Brief Introduction ___/3

My feature in this game is going to be a few boss fights throughout the end of our game.

When the player makes it far enough into the game, my job is to create a challenge for them to face. I will be making two bosses that appear after a player survives for a certain amount of time. I will need to make sure that I do not buff the bosses too much so the game can still be completed, but I do want to make it feel like a reward when someone does beat the game.

Also, I am also responsible for the initial environment and player conditions once one of the boss fights starts. I am hoping that in doing this it makes the boss fight more fair for the player.

Use Case Diagram with Scenario ___/14

[Use the lecture notes in class]

Ensure you have at least one exception case, and that the <<extend>>matches up with the Exceptions in your scenario,and the Exceptionstep matches your Basic Sequence step.

Also include an <<include>> that is a suitable candidate for dynamic binding]
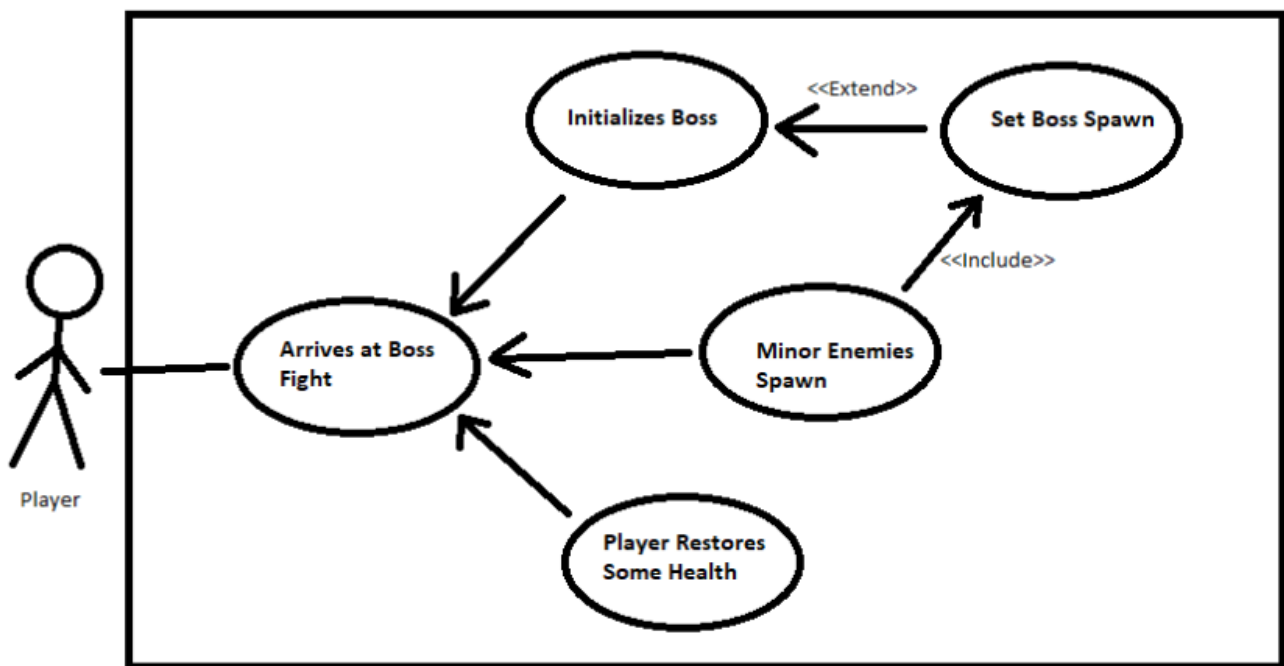
Scenarios:

Name: Boss Fight

Summary: The player arrives at the boss fight to see a boss and other enemies.

Actors: Player

Preconditions: Player has to get to the boss fight.

Basic Sequence:

    Step 1: Player restores some health.

    Step 2: Initialize the boss.

    Step 3: Minor enemies spawn alongside the boss.
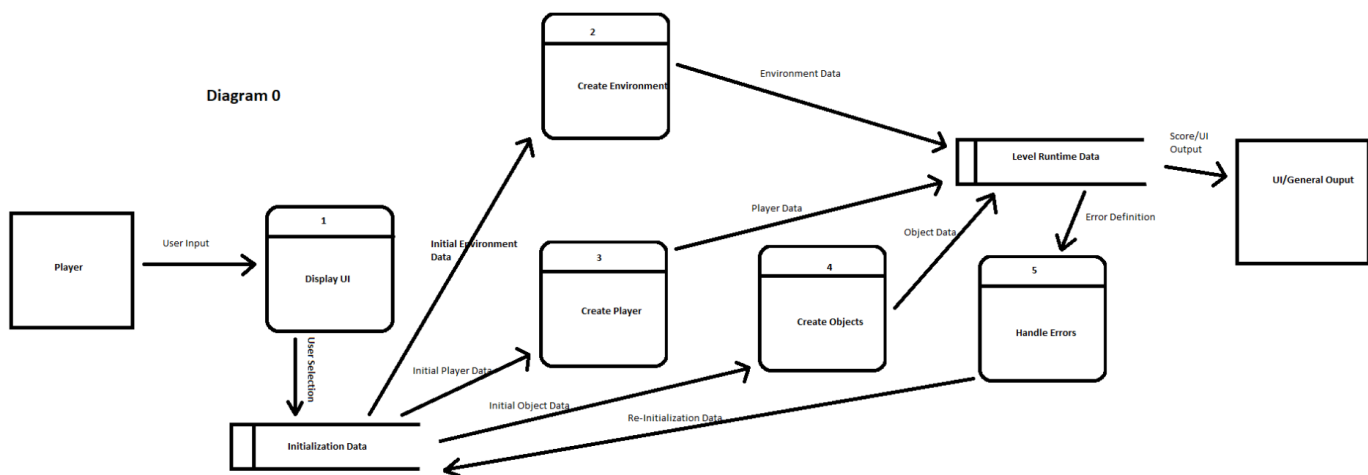
Exceptions:

    Step 1: The player is already at max health.

Post Conditions: The result of the boss fight will determine the game's ending.

Priority: 2

ID: KH1

Data Flow Diagram(s) from Level 0 to process description for your feature ___/14

Diagram For Objects

4.1

Make New Objects

Initialization Data

Enemy Object Data

4.3

Make New Enemy Object

4.2

Initialize Boss

Boss Data

Object List

Boss Initialization Diagram

4.2.1

Assign Boss Data

Object Data Type

New Object Data Type

Boss Inititialization Data

Info Check

4.2.2

Check Boss Data Integrity

Boss Data

Boss Data Table
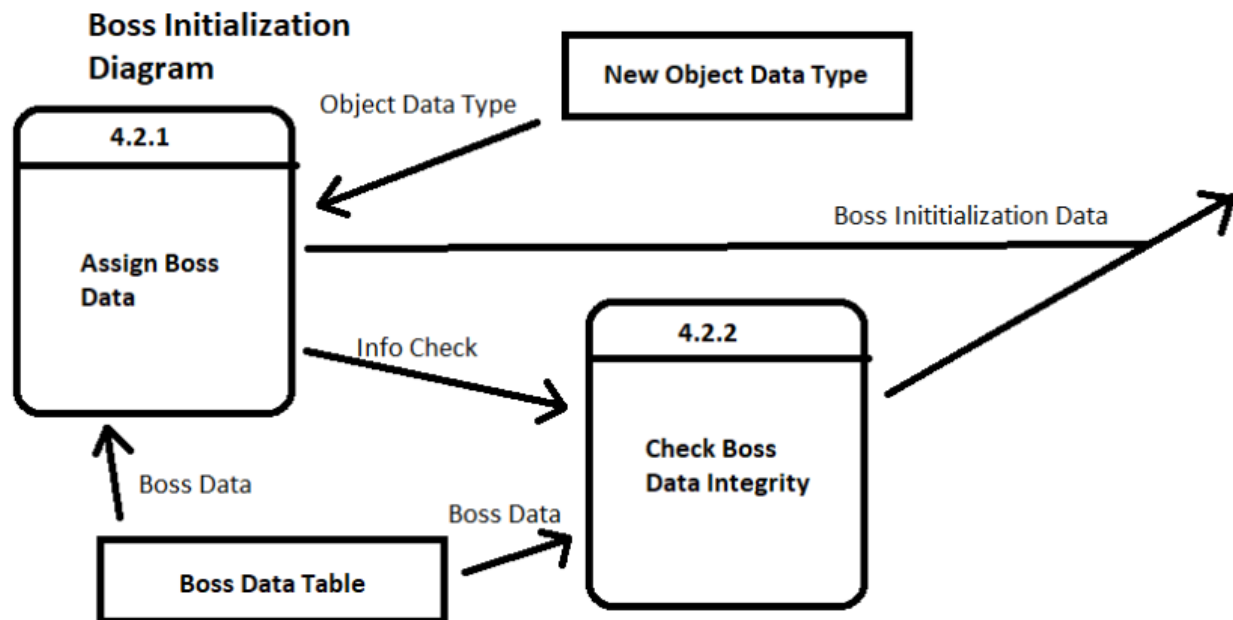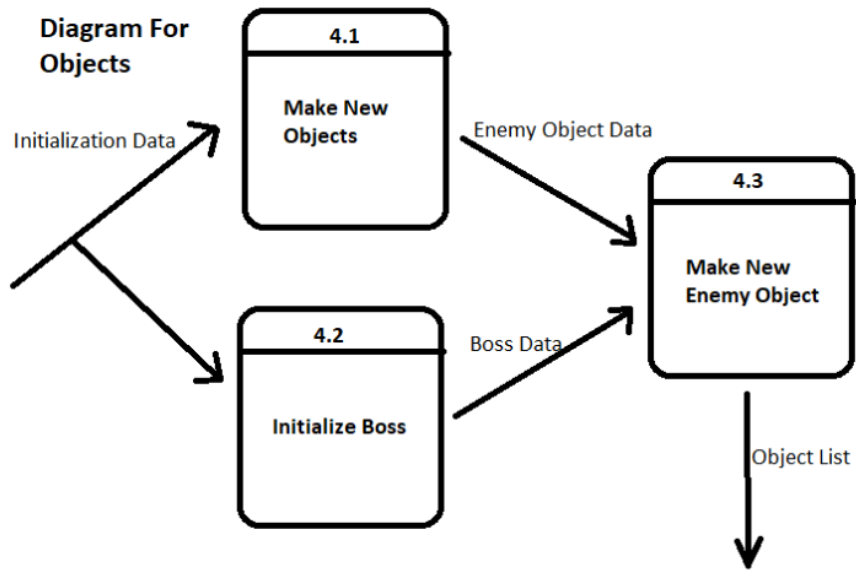
Boss Data

Acceptance Tests ___/9

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

This feature has mainly predetermined elements such as the boss data, movement, and attacks. The acceptance tests that I will be running will test the limits of these predetermined actions.

The first series of tests I will perform will be based on the attack of the boss. The first test would be to test the limits of the boss' damage. I will test to see if the boss's damage is so great that it exceeds the maximum size of an integer. I will also test to see when the boss spawn right next to the player (or inside the player) if the game breaks or not.

The next series of tests I will perform will be based on the movement of the boss. I anticipate the boss having some sort of quick dash or lunge attack, so I will test to see if he can dash into somewhere he is not supposed to go.

Timeline ___/10

[Figure out the tasks required to complete your feature]

Work Items:

Task	Duration(Hours)	Predecessor Task(s)
1) Requirements collection	5 hours	-
2) Recognition of entering a boss fight	3 hours	1
3) Player re-initialization	3 hours	2
4) Initialize Boss	5 hours	2
5) Set Spawn of Boss	5 hours	2
6) User Documentation	5 hours	5
7) Testing	3 hours	6
8) Installation	1 hour	7

Pert Diagram

Box 1: 0 | 5 | 5 / 1 / 0 | 0 | 5

Box 2: 5 | 3 | 8 / 2 / 5 | 0 | 8

Box 3: 8 | 3 | 11 / 3 / 8 | 0 | 11

Box 4: 8 | 5 | 13 / 4 / 8 | 0 | 13

Box 5: 8 | 5 | 13 / 5 / 8 | 0 | 13

Box 6: 13 | 5 | 18 / 6 / 13 | 0 | 18

Box 7: 18 | 3 | 21 / 7 / 18 | 0 | 21

Box 8: 21 | 1 | 22 / 8 / 21 | 0 | 22

Gantt Timeline

Task	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Task 1	▮	▮	▮	▮	▮																	
Task 2						1	▮	▮														
Task 3									2	▮	▮											
Task 4									2	▮	▮	▮	▮									
Task 5									2	▮	▮	▮	▮									
Task 6														5	▮	▮	▮	▮				
Task 7																			6	▮	▮	
Task 8																						7