

[**Instructions:** Remove everything that is not a heading below and fill in with your own diagrams, etc.]

## 1. Brief introduction \_\_/3

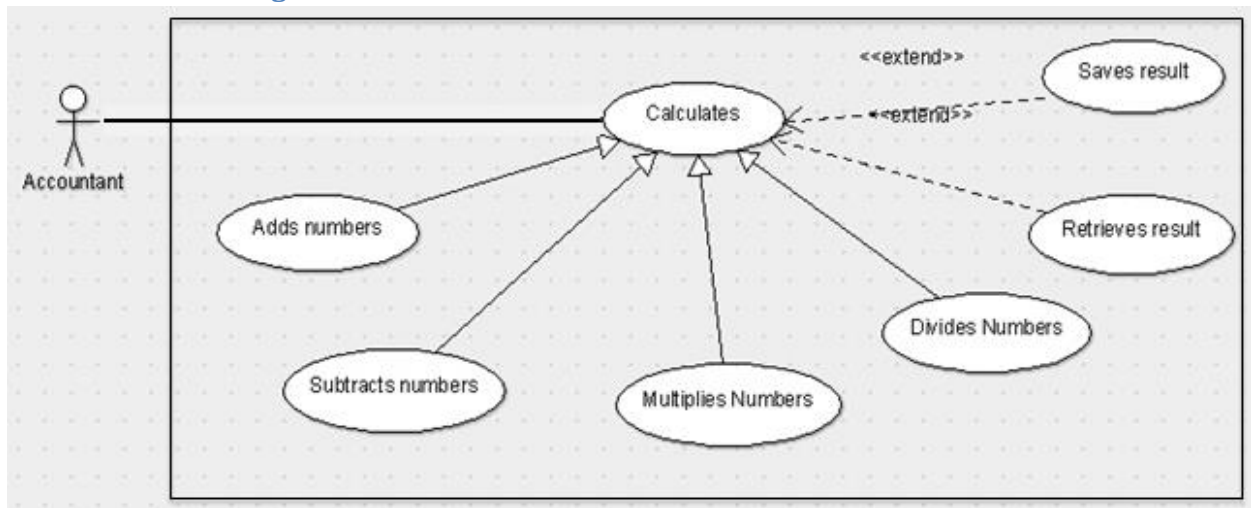
I am responsible for designing Enemy System. This system will have three sets of enemies, melee, long-range and the boss. This system manages enemy behavior, movement, generation and health based on main character's movement and gameplay.

## 2. Use case diagram with scenario \_\_14

[Use the lecture notes in class. Ensure you have at least one exception case]

Example:

### Use Case Diagrams



### Scenarios

[You will need a scenario for each use case]

**Name:** Add Numbers

**Summary:** The accountant uses the machine to calculate the sum of two numbers.

**Actors:** Accountant.

**Preconditions:** Calculator has been initialized.

**Basic sequence:**

**Step 1:** Accept input of first number.

**Step 2:** Continue to accept numbers until [calculate] is entered.

**Step 3:** Accept calculate command.

**Step 4:** Calculate and show result.

**Exceptions:**

**Step 1:** [calculate] is pressed before any input: Display 0.

**Step 2:** A button other than [calculate] or a number input is pressed: ignore input.

**Post conditions:** Calculated value is displayed.

**Priority:** 2\*

**ID:** C01

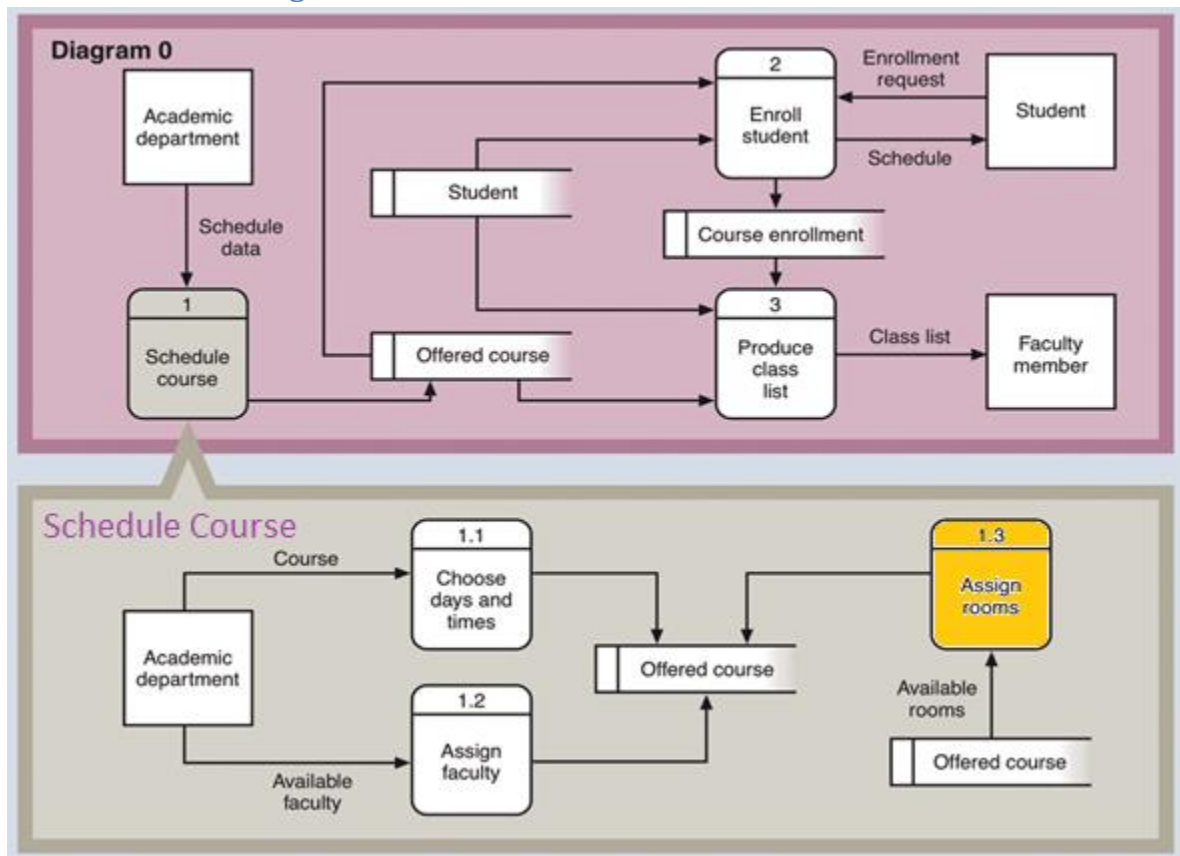
\*The priorities are 1 = must have, 2 = essential, 3 = nice to have.

### 3. Data Flow diagram(s) from Level 0 to process description for your feature 14

[Get the Level 0 from your team. Highlight the path to your feature]

Example:

#### Data Flow Diagrams



#### Process Descriptions

Assign rooms\*:

WHILE teacher in two places at once OR two classes in the same room

Randomly redistribute classes

END WHILE

**\*Notes:** Yours should be much longer. You could use a decision tree or decision table instead if it is more appropriate.

#### 4. Acceptance Tests \_\_\_\_\_9

[Describe the inputs and outputs of the tests you will run. Ensure you cover all the boundary cases.]

##### Example for random number generator feature

Run feature 1000 times sending output to a file.

The output file will have the following characteristics:

- Max number: 9
- Min number: 0
- Each digit between 0 and 9 appears at least 50 times
- No digit between 0 and 9 appears more than 300 times
- Consider each set of 10 consecutive outputs as a substring of the entire output.  
No substring may appear more than 3 times.

##### Example for divide feature

Output	Numerator (int)	Denominator (int)	Notes
0.5	1	2	
0.5	2	3	We only have 1 bit precision for outputs. Round all values to the nearest .5
0.0	1	4	At the 0.25 mark always round to the nearest whole integer
1.0	3	4	At the 0.75 mark always round to the nearest whole integer
255.5	5	0	On divide by 0, do not flag an error. Simply return our MAX_VAL which is 255.5.

#### 5. Timeline \_\_\_\_\_/10

[Figure out the tasks required to complete your feature]

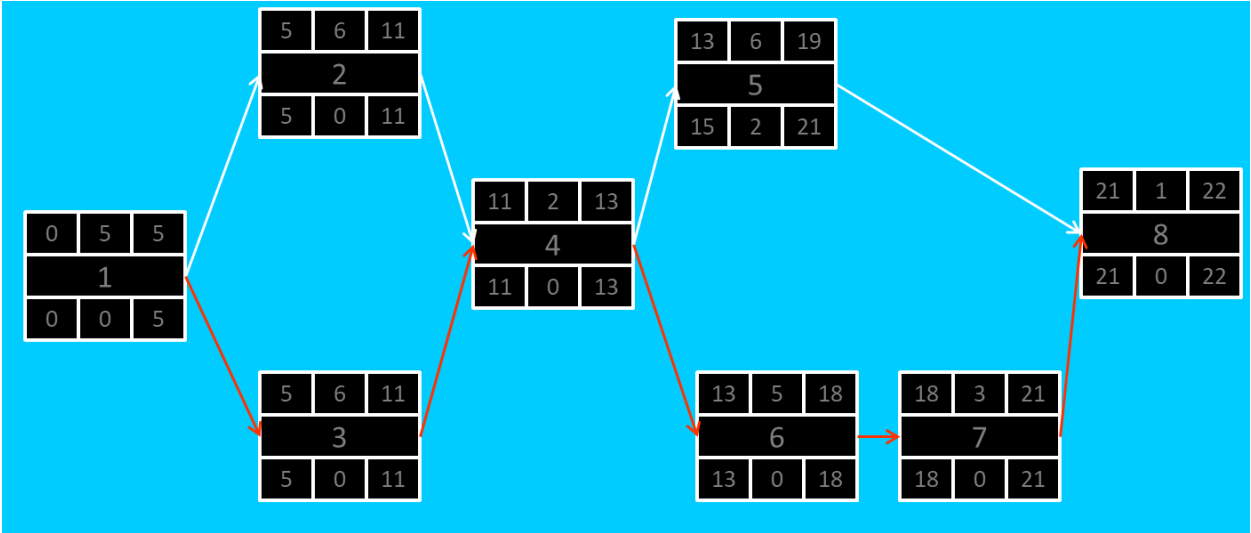
Example:

##### Work items

Task	Duration (PWks)	Predecessor Task(s)
1. Requirements Collection	5	-
2. Screen Design	6	1

3. Report Design	6	1
4. Database Construction	2	2, 3
5. User Documentation	6	4
6. Programming	5	4
7. Testing	3	6
8. Installation	1	5, 7

Pert diagram



Gantt timeline

