

Name: Kill Character

Summary: If the Player meets the Enemy the player dies and restarts the game.

Actors: Enemy Handler, Environment Handler

Preconditions: Player comes in contact with enemy.

Basic sequence:

Step 1: Enemy moves forward and back or jump.

Step 2: Enemy could shoot projectiles.

Step 3: Player touches either the front, back, or bottom of the Enemy.

Step 4: Kill player

Step 5: Restart game

Exceptions:

Step 1: Player has a damage repellent powerup.

Step 2: Player shoots Enemy with projectile, killing the Enemy.

Step 3: Player jumps/lands on top of Enemy, killing the Enemy.

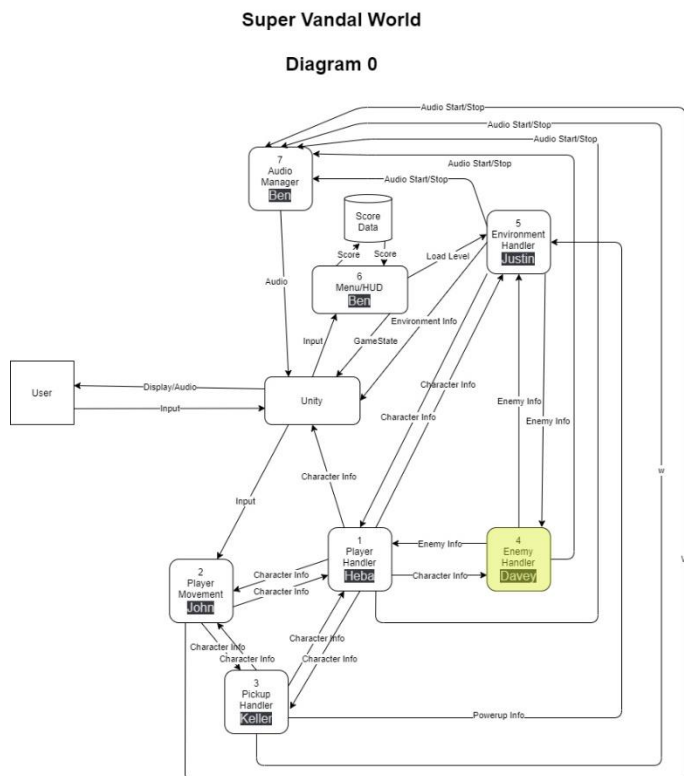
Post conditions: Restart level if Player dies or remove Enemy asset if Enemy dies.

Priority: 1*

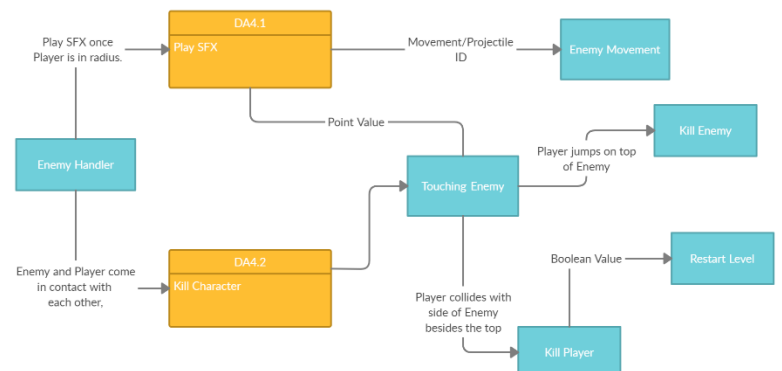
ID: DA4.2

*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



Data Flow Diagrams



Process Descriptions

Play SFX:

WHILE Enemy is moving AND Player is in proximity

Play Enemy SFX

END WHILE

Kill Character:

IF Player and Enemy are colliding

RETURN collision direction

END IF

IF collision direction isn't on top of Enemy

Kill Player

Play SFX

Restart level

ELSE

Kill Enemy

Play SFX

Remove Enemy asset

END IF

4. Acceptance Tests _____9

Enemy Handler

Run feature 50 times sending output to console.

The console will output the following characteristics:

- Direction Player touched the Enemy
- Enemy Life Status
- Player Life Status

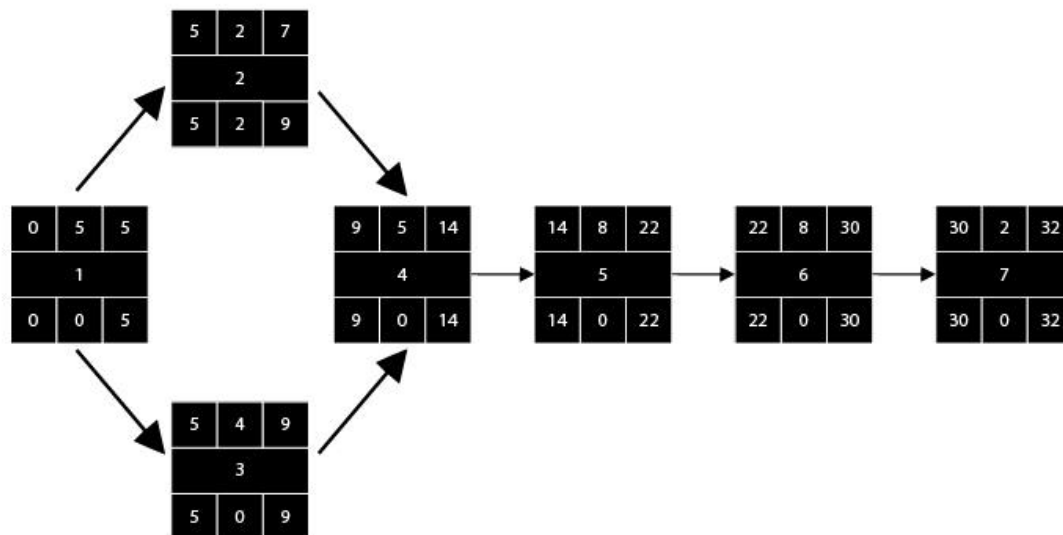
Output	Direction Of Enemy	Player on top of Enemy	Notes
Right Survived Killed	Right, Forward	No	Restart level once Player dies from Enemy contact. (Unless, it's the boss level)
Left Survived Killed	Left, Backward	No	
Bottom Survived Killed	Falling, Down, Up	No	
Top Killed Survived	Any	Yes	It doesn't matter what direction the Enemy is because the Player jumped on top of it.

5. Timeline ____/10

Work items

Task	Duration (Days)	Predecessor Task(s)
1. Design Enemies	5	-
2. Enemy Movement	2	1
3. Design Enemy Projectiles	4	1
4. Random Movement Function	5	2
5. Projectile Calculation Functions	8	3, 4
6. Programming	8	5
7. Testing	2	6

Pert diagram



Gantt timeline

