

1. Brief Introduction

My feature will be the menus used throughout the game. This will be the opening menu, that will although for different setting changes to be made. There will also be a pause menu, with inside and outside the battle modes. Inside the battle mode will be a simple.

2. Use Case Diagram with Scenario

Use Case Diagrams

Scenarios

3. Data Flow Diagrams from Level 0 to process description for your feature

Data Flow Diagrams

Process Descriptions

4. Acceptance Tests

5. Timeline

Work Items

Task	Duration (PWks)	Predecessor Tasks

Pert Diagram

Gantt Timeline