Name___Adam Odell__ Mark _____/50

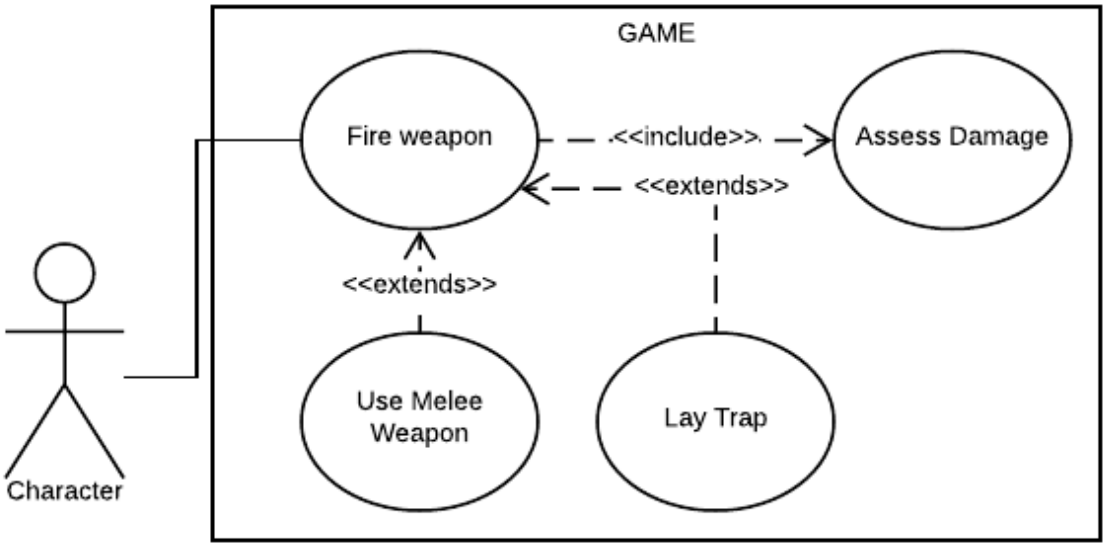
[**Instructions**: Remove everything that is not a heading below and fill in with your own diagrams, etc.]

1. Brief introduction __/3

I provide weapons functionality for the game. The player will be able to fire a variety of weapons at enemies. My feature controls the firing and damaging of the player's weapons.

2. Use case diagram with scenario _14

Use Case Diagrams



Scenarios

Name: Fire

Summary: The character shoots the gun

Actors: The character

Preconditions: Character exists and has a gun

Basic sequence:

Step 1: Fire Weapon gets triggered by Character and communicates the weapon to be fired.

Step 2: Fire Weapon assesses damage based on character rotation and location of enemies.

Exceptions:

Exception 1: Player is wielding a melee weapon when Fire Weapon is triggered.

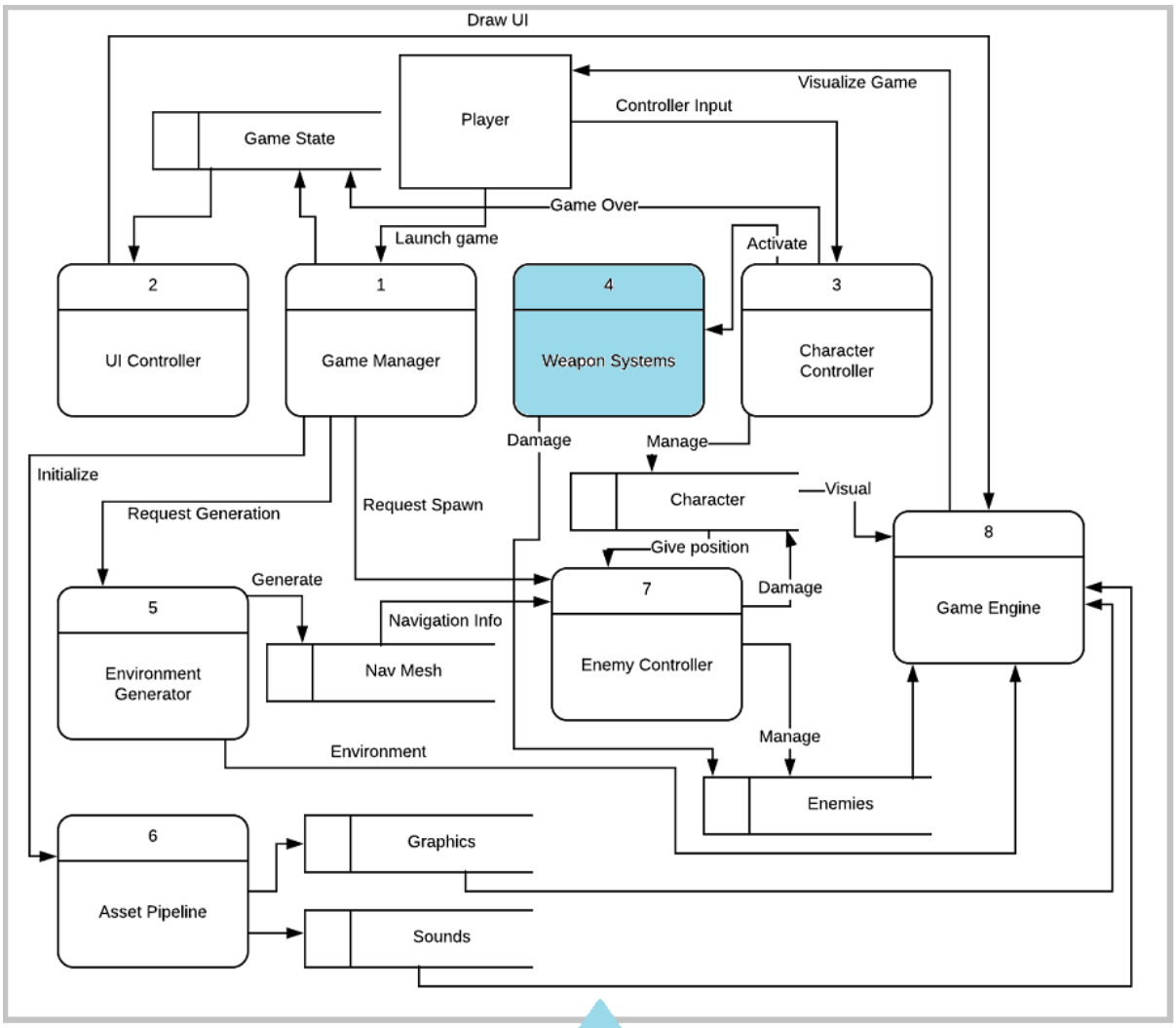
Exception 2: Player is wielding a trap when Fire Weapon is triggered.

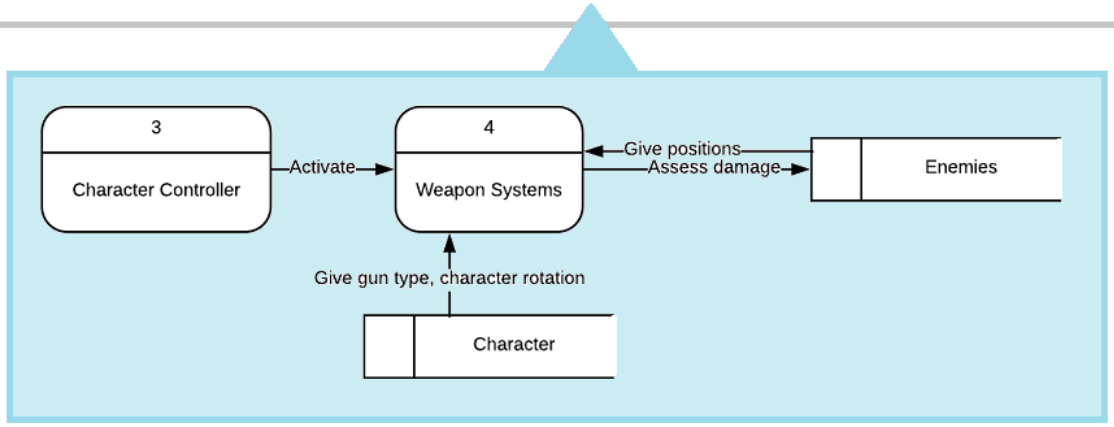
Post conditions: Enemies are damaged if contact was made.

Priority: 1

ID: C01

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





Process Descriptions

Weapon Systems:

Get gun rotation from Character

Trigger appropriate sounds and graphics for bullet firing

For each enemy which collides with ray drawn from character in rotation direction:

Reduce enemy HP by Gun Damage

Deplete ammo

4. Acceptance Tests _____9

Run function in the following test environments, expecting the following results:

Character aiming at nothing	No enemies damaged
Character aiming at enemy	Enemy damaged appropriately
Character aiming at enemy, with terrain obstacle in the way	Enemy not damaged

5. Timeline _____/10

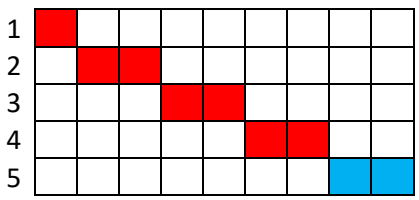
[Figure out the tasks required to complete your feature]

Example:

Work items

Task	Duration (PWks)	Predecessor Task(s)
1. Defining public methods/header files	1	-
2. Making first gun prototype	2	1
3. Making different guns	2	2
4. Making melee weapons, traps	2	2
5. Making different gun types (projectile, beam) (optional)	2	2

Gantt timeline



1 2 3 4 5 6 7 8 9