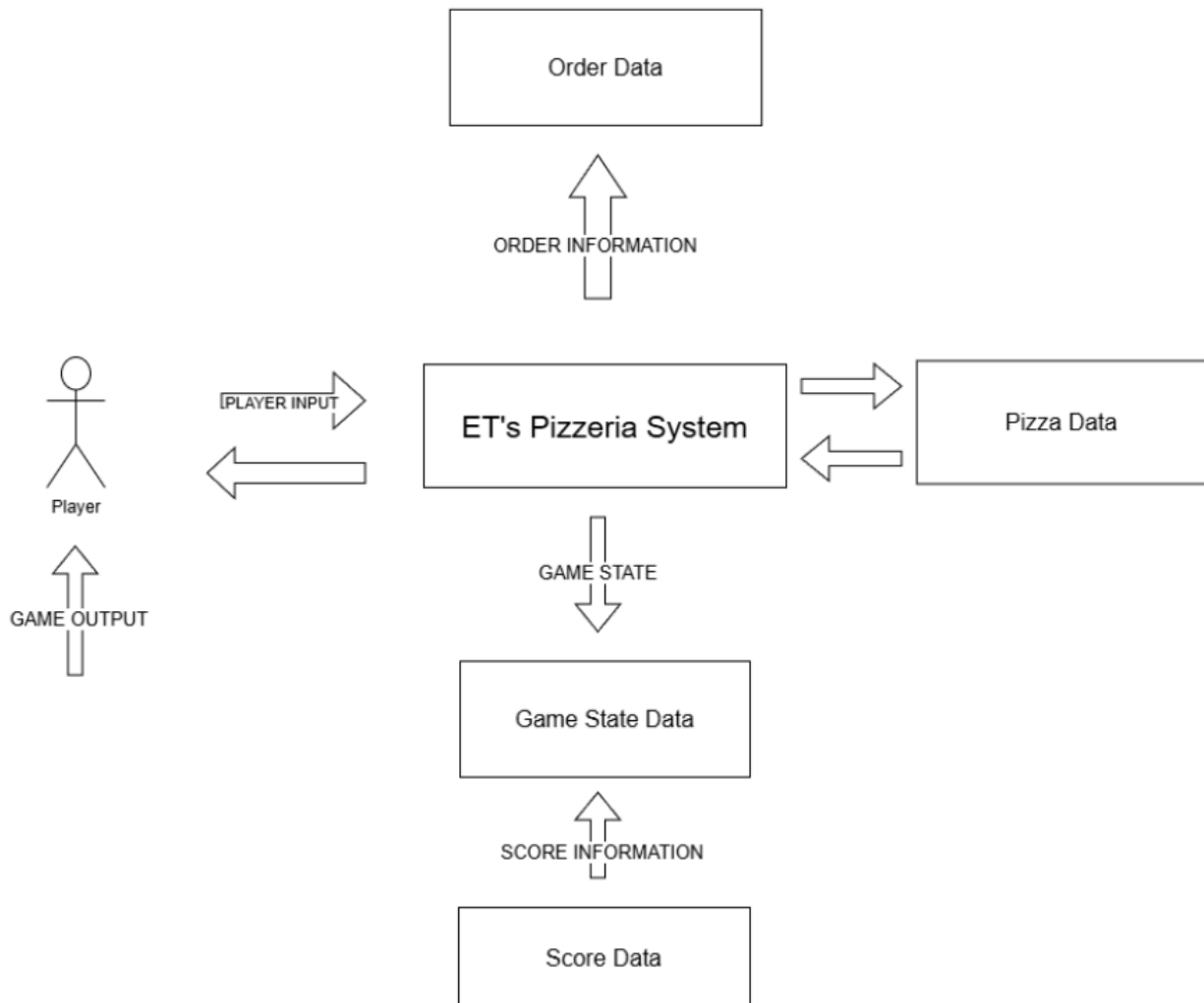
ID: C03

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

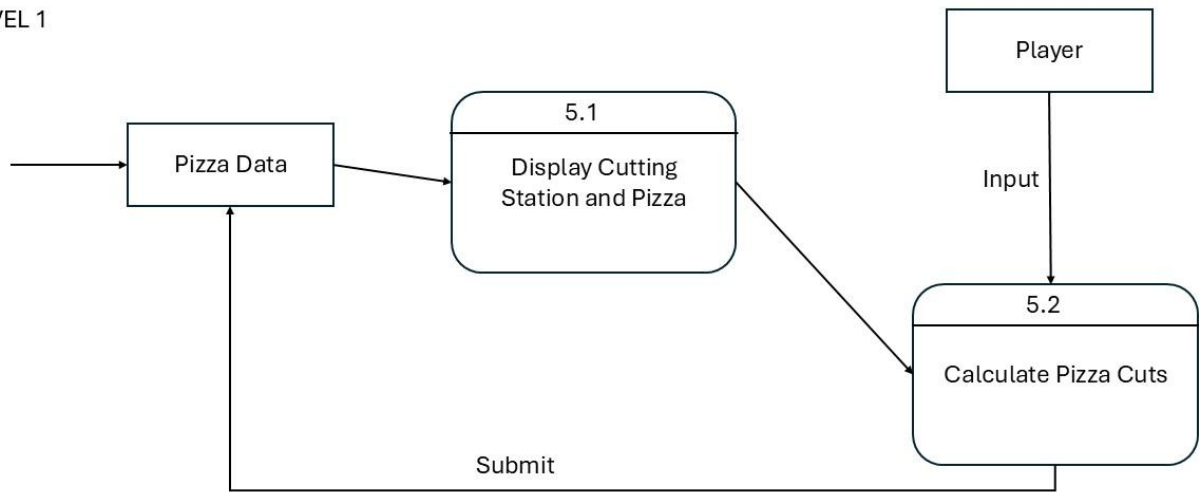
3. Data Flow diagram(s) from Level 0 to process description for your feature

14

Data Flow Diagrams



LEVEL 1



Process Descriptions Assign

Cutting Station*:

IF pizza AND player are on the cutting station

Get input from player

IF cut line is on pizza

Add cut line to pizza

IF line cross another cut line.

Add intersection to pizza

ELSE

Don't add intersection to pizza

END IF

ELSE

Don't add cut line to pizza

END IF

ELSE

Don't get user input

END IF

4. Acceptance Tests _____9

Cutting Pizza feature

Try to cut the Pizza 100 times

We are testing if:

The game doesn't crash.

Add cut line to pizza when it should.

Don't add cut line to pizza when it should.

Add intersection when it should.

Example for divided feature

Input	Pass Tests?	Notes
The line is over the pizza.	T	Add a cut line to the pizza
The line crosses over another cut line.	T	Add a cut line and intersection to the pizza
The line is not over the pizza.	T	No change in animation

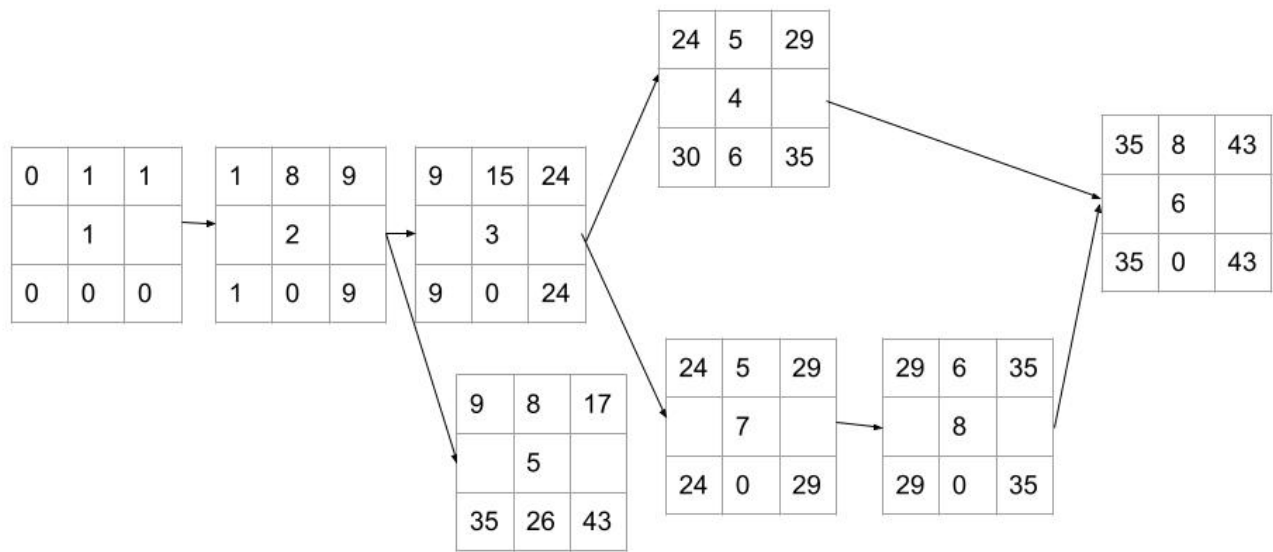
5. Timeline _____/10

Work items

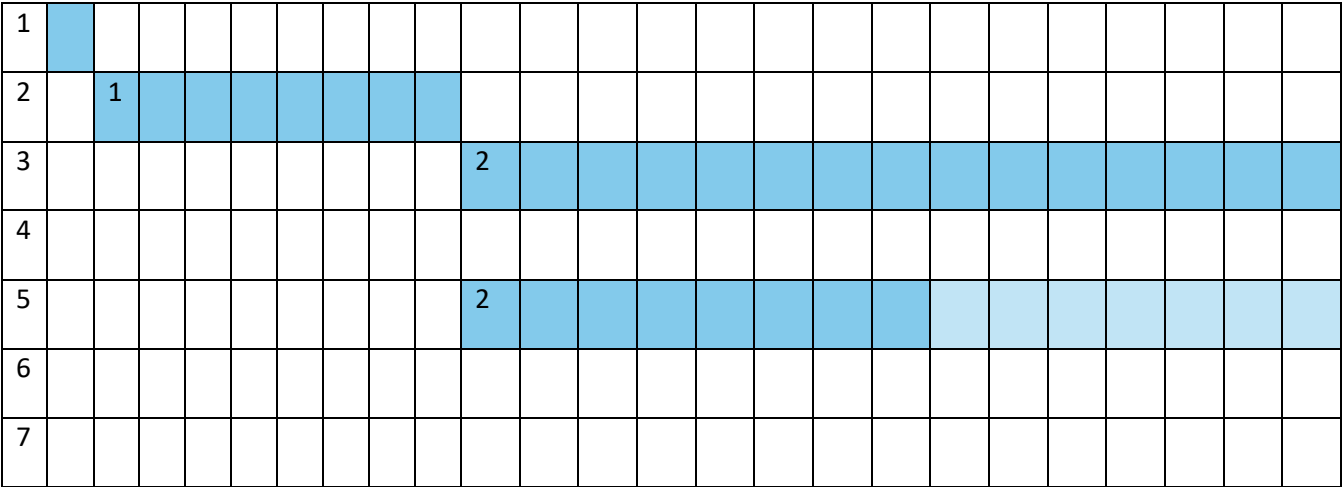
Task	Duration (Hours)	Predecessor Task(s)
1. Cutting Station Design	1	-
2. Cutting line Design	8	1
3. Programming	15	2
4. Testing	5	3

5. Artwork	8	2
6. Polish	8	4, 8
7. Documentation	5	3
8. Installation	6	7

Pert diagram



Gantt timeline



8																								
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24

1																								
2																								
3																								
4	3																							
5																								
6											8													
7	3																							
8						7																		
	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43					