Name Joseph Baruch Mark \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_/50

## 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.

## Use case diagram with scenario \_\_14

### Use Case DiagramsA diagram of a person Description automatically generated

A diagram of a person

Description automatically generated

A diagram of a person

Description automatically generated

### 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.

## Data Flow diagram(s) from Level 0 to process description for your feature \_\_\_\_\_\_\_14

### Data Flow Diagrams

A diagram of a data flow

Description automatically generated

### 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.

## 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.

## 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 diagramA blue rectangles with black dots Description automatically generated

### 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 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |