Name\_\_Heba Aljabrine\_\_ Mark \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_/50

# Brief introduction \_\_/3

One of the important features for this project is to design the enemy because it’s the main role that the player focuses on to avoid. From Different Enemy, the Collision with player that includes Kill player, and extend when the player hit the Enemy by character (I) the enemy will die (kill Enemy). From the environment handler will move the game to the next level.

# Use case diagram with scenario \_\_14

## Use Case Diagrams

A close up of text on a white background

Description automatically generated

## Scenarios

**Name:** Collision with Player

**Summary:**  The Different Enemy move

**Actors:** Different Enemy

**Preconditions:** Game has been initialized.

**Basic sequence:**

**Step 1:** Player hit the enemy by the item (I)

**Step 2:** Enemy will die if the player (Joe) hit.

**Step 3:** Player will die by the enemy.

**Exceptions:**

**Step 1:** Player Jump to kill the enemy

**Post conditions:** Different Enemy

**Priority:** 1\*

**ID:** DEK

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

## Scenarios

**Name:** Movement

**Summary:** The enemy movement

**Actors:** Player Handler

**Preconditions:** Game has been initialized.

**Basic sequence:**

**Step 1:** Enemy move up and down

**Step 2:** Enemy can Jump too (so the player cannot kill him by jump only).

**Exceptions:**

**Step 1:** Player Jump to kill the enemy

**Post conditions:** Player Handler

**Priority:** 1\*

**ID:** DEM

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

## Scenarios

**Name:** Kill Player

**Summary:** when the enemy hit the player.

**Actors:** Different Enemy

**Preconditions:** Game has been initialized.

**Basic sequence:**

**Step 1:** Enemy Jump on the player

**Step 2:** Enemy walk around to let the player chasing him.

**Exceptions:**

**Step 1:** Player Jump to kill the enemy.

**Post conditions:** Different Enemy

**Priority:** 1\*

**ID:** DEM

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

## Scenarios

**Name:** Kill Enemy

**Summary:** when the player hit the enemy.

**Actors:** Different Enemy

**Preconditions:** Game has been initialized.

**Basic sequence:**

**Step 1:** Player throw the character I to enemy.

**Step 2:** Player run away from the enemy.

**Exceptions:**

**Step 1:** Player Jump to kill the enemy.

**Post conditions:** Different Enemy

**Priority:** 1\*

**ID:** DEM

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

## Scenarios

**Name:** Player hit the Enemy

**Summary:** when the player hit the enemy.

**Actors:** Player Handler.

**Preconditions:** Game has been initialized.

**Basic sequence:**

**Step 1:** Kill enemy, Player hit the enemy.

**Step 2:** Remove enemy, making sure that enemy is die.

**Exceptions:**

**Step 1:** Player Jump to kill the enemy.

**Post conditions:** Different Enemy

**Priority:** 1\*

**ID:** DEM

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

# Data Flow diagram(s) from Level 0 to process description for your feature \_\_\_\_\_\_\_14

## Data Flow Diagrams

A close up of a map

Description automatically generated



A picture containing screenshot

Description automatically generated



**Process Descriptions**

IF the PLAYER hit the ENEMY

Die

ElSE IF the PLAYER hit the ENEMY with different Item

Won’t Die

IF the PLAYER jump

The ENEMY won’t die

ELSE IF the ENEMY Jump

The PLAYER will die

# Acceptance Tests \_\_\_\_\_\_\_\_9

Test collision with the player hit the enemy:

* Count how many hits that the enemy get today.
* Test all the item that the player has to kill the enemy.
* The different enemy should day by specific item.

Test collision with the enemy:

* Enemy asset is no linger in game environment.
* Enemy die after the player hit it.
* Enemy live after kill the player.

Test collision with the Player:

* Player asset is no linger in game environment.
* Player die after the player hit it.
* Player live after kill the Enemy.

# Timeline \_\_\_\_\_\_\_\_\_/10

## Work items

|  |  |  |
| --- | --- | --- |
| Task | Duration (Hours) | Predecessor Task(s) |
| 1. Requirements Collection | 3 | - |
| 2. Design character | 5 | 1 |
| 3. Report Design character | 5 | 2 |
| 4. Design character Construction | 5 | 3 |
| 5. Item Construction | 6 | 4 |
| 6. Design character Programming | 5 | 1 |
| 7. Coloring the skin | 3 | 6 |
| 8. Testing | 6 | 5,7 |

## Pert diagram

A close up of a keyboard

Description automatically generated

## Gantt timeline

A screen shot of a building

Description automatically generated