Milestone 4
Scenario: Weapons

Initial Assumption: User has completed tasks and habits, thus gaining gold to purchase a new weapon. Wanting to have the best gear there is.
Normal: Users can purchase a new weapon in their given weapons class or can fortify the weapon that they currently have to then unlock the next available weapon in that weapons class.
What can go wrong: If the user tries to obtain a weapon outside of the weapons class they are in they will be given an error stating that they have to level up into a different weapons class. This isn't possible until all the weapons from the weakest to the strongest weapons in the weapons class have been obtained.

Milestone 5

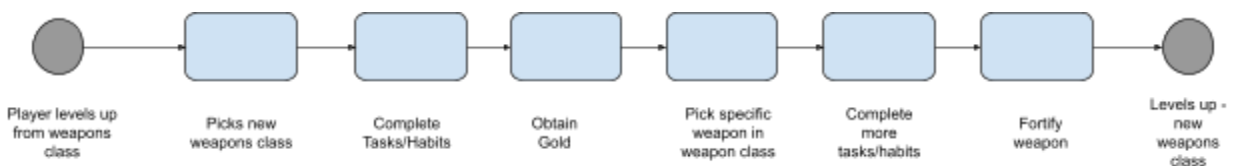| Functional	Non-functional
1)Users shall be able to pick the desired weapons class. 2)User shall be able to level up the weapon with gold. 3)Users shall be able to design weapon color schemes.	1)Users shall be able to change weapons class. 2)Users shall be able to have an inventory of weapons. 3)Users shall be able to have an inventory of achievements of weapon classes.

Use Cases

Milestone 6
Collaborate as a team to create a context model of the entire software project and systems with which it interacts. Do not simply include your main features/components and no other systems. System Modeling – Context Model 6 Step Points: 10
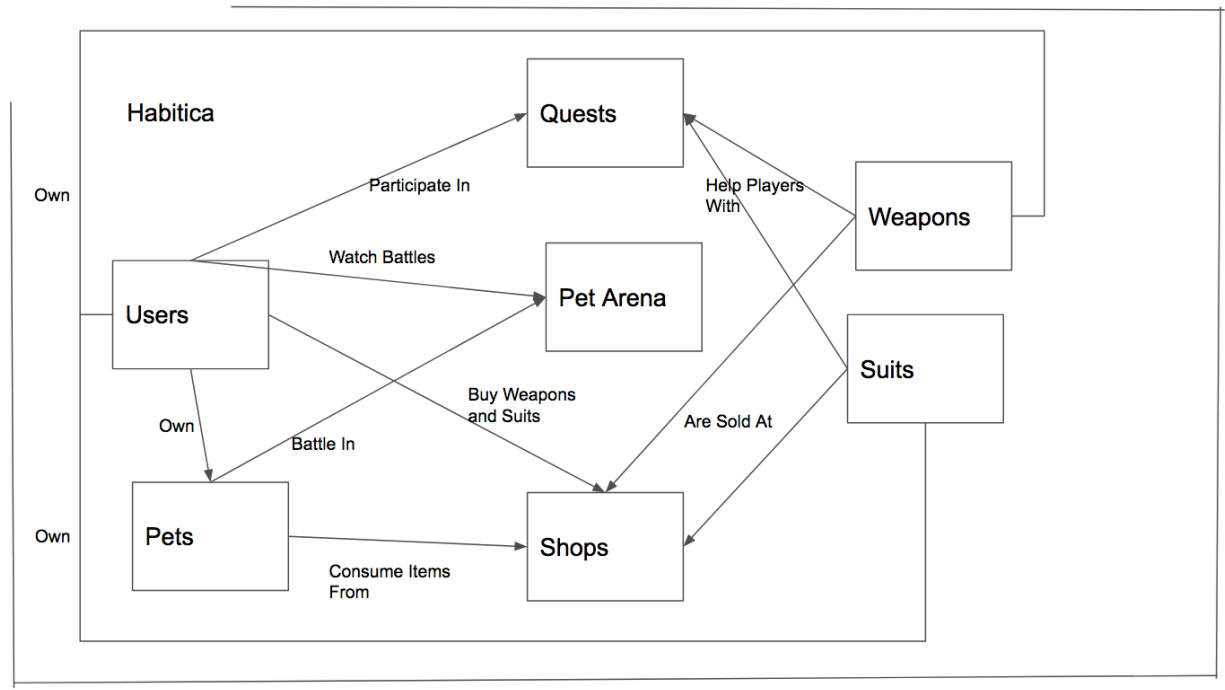
Create a process model of activities for one core process of each main feature/component. Each process model should include at least 5 activities. System Modeling – Process Models 7 Step Points: 40

Player levels up from weapons class → Picks new weapons class → Complete Tasks/Habits → Obtain Gold → Pick specific weapon in weapon class → Complete more tasks/habits → Fortify weapon → Levels up - new weapons class

Create a sequence diagram for one core process of each main feature/component. Each sequence diagram should include at least 4 activities. System Modeling – Sequence Diagrams 8 Step Points: 40
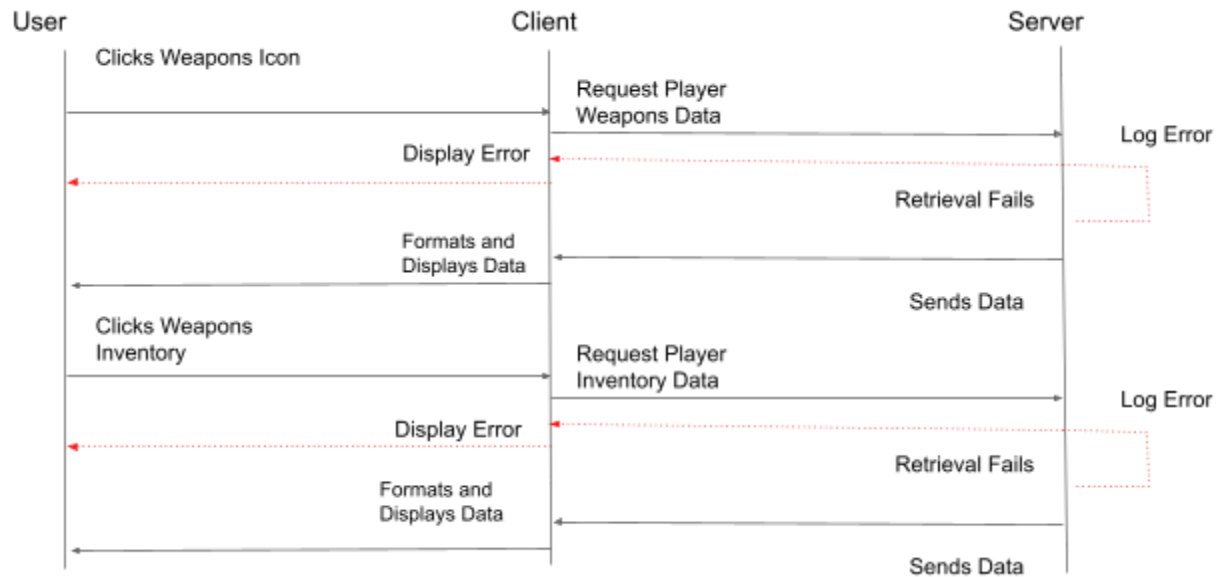
Create 2 class diagrams for each main feature/component. Each chosen class must have at least 5 properties/attributes and at least 3 methods/functions. System Modeling – Class Diagrams 9 Step Points: 40

Weapon
Class:string Name: string Description: string Type_weapon: int Damage: int
+fortify() +weapon_color()

Create a state diagram for each main feature/component. Each diagram must have at least 4 states with transitions.