**WBS Tree Diagram DeadBeef**

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| **PROJECT TITLE** | Project 1 version 1.0 | **COMPANY NAME** | DeadBeef |
| **PROJECT MANAGER** | David W. | **DATE** | 3/18/17 |

DeadBeef Maze

Log file generation

Should have the format Log\_Date\_Time.txt

Include time a fault occurred

Description of fault

How the system is going to recover

Which component failed

Movement is going in a random direction based on system time.

Implement 3 path finding alg.

Use N-Version programming choose movement

Lighting

Random

Generation

Add chest combination to walls

Add Chest

Add door

Add key

Place player on valid block

Random

Check for collision of player into wall

Check for collision of player with enemies

Collison

Player Placement

Map

Generation

Go left, right, down and up

Grab key

Use key

Open chest

Open door

Go 2-9

User Input

Path Finding

Log File

LOG

Enemies

Maze

Player Movement

**WBS Tree Diagram DeadBeef**

|  |  |  |  |
| --- | --- | --- | --- |
| **PROJECT TITLE** | Project 1 version 2.0 | **COMPANY NAME** | DeadBeef |
| **PROJECT MANAGER** | David W. | **DATE** | 4/19/17 |

DeadBeef Maze

Dynamically changes according to internet availability

Modern tech feel

New Game

Load game

New User

Desired username

Desired password

Used PHP to create user

Takes input from client.

Returns values according to user input

File encryption

Save replay to online database

Access through user login

Saves a seed that is used to rebuild maze

Pause replay

Resume replay

Go back/rewind

Go forward

Go slower

Go faster

Use stop

Manipulating

Storing

Fires a bullet object when proper command used

Upon collision with enemy with kill them

Stops on walls and off map

Limited number of shots available

Submits desired user name and pass.

Code sends it to database

Server

User

Combat

Shooting Mechanic

Database

User Interface

Replay System