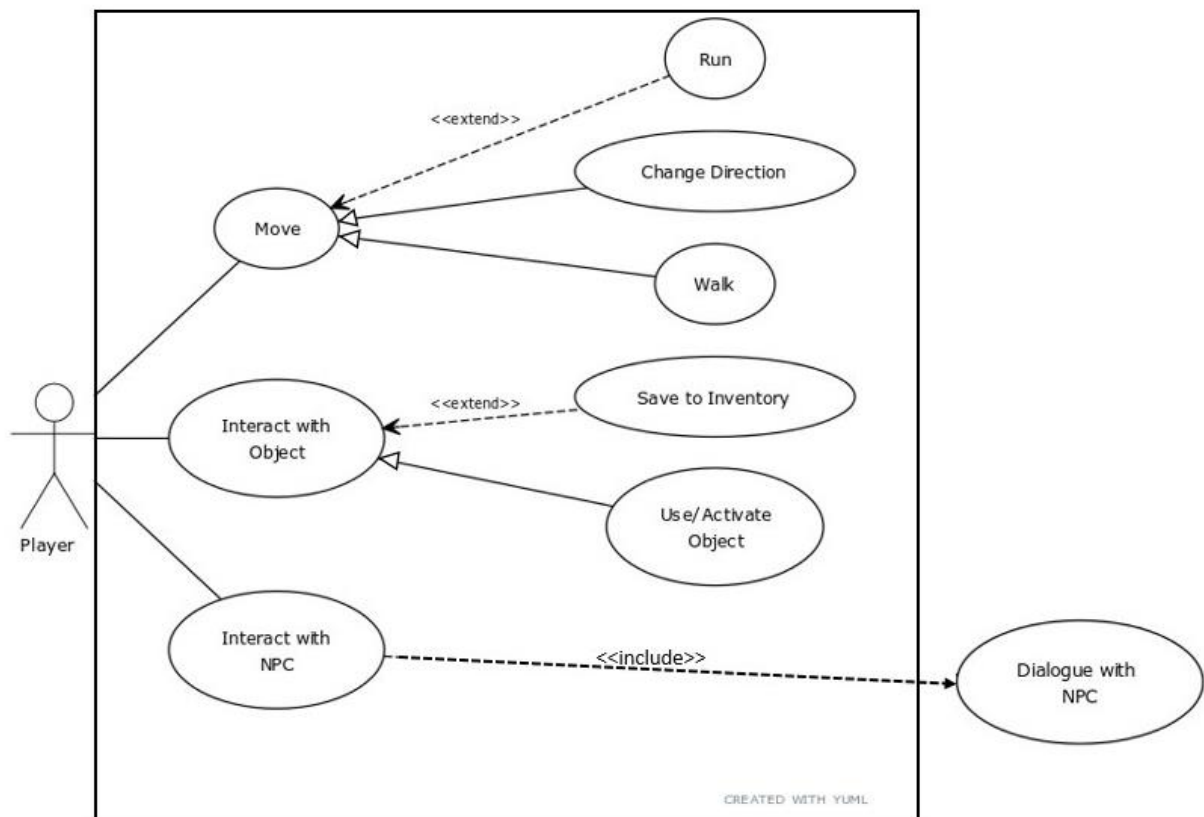


1. Brief introduction __/3

My section includes player movement and interaction with objects in the world. There are four main ways the player will interact with the world. First, they will collide with and not be able to pass through wall or some objects. Second, they must be able to interact with overworld objects. Third, they must be able to pick up some objects. Finally, they must be able to begin dialogue with the NPCs.

2. Use case diagram with scenario __14



Scenarios

Name: Move

Summary: The user inputs a direction, then the player moves that direction.

Actors: Player

Preconditions: The world and player are loaded and the game is ready for input.

Basic sequence:

Step 1: Directional input

Step 2: Player moves in that direction. If the button assigned to Run is being pressed, the player will move faster.

Exceptions:

Case 1: The player collides with an object or tile in that direction

Result: The player doesn't move, just faces that way.

Case 2: The input direction changes while moving.

Result: The player changes to move in that direction instead.

Post conditions: The player's location has changed in the direction of the input.

Priority: 1

ID: M01

Name: Interact with Object

Summary: The player activates or picks up an object in the overworld.

Actors: Player

Preconditions: The game is loaded, the player is facing an object.

Basic sequence:

Step 1: The player faces an object

Step 2: The player inputs the Enter/A button to interact with an object.

Step 3: The object runs its OnInteraction code, which will trigger some sequence of events depending on the object. It could just be a door opening, or something bigger.

Exceptions:

Case 1: The object is an Inventory Item

Result: The object is picked up and placed in the player's inventory.

Post conditions: The object has either run its OnInteraction function or it is placed in the inventory, depending on the type of object.

Priority: 3

ID: M02

Name: Interact with NPC

Summary: The player interacts with an NPC.

Actors: Player

Preconditions: The game is loaded, the player is facing an NPC.

Basic sequence:

Step 1: The player faces an NPC

Step 2: The player inputs the Enter/A button to interact with the NPC.

Step 3: The Dialogue Manager that handles player/NPC interactions takes over.

Post conditions: After the Dialogue Manager is done running, control will return to the player to move on to the next NPC.

Priority: 1

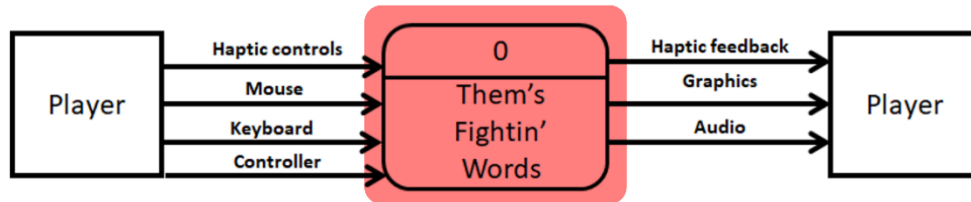
ID: M03

3. Data Flow diagram(s) from Level 0 to process description for your feature

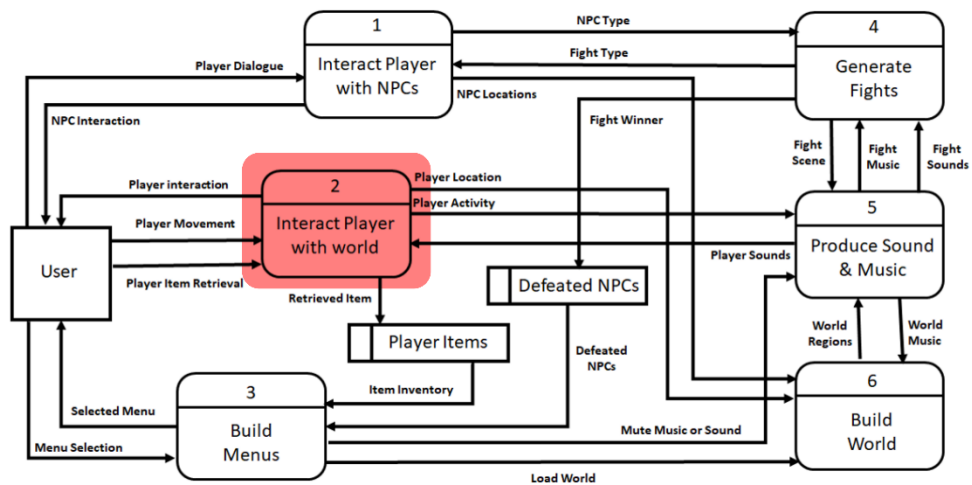
_____14

Data Flow Diagrams

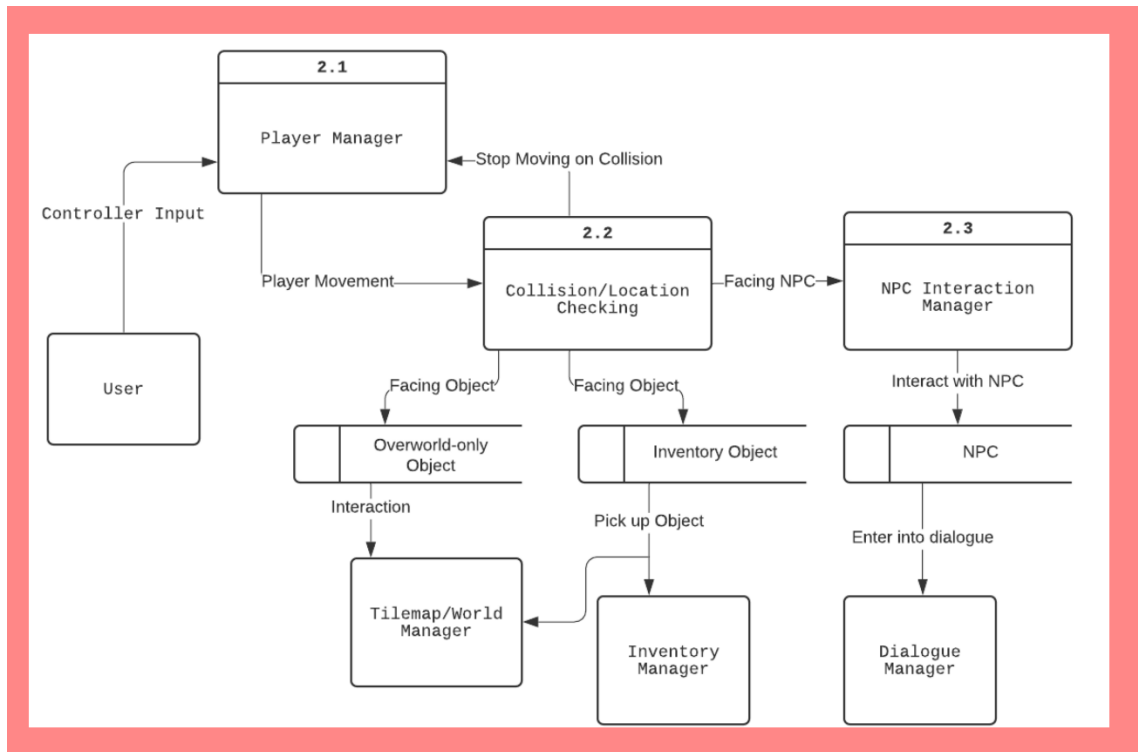
Diagram 0



Level 1



Level 2



Process Descriptions

IF up is pressed
 IF run is also pressed
 Move player up quickly
 ELSE
 Move player up
ELSE IF down is pressed
 IF run is also pressed
 Move player down quickly
 ELSE
 Move player down
ELSE IF left is pressed
 IF run is also pressed
 Move player left quickly
 ELSE
 Move player left
ELSE IF right is pressed
 IF run is also pressed
 Move player right quickly

```

ELSE
    Move player right
ELSE IF player is facing an object
    IF object is overworld-only
        Prompt for interaction
        IF interacted with
            Run that object's OnInteraction function.
        ELSE do nothing
    ELSE IF object can be picked up
        Prompt for interaction
        If interacted with
            Add object to inventory via Inventory Manager
        ELSE do nothing
ELSE IF player is facing NPC
    Prompt for interaction
    IF interacted with
        Call that NPC's dialogue function
    ELSE do nothing
ELSE wait for input

```

4. Acceptance Tests _____9

Player Movement

Have the player randomly move around the map for a long period of time, so they have enough time to interact with all the possible collisions, and see if they end up anywhere they shouldn't be. The time scale can be increased to speed up the testing.

Object Interaction

While testing the player interaction, have them interact with any objects they run in to. After running the test for a while, check to see if

1. the world has changed how it should (overworld-object interaction)
2. the inventory has the items it should (inventory-object interaction)
the NPCs are defeated (set player to auto-win the NPC battles)
3. Log errors to the console when possible. Timeline _____/10

5. Work items

Task	Duration (hrs)	Predecessor Task(s)
1. Overworld Movement	4	-

