



**PHANTOM
UNIT**

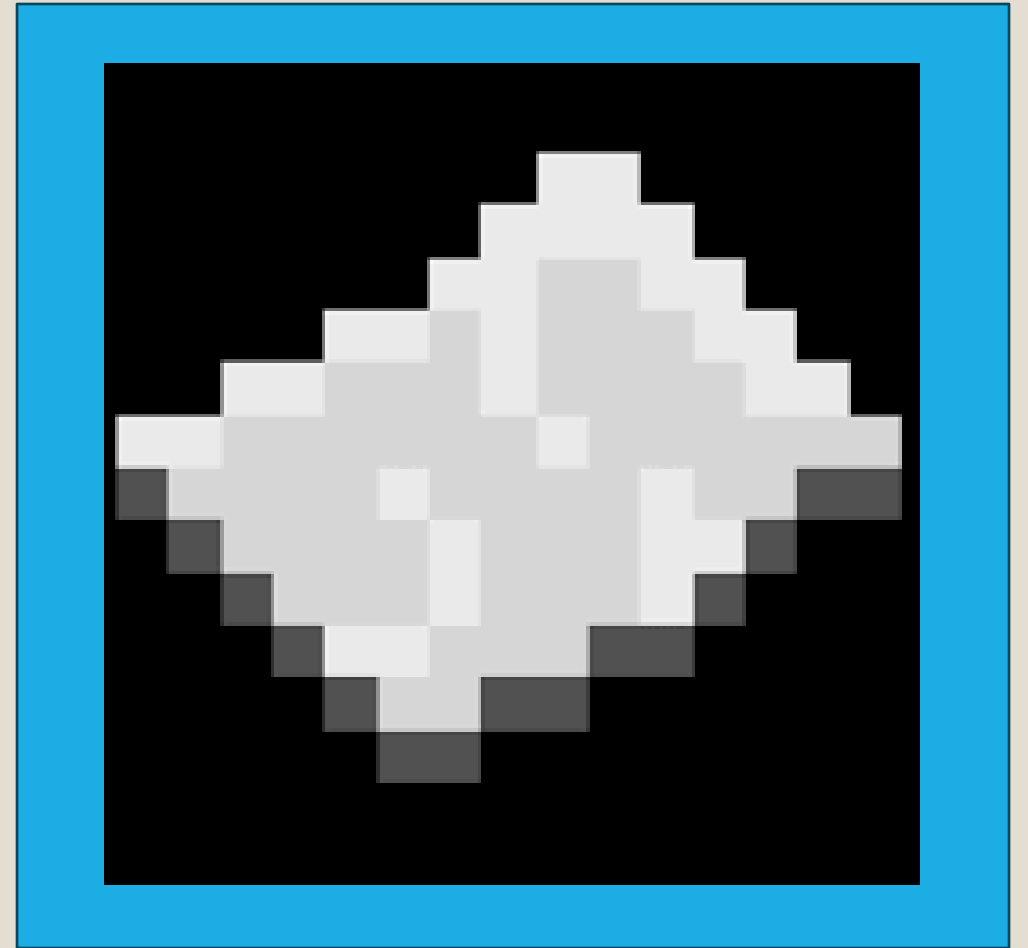


ET - PIZZERIA

By: Zuza, Emily, Sam, Garrett, Noah, and Leo.

The Story of ET-Pizzeria

The ET-Pizzeria, your Aunt ET's fabulous pizza place, on your home planet Jupiter. One morning you wake up to a note from Aunt ET. She is going to visit Pluto and is leaving the pizzeria in your capable hands.



The Story of ET-Pizzeria

You excitedly get to the pizzeria to open, but you are the only one there. You must manage the pizzeria by taking orders, placing toppings, baking, cutting, and facing the customer's judgement. You must keep the customers happy to keep your Aunt's pizzeria open!



Scene 1: Load-up to Main Menu



- Dialogue
 - o None
- Action
 - o Selection of starting main gameplay, adjusting settings, or quitting the game
- Notes
 - o Subtle background music
 - o No sounds or effects
 - o Simple 2D menu

Scene 2: Load-up to Tutorial



- Dialogue
 - Explained controls and story
- Action
 - Skip tutorial
- Notes
 - None

Scene 3: Order Station



- Dialogue:
Order Taking and order specifications from the customer
- Action:
None
- Notes:
Graphically display the order, calm music in the background, and restaurant sounds

Scene 4: Topping Station



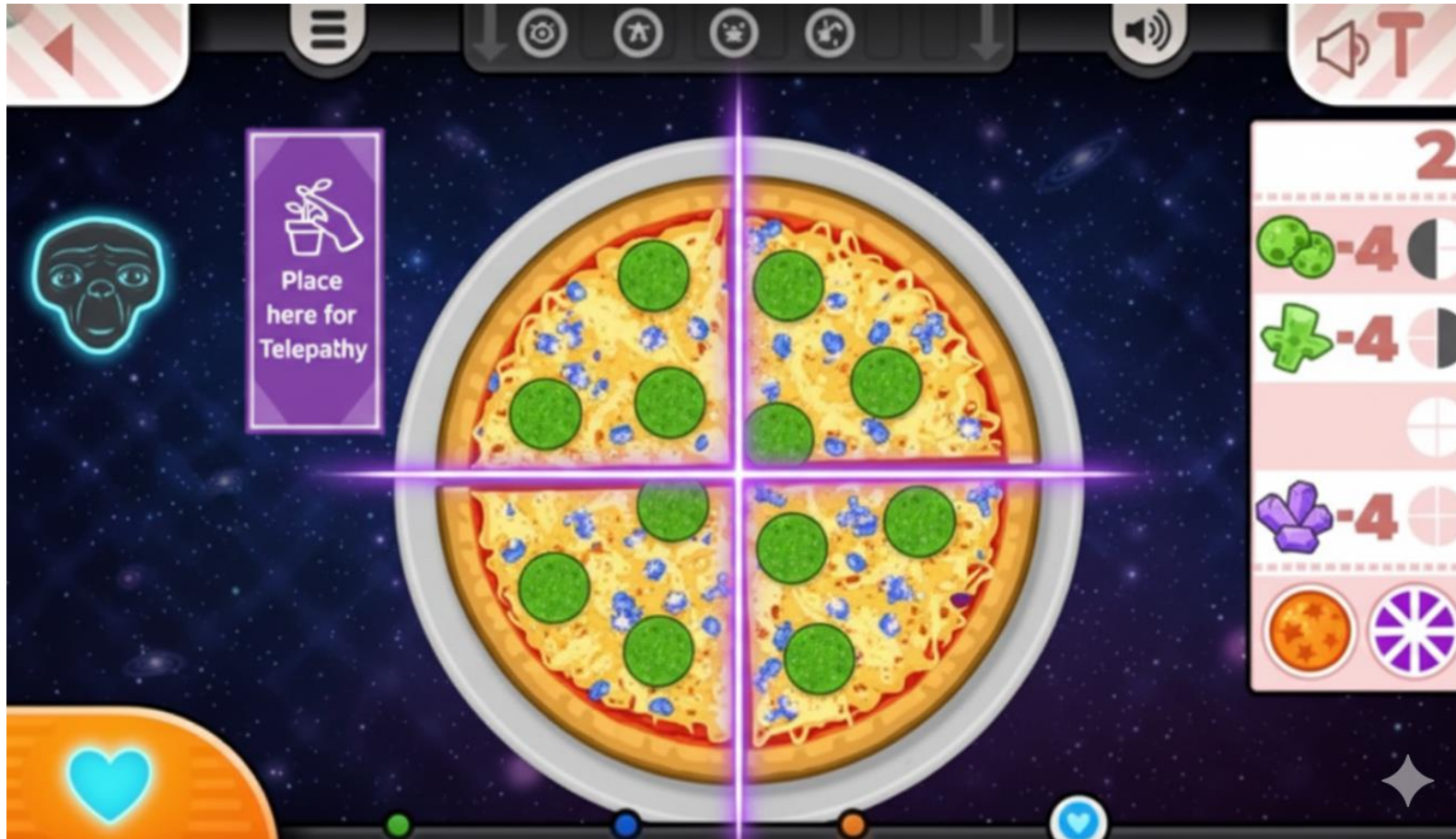
- Dialogue:
None
- Action:
Pick Toppings
Place Toppings
Submit Pizza for Baking
- Notes:
Graphically display the order ticket, all available toppings, and placed toppings



TL3: Leo Nelson

Scene 5: Baking Station

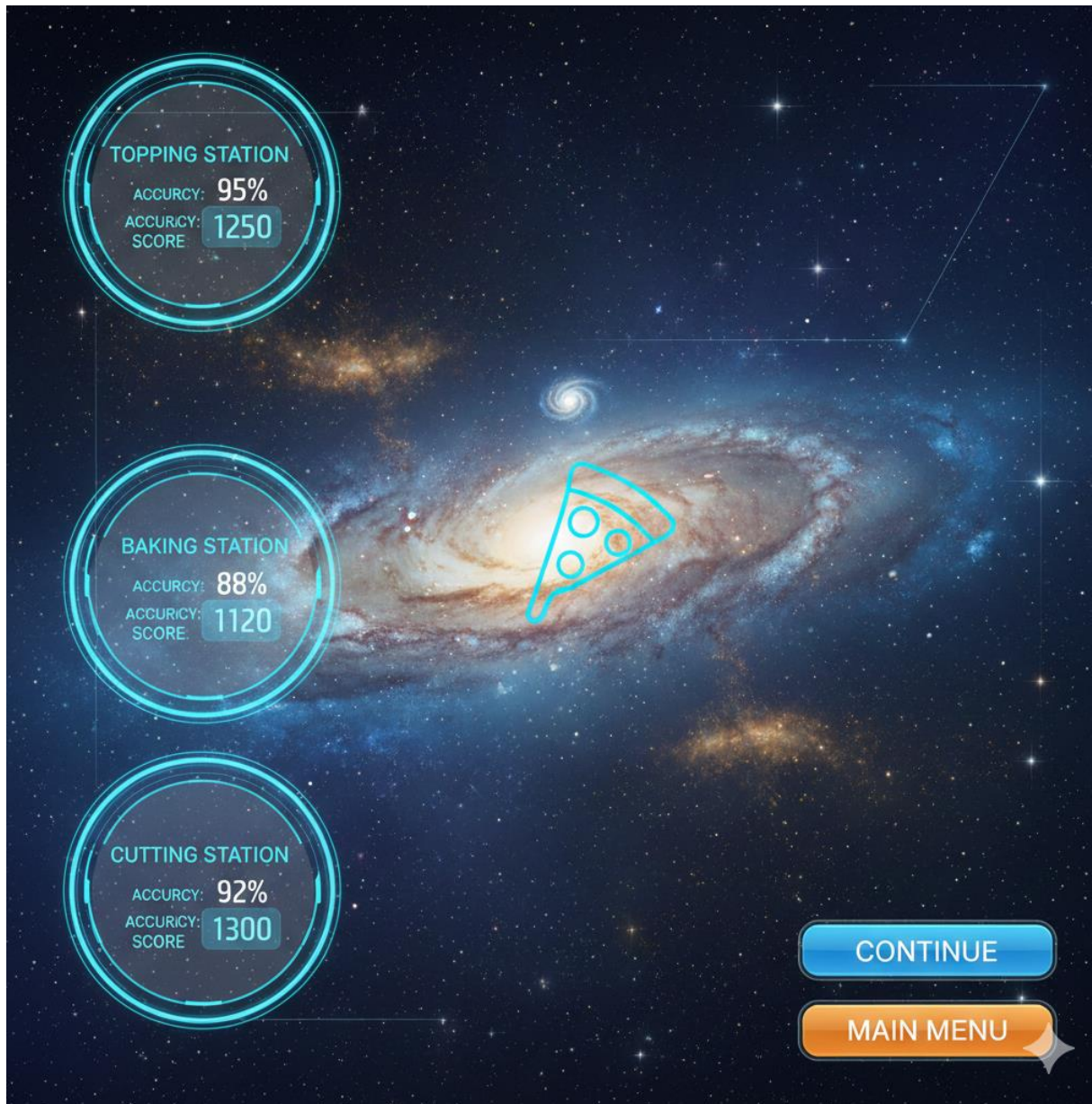
- Dialogue
 - None
- Actions
 - Place Pizzas on Oven
 - Keep Track of Bake Timers
 - Remove Pizza at Correct Time
- Notes
 - Graphically display bake timers
 - Bake timers will display different colors to show undercooked, perfect, and burned
 - Cooking noises will be played



TL2+ – Sam

Scene 6: Cutting Station

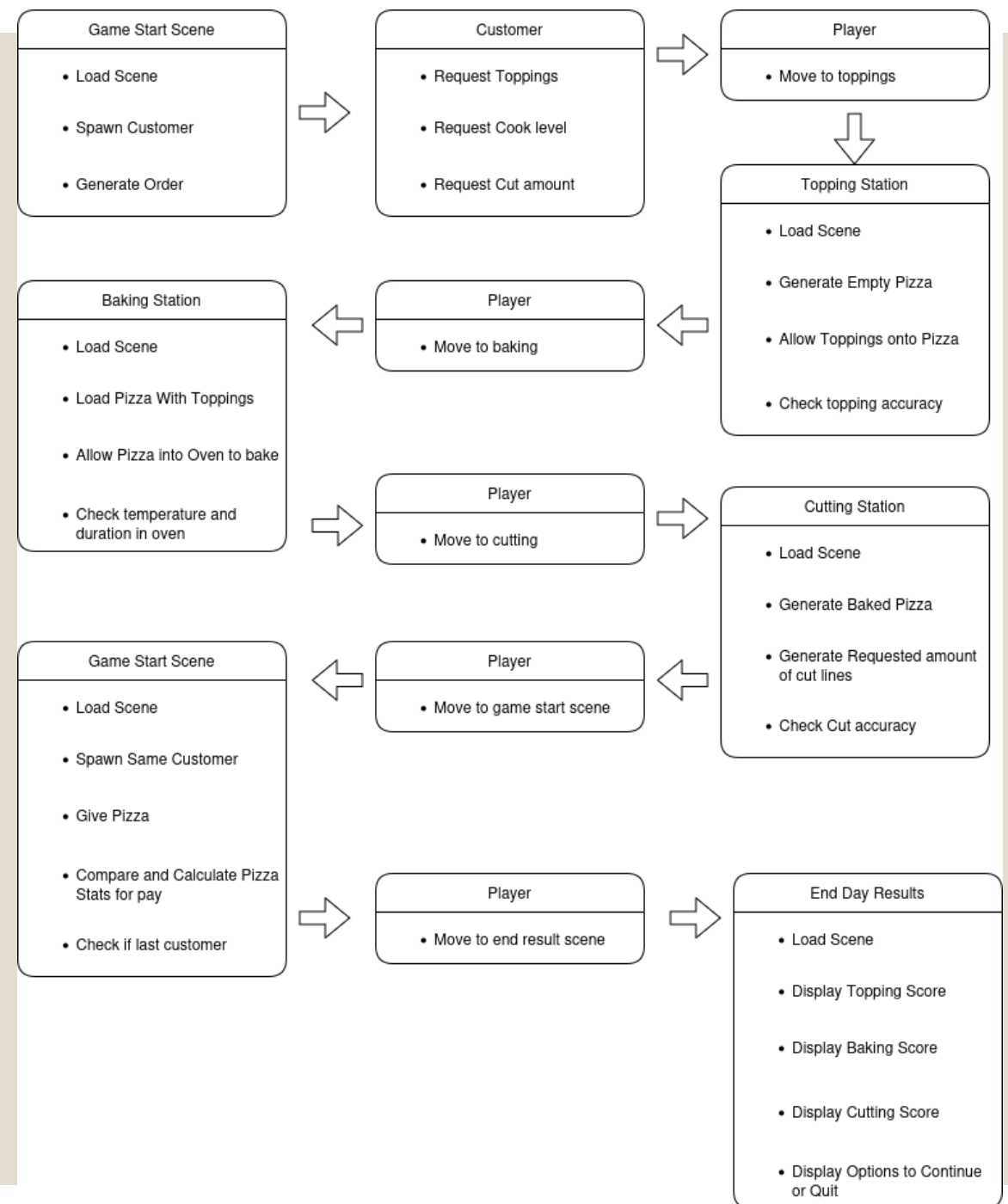
- Dialogue:
 - none
- Action:
 - Cut the pizza
 - Trash the pizza
 - Move the pizza forwards
- Notes:
 - Graphically display the pizza,



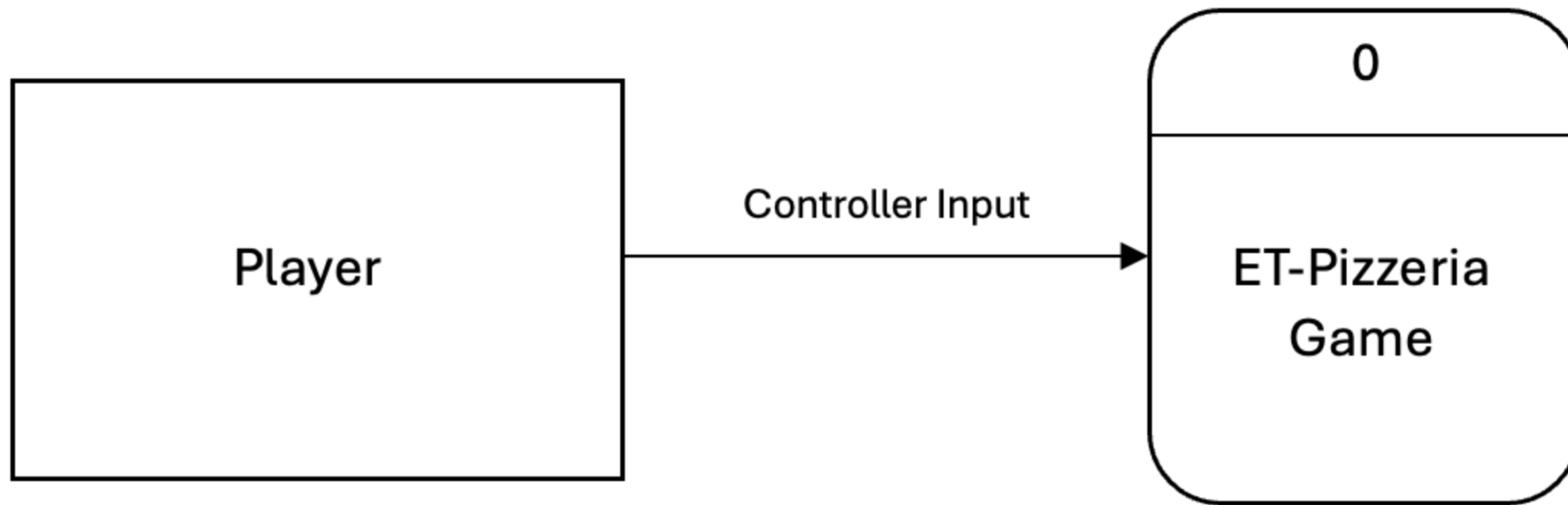
Scene 7: End Day Screen

- Dialogue:
 - Topping Station
 - Baking Station
 - Cutting Station
- Action:
 - Continue
 - Main Menu
- Notes:
 - Graphics that show each area

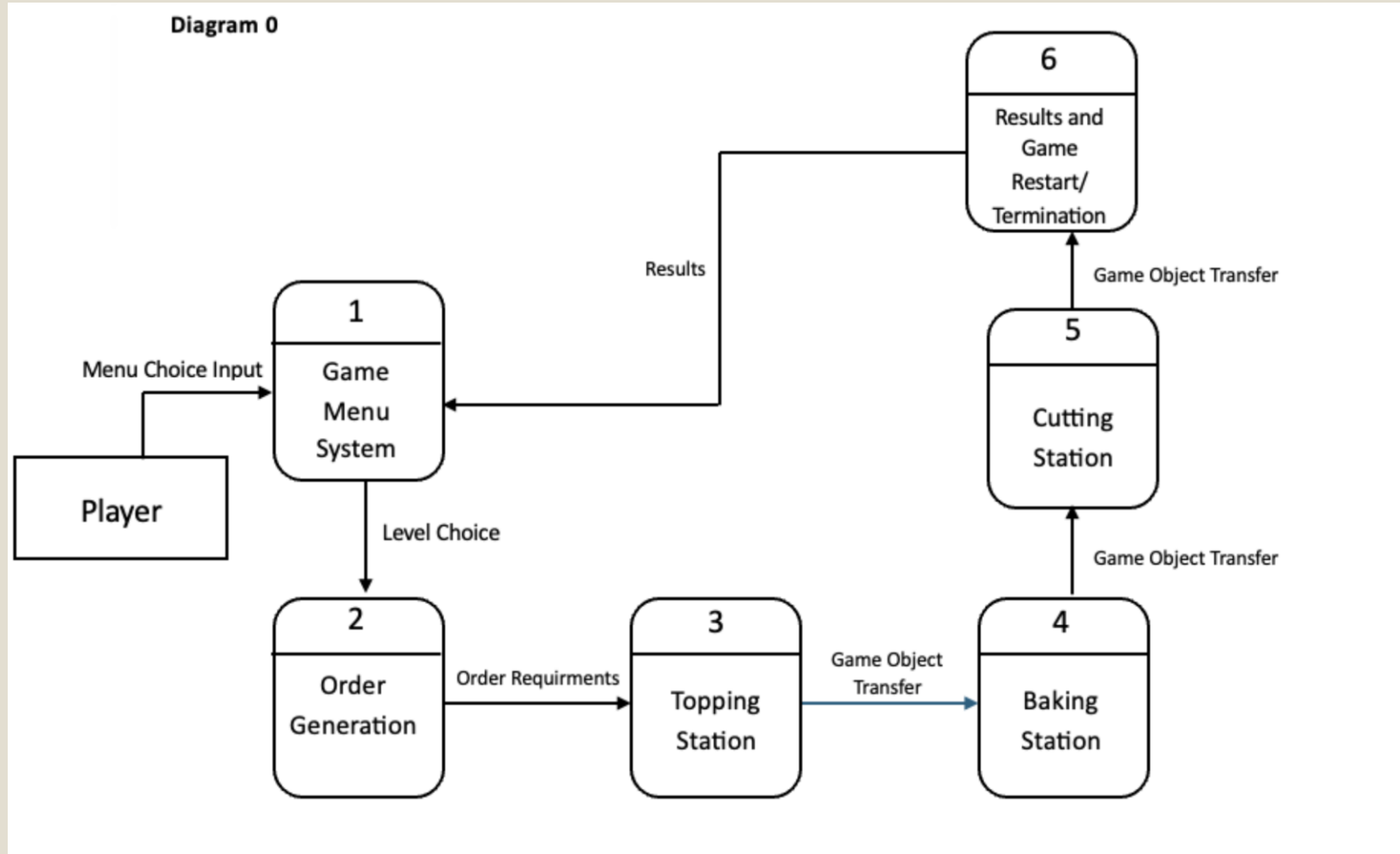
Global Use Case



Context Diagram



Level 0 Diagram





INDIVIDUAL USE CASE

TL5: Garrett - Menus



START
GAME



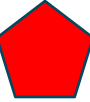
ADJUST
SETTINGS



PAUSE
GAME

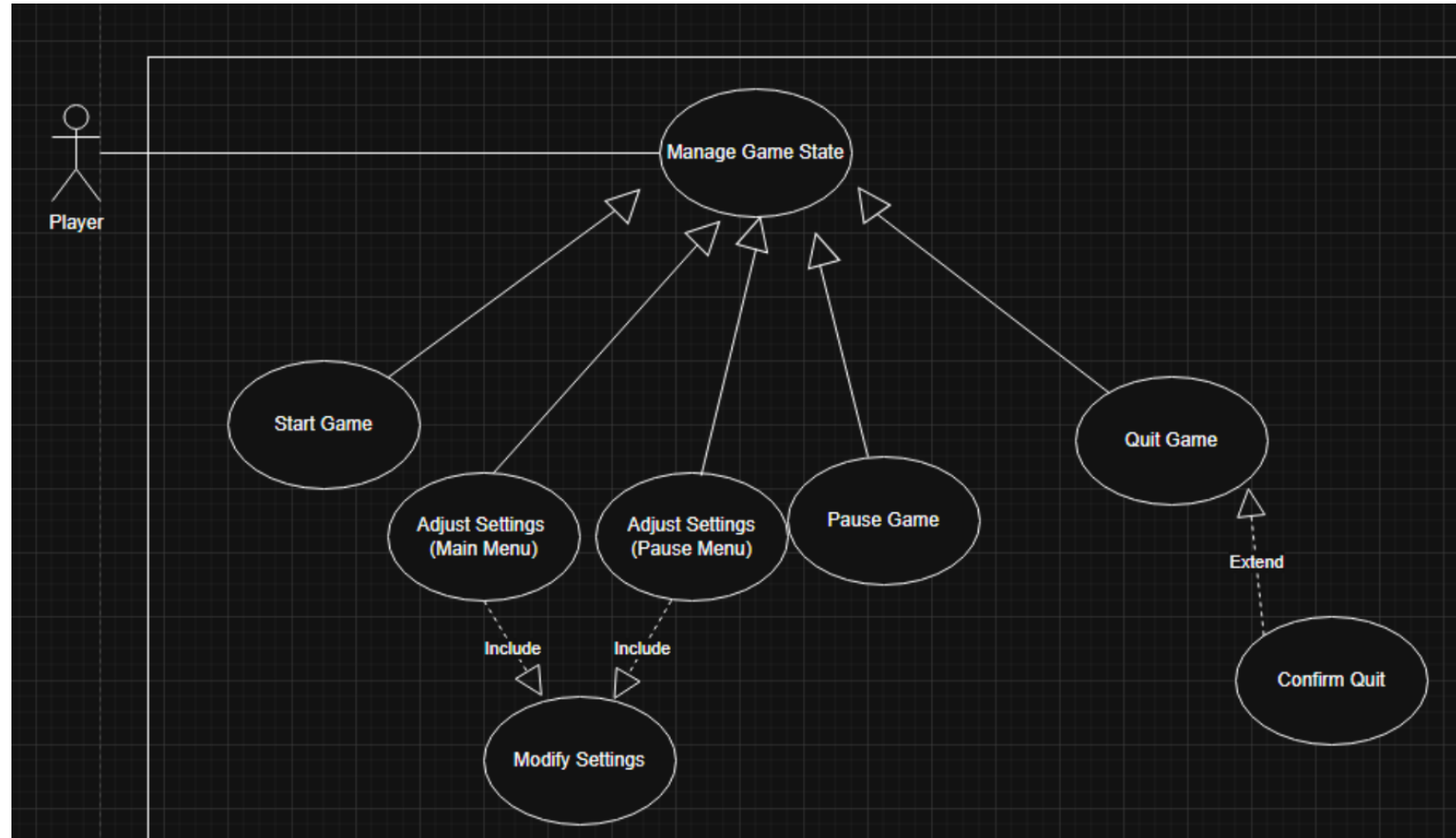


QUIT GAME



TL5: Garrett - Use Case

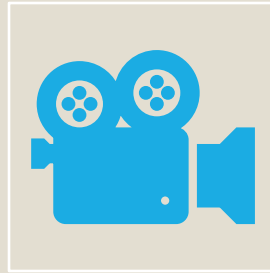
Priority: High
Complexity: Low



Zuzanna – Order Station



Generating orders

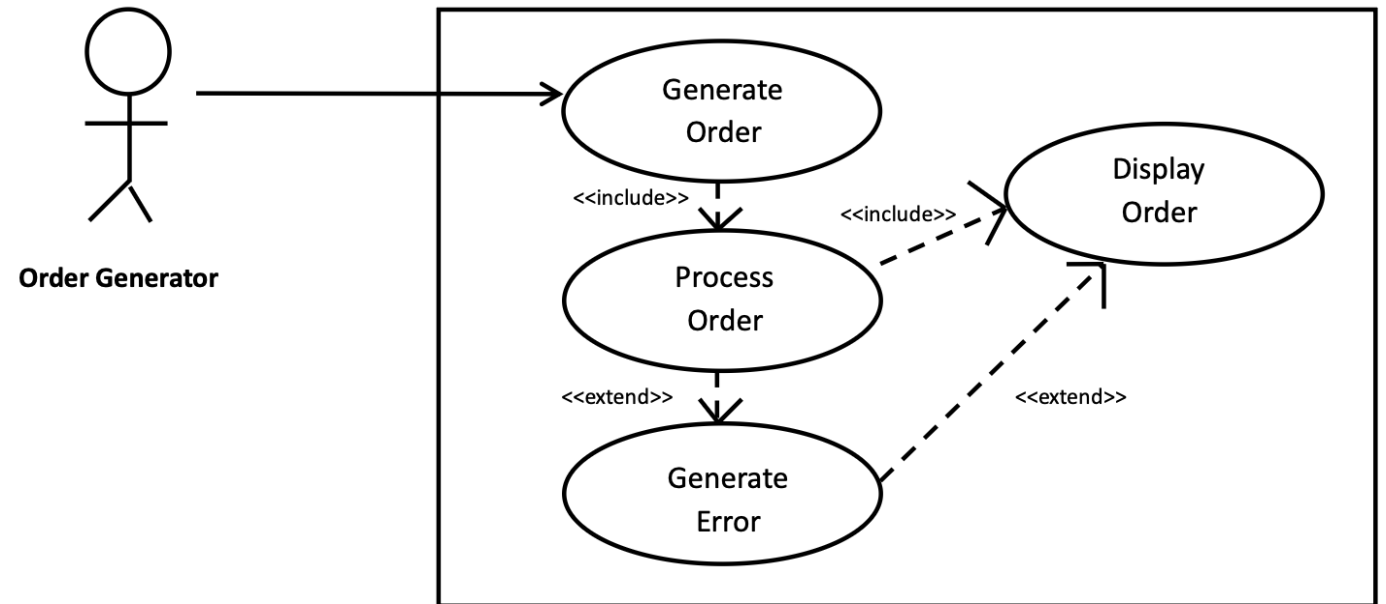


Displaying the order
animation



Processing the
order data

Zuzanna Use Case



Emily – Topping Station

- Prepare Pizza at Topping Station
- Select Topping
- Place Topping
 - Remove/Undo Topping
- Submit Pizza
 - Receive Score



Emily Use Case

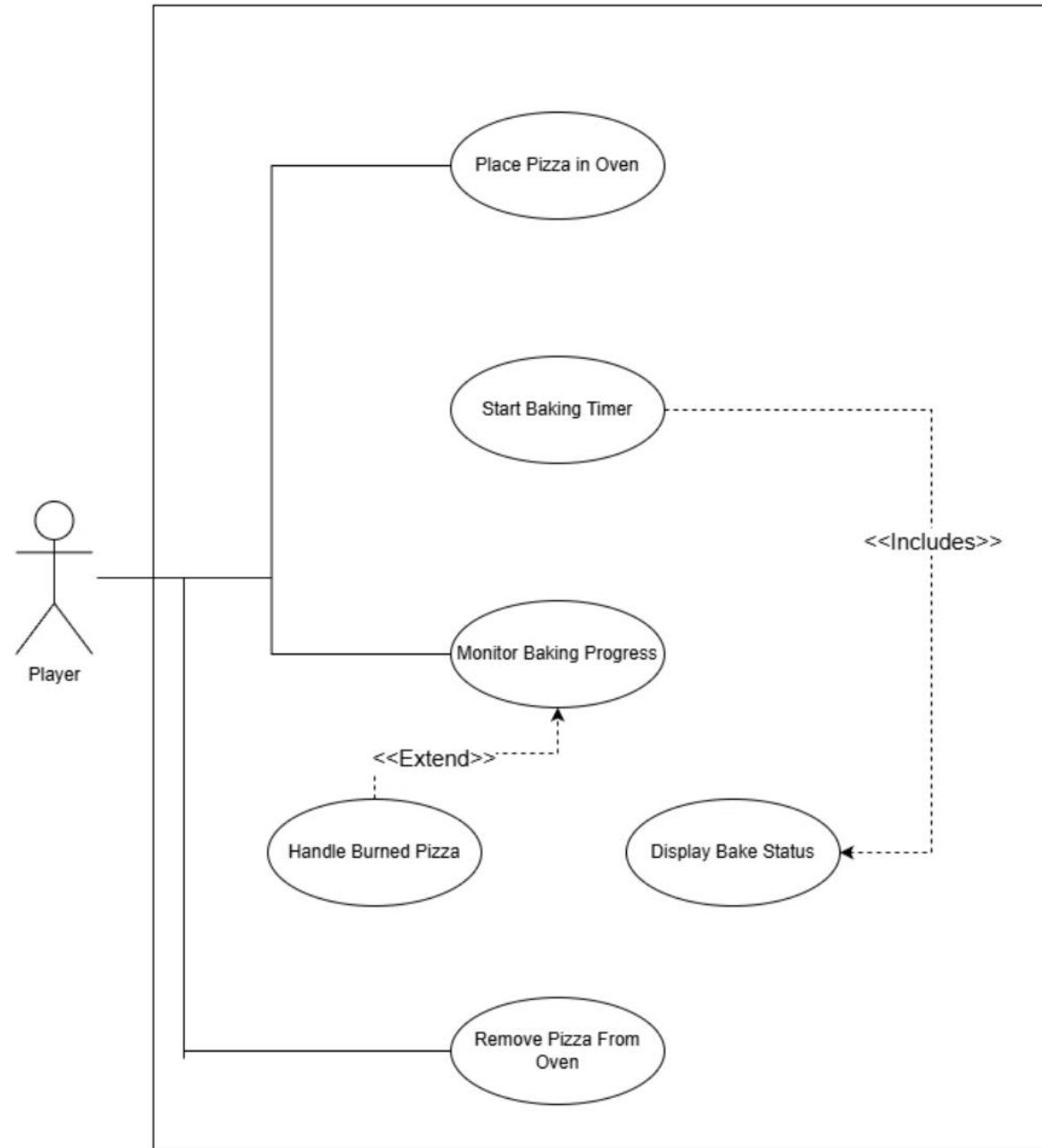


Leo - Baking Station

- Place Pizza on Oven
- Observe Bake Timers
- Remove Pizza at Correct Time



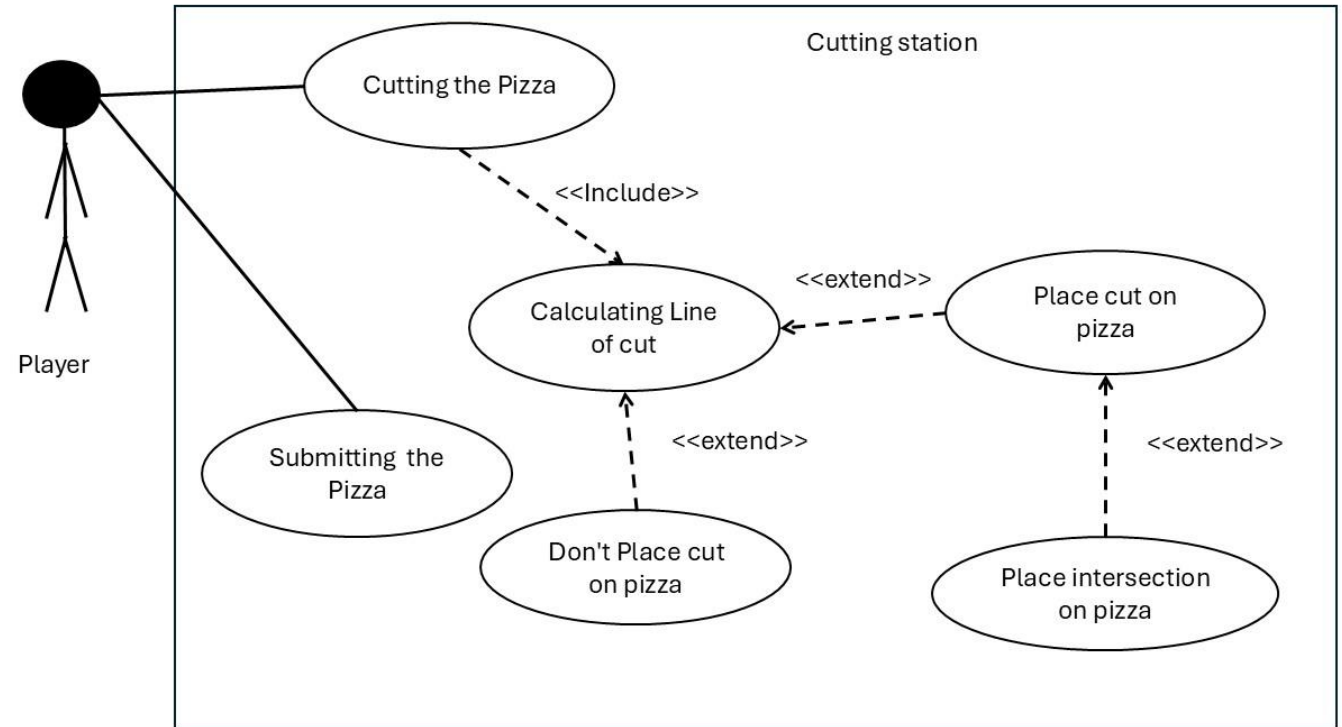
Use Case Diagram

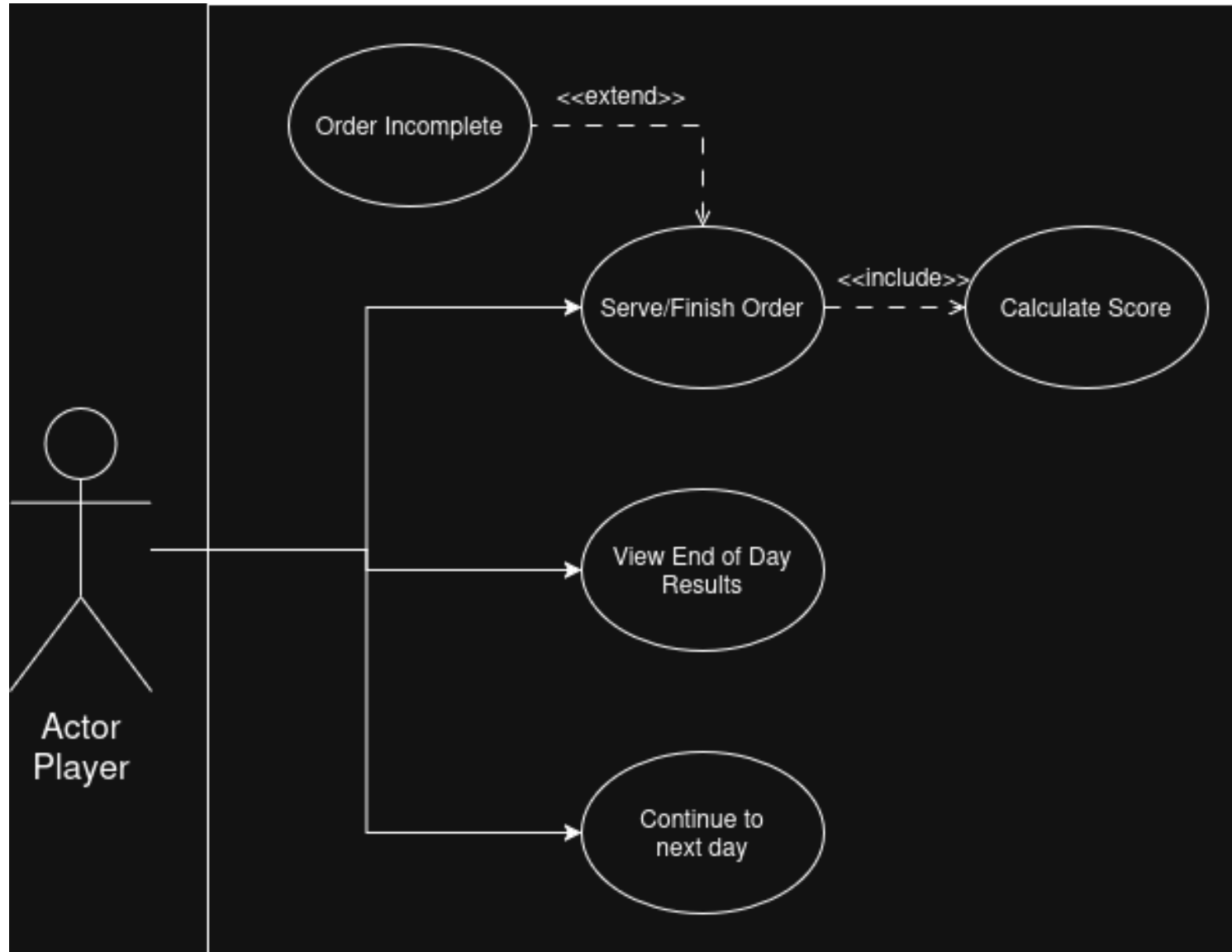


TL3 Leo
Nelson:
Use Case

Sam – Cutting Station

- Purpose:
 - The ability for the player to cut pizza to server their customers.
- Priority: High
 - One of the main actions of the game
- Complexity: Medium





Noah Use Case

TL4-Noah



END