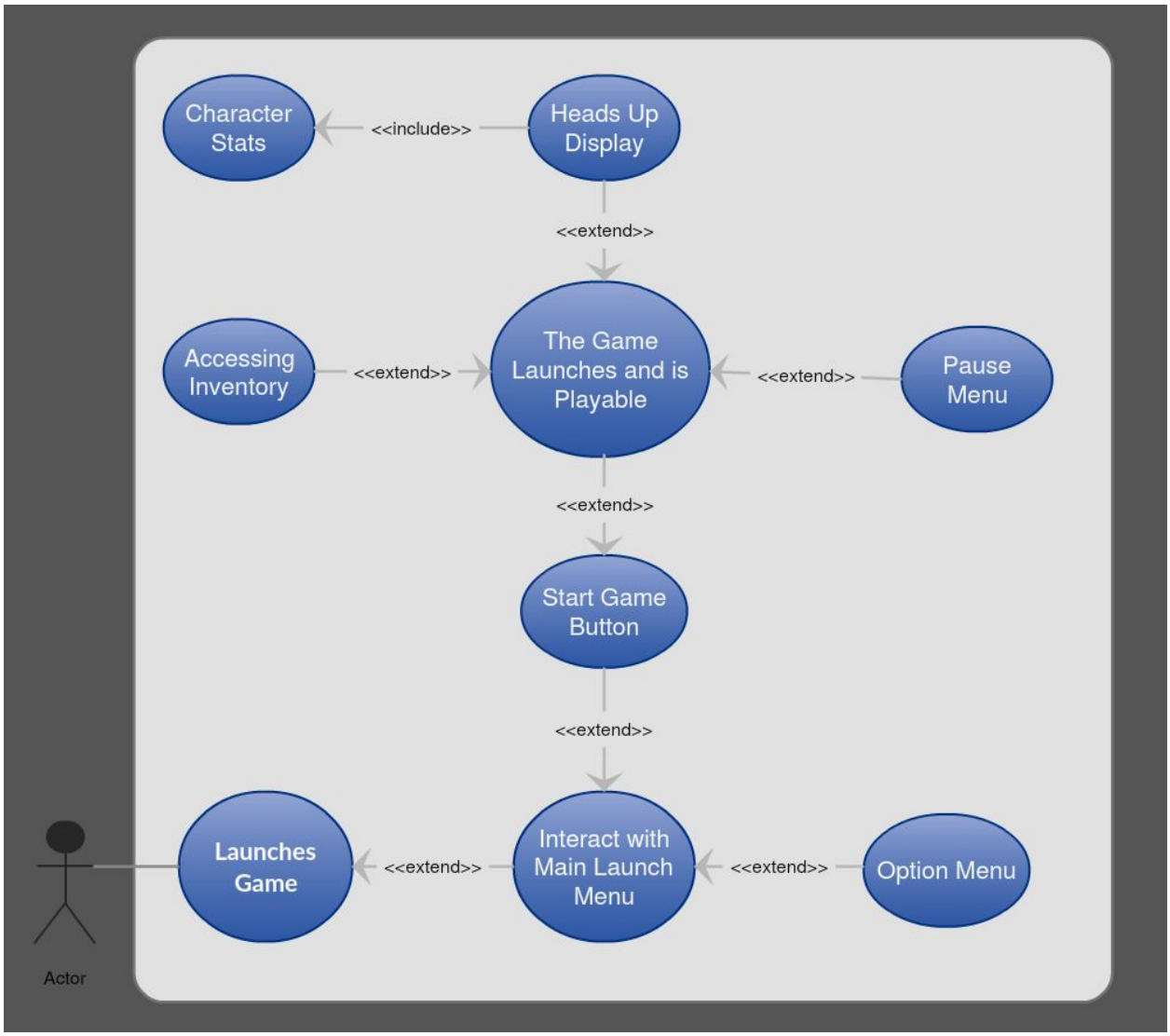
Name__Gabriel Hasenoehrl_____ Mark _____/50

1. Brief introduction __/3

The user interface design is a critical part of our game, as it allows the player to see information from other systems in our game in a graphic oriented way. This are very important, as it gives the player crucial information to successfully be able to play the game. This also encompases any menus in the game such as, the main launch menu, pause menu, option menu, and others that may be added.

2. Use case diagram with scenario __14

Use Case Diagrams



Scenarios

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

Name: Access Main Launch Menu
Summary: The gamer has loaded the game, and is going to interact with the launch menu.
Actors: Gamer.
Preconditions: Game has been launched.
Basic sequence:
Step 1: The gamer can has launched the game.
Step 2: The gamer can then interact with the main launch menu to dictate the actions they would like to perform from the start of the game.
Post conditions: Ability to interact with the main launch menu.
Priority: 1*
ID: C01

Name: Access Inventory
Summary: The gamer has already started and launched the playable game. The gamer can then access their inventory through a button while the game is running.
Actors: Gamer.
Preconditions: Game has been started.
Basic sequence:
Step 1: The gamer has loaded the game.
Step 2: The gamer has navigated through the main launch menu, to then press the start game button.
Step 3: The game will load and the gamer will have control over the main character.
Step 4: The gamer can then access the inventory through a button press.
Step 5: From here the gamer can see their inventory
Post conditions: Inventory is visible.
Priority: 1*
ID: C02

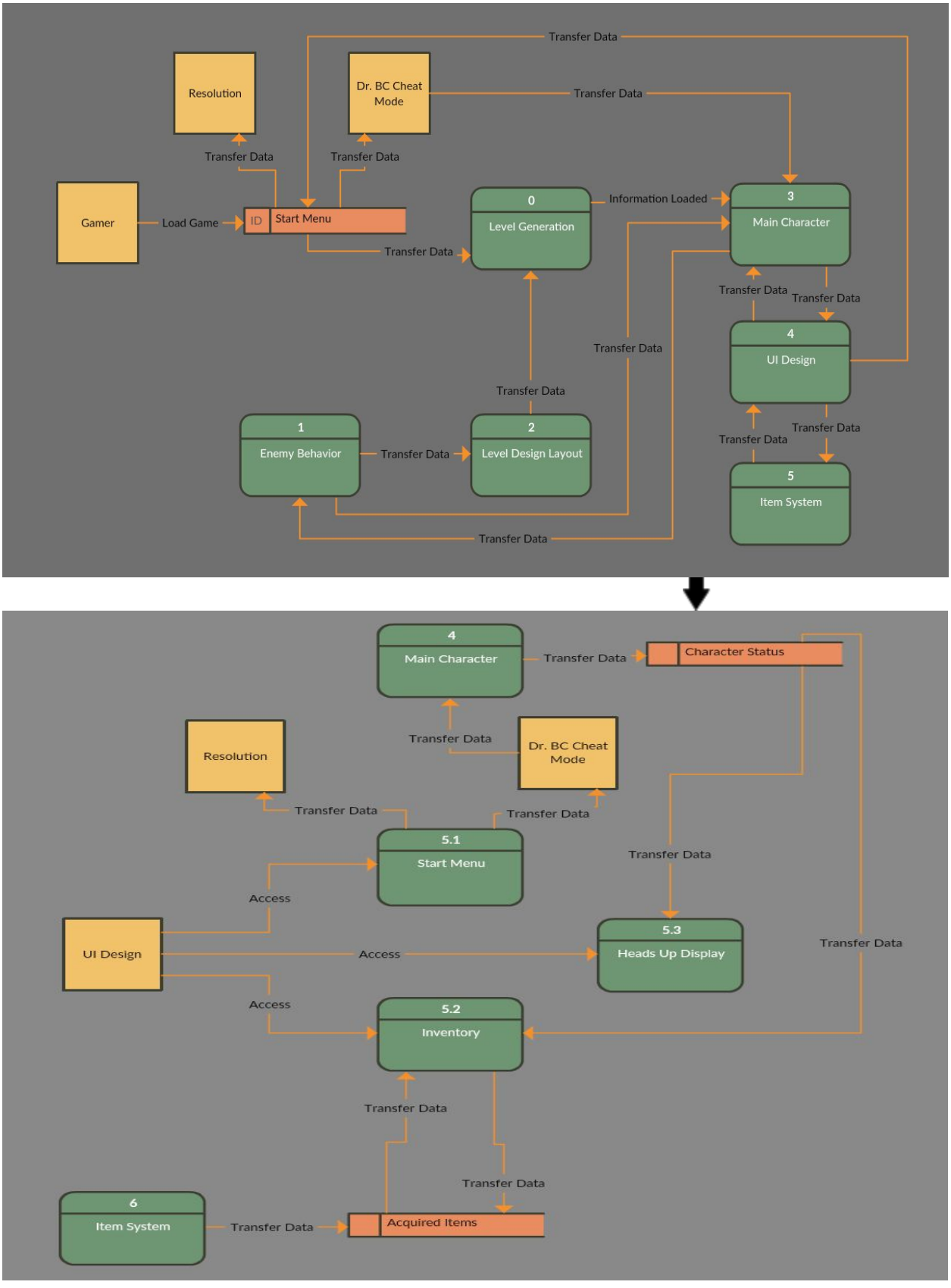
Name: Access Options
Summary: The gamer has accessed the main launch menu, and navigates to where they are able to change the options of the game.
Actors: Gamer.
Preconditions: Game has been launched.
Basic sequence:
Step 1: The gamer has loaded the game.
Step 2: The gamer can then interact with the main launch menu to dictate the actions they would like to perform from the start of the game.
Step 3: The gamer will then navigate through the main launch menu to find the option menu.
Step 4: The gamer can from here change options in the game.
Post conditions: Game options can be modified.

Priority: 2*
ID: C03

Name: Access Heads Up Display
Summary: The gamer has already started and launched the playable game. The gamer can then access the heads up display without pressing any button.
Actors: Gamer.
Preconditions: Game has been started.
Basic sequence:
Step 1: The gamer has loaded the game.
Step 2: The gamer has navigated through the main launch menu, to then press the start game button.
Step 3: The game will load and the gamer will have control over the main character.
Step 4: The heads up display will load as soon as the game has been loaded, allowing the user to see status information about their character.
Post conditions: Status information about the character is being displayed.
Priority: 3*
ID: C04

Name: Access Pause Menu
Summary: The gamer has already started and launched the playable game. The gamer can then access the pause menu through a button while the game is running.
Actors: Gamer.
Preconditions: Game has been started.
Basic sequence:
Step 1: The gamer has loaded the game.
Step 2: The gamer has navigated through the main launch menu, to then press the start game button.
Step 3: The game will load and the gamer will have control over the main character.
Step 4: The gamer can then access the pause menu through a button press.
Post conditions: The game has been paused.
Priority: 3*
ID: C05

3. Data Flow diagram(s) from Level 0 to process description for your feature _____14



Process Descriptions

Decision Table

UI Design	Start Menu	Resolution
		Dr. BC Cheat Mode
	Heads Up Display	Character Status
	Inventory	Access Acquired Items

4. Acceptance Tests _____9

Acquiring items in game, in order to transfer data from the UI inventory to the main character, and item system.

The inputs will be:

- Any number of in game items that the character has acquired.

The outputs will be

- Item data given to the item system, to be stored.
- Character update data, sent to the main character to adjust character stats.

Showing character information on the heads up display.

The inputs will be:

- Character status information.

The outputs will be:

- A graphical user interface showing the characters status information.
- Updated in real time.

5. Timeline _____/10

Work items

Task	Duration (Hrs)	Predecessor Task(s)
1. UI Text and Graphic Design	8	-
2. Start Menu (Programming / Graphics)	6	1
3. Inventory System (Programming / Graphics)	10	1
4. Properly Communicating Back and Forth With Item System (Programming)	10	3
5. Heads Up Display (Programming / Graphics)	8	1
6. Properly Communicating Back and Forth With Character Stats (Programming)	4	5
7. Testing	5	2,4,6
-	Total: 51	-