Name Joseph Baruch Mark _____/50

1. Brief introduction _/3

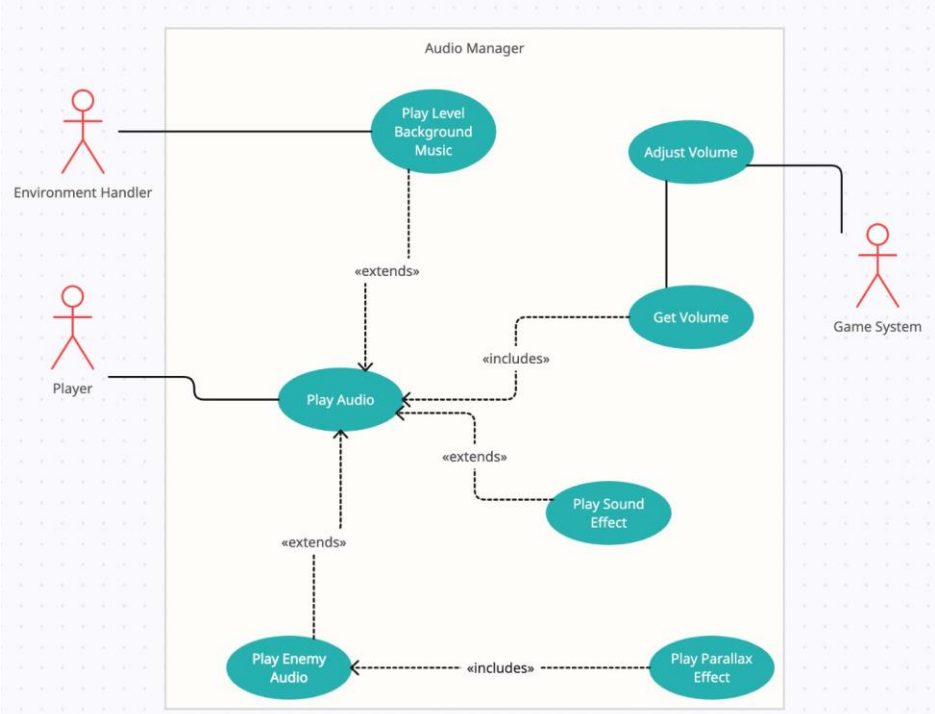
In the proposed platformer video game called “Doon”, I will be responsible for the tasks involving creating the sound design, title screen and pause menu.

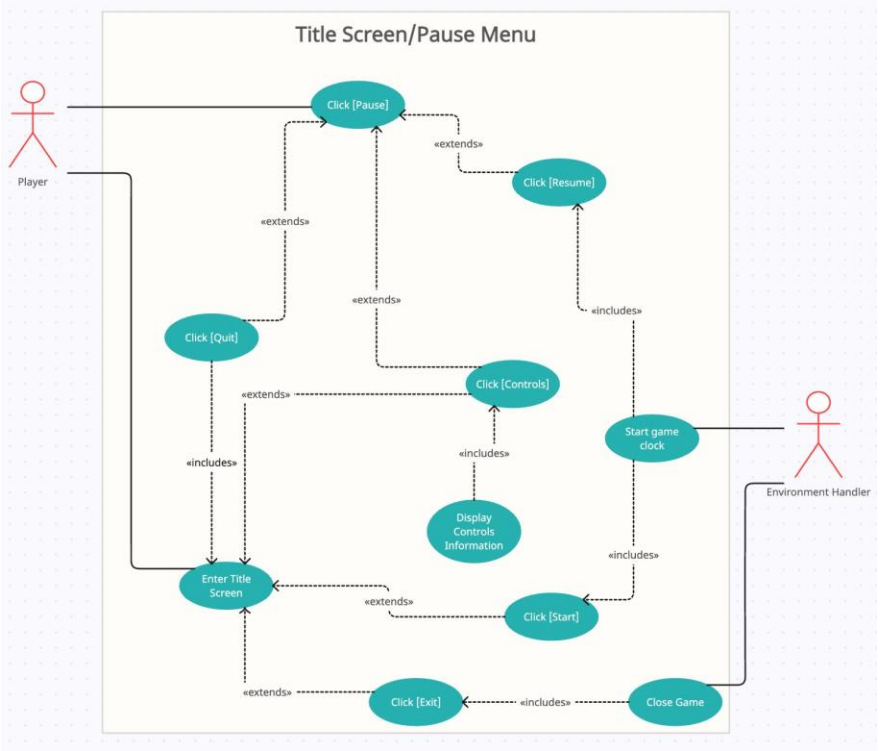
Creating the sound design includes all sound effects and music needed to make the experience of the game more natural and accurate to the “Dune” movie series. This means researching sounds unique to the movies, obtaining and producing them followed by implementing them into the game at appropriate places.

Creating the title screen and pause menu are similar tasks so they will be grouped together for simplicity’s sake. These tasks include all technical capability to having a pause and title menu work within the program code (buttons to return to them), design/art considerations as well as any helpful information the users may need to be able to play and understand the game.

2. Use case diagram with scenario _14

Use Case Diagram





Scenarios

Name: Start Game

Summary: The user can start the game by clicking the start button on the title screen.
Actors: User
Preconditions: The game is running but hasn't started.
Basic sequence:

Step 1: The game program is loaded and running.
Step 2: The title screen is visible, and all fields are populated/buttons active.
Step 3: The user clicks the [start] button.
Step 4: The scene is switched to the first game scene.
Step 5: The game time is started.

Exceptions:

Step 1: A button other than [start] is clicked: ignore input.

Post conditions: The first level of the game has started
Priority: 2*
ID: C01
*The priorities are 1 = must have, 2 = essential, 3 = nice to have.

Scenarios

Name: Pauses Game to see controls.
Summary: The user clicks [Pause] which stops the game time, and the pause menu is seen. Then the user clicks the [Controls] to see the control information.
Actors: User
Preconditions: The game is running (time is running).
Basic sequence:

Step 1: The user is playing the game.
Step 2: The user clicks [Pause].
Step 3: The user clicks [Controls] from within the Pause Menu.

Exceptions:

Step 1: The game is in the title screen or in transition between scenes. [Pause] is not seen.
Step 2: A button other than [Pause] and [Controls] is clicked: ignore input.

Post conditions: Control information is seen within the Pause Menu HUD.
Priority: 3*
ID: C01
*The priorities are 1 = must have, 2 = essential, 3 = nice to have.

Scenarios

Name: Music Playing on Start
Summary: The game is started, and the user hears the music. When clicking [Start] a sound effect is played.
Actors: User

Preconditions: The user has access to the game program.

Basic sequence:

Step 1: Locate the game.

Step 2: Run the program.

Step 3: The game opens and the user can see the title screen.

Step 4: The user clicks the start button.

Exceptions:

Step 1: N/A

Post conditions: The user heard the title screen music, and the sound affect when clicking the button.

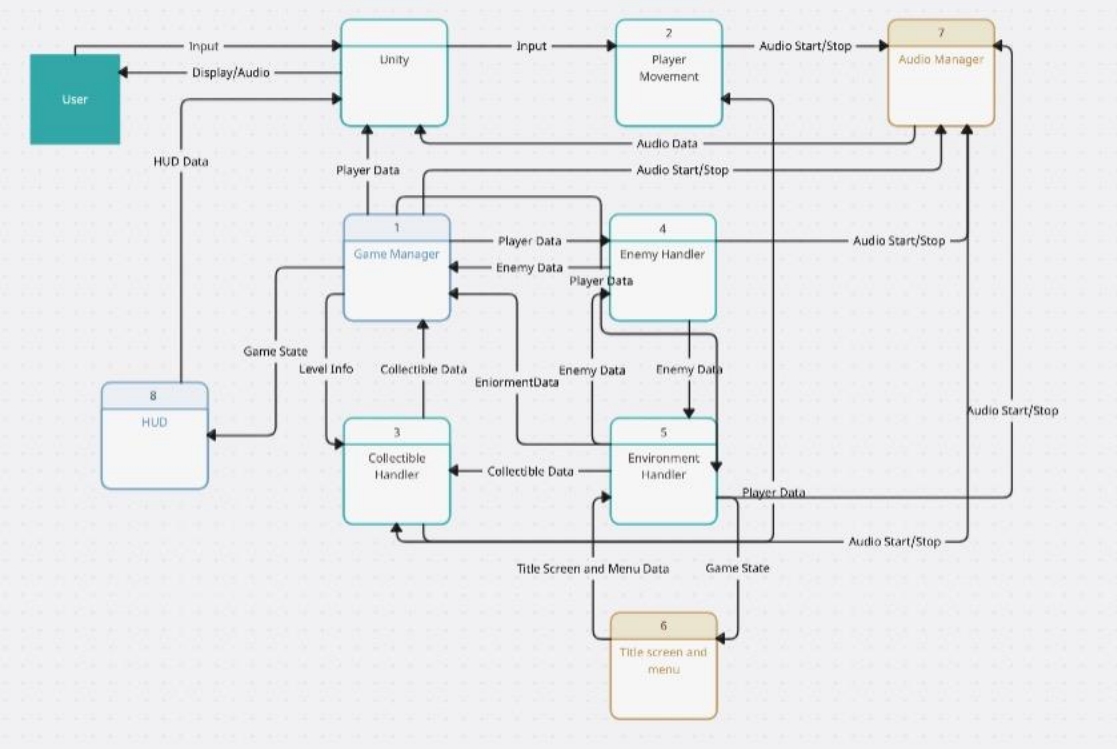
Priority: 3*

ID: C01

*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



Process Descriptions

Title Screen:

Open game on platform

```
Title screen should populate
If user clicks start
        Contact env handler to change scenes to start
        Start time
End if
If user clicks controls
        Display controls
End if
If user clicks quit
        Quit the game and close platform
End if
Pause Menu:
While game is running
        If the user clicks the pause button
                Show the pause menu
                Show resume, controls and quit button
        End if
End while
Audio Manager:
WHILE game is running
        If event from actor to audio manager
                Return audio to the unity/user
        End if
End while.
```

4. Acceptance Tests _____9

Title Screen Tests

- Makes sure when the start button is pressed, the scene is switched and the time starts.
- Make sure when the quit button is pressed, the game closes.
- Make sure when the user clicks the controls button, the controls are displayed.

Pause Menu

- Make sure when the pause button is clicked, the game time stops.
- Make sure when the pause button is clicked, the pause menu appears.
- Make sure the pause menu contains a controls, resume and quit button and they do their respective tasks when clicked.

Audio Manager Tasks

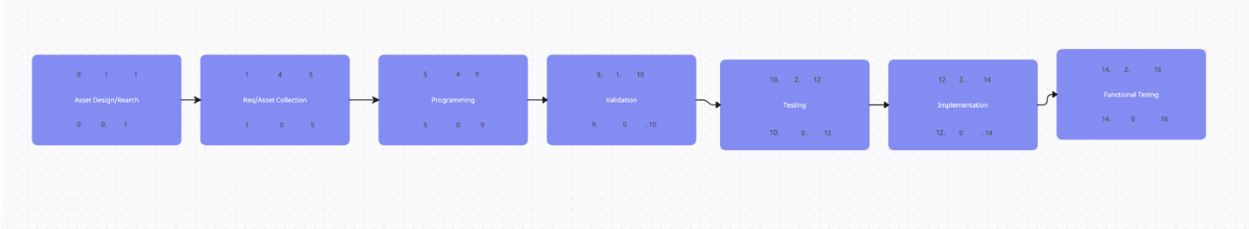
- Make sure game music is playing when the game is running.
- Make sure every major action has a sound affect.

5. Timeline _____/10

Work items

Task	Duration (PWks)	Predecessor Task(s)
1. Asset Design/Research	1	-
2. Requirements/Asset Collection	4	1
3. Programming	4	2
4. Validation	1	3
5. Testing	2	3,4
6. Implementation	2	5
7. Functional Testing	2	6

Pert diagram



Gantt timeline

Task	Week 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1																
2																
3																
4																
5																
6																
7																