

Name\_\_ Lily Mason\_\_\_\_\_ Mark \_\_\_\_\_/50

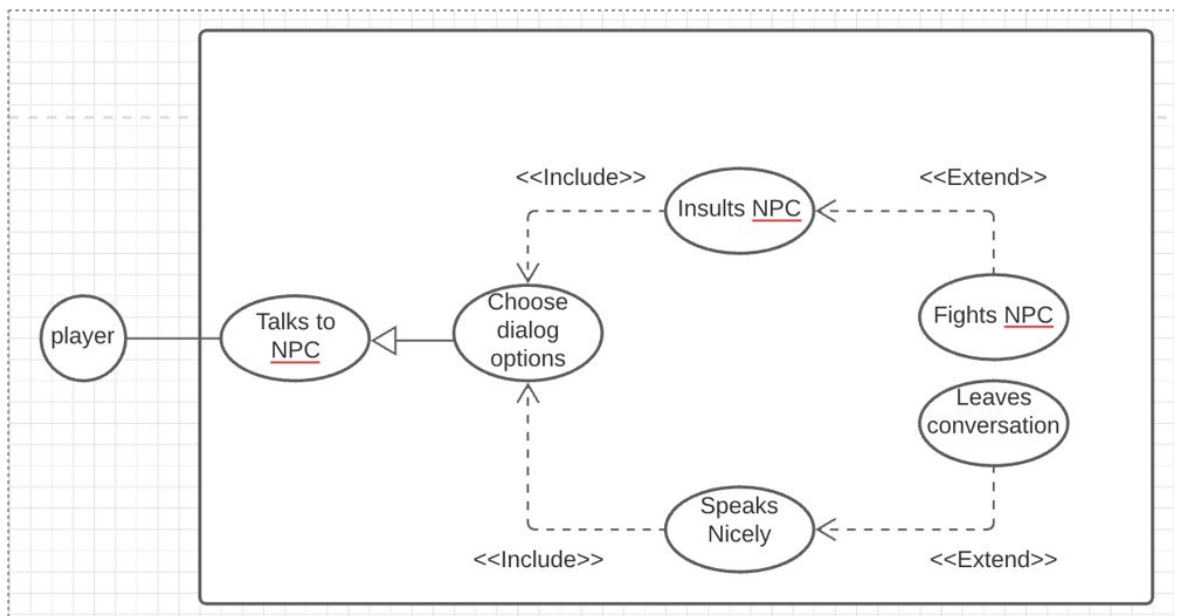
[Instructions: Remove everything that is not a heading below and fill in with your own diagrams, etc.]

## 1. Brief introduction \_\_/3

The player will be able to walk up to NPCs and speak to them. Have a short dialog before being sent into the fight scene. That conversation and the information being required to send the player to the next scene is my feature.

## 2. Use case diagram with scenario \_14

### Use Case Diagram



### Scenarios

[You will need a scenario for each use case]

**Name:** Insult NPC

**Summary:** The player angers the NPC by talking to it. Leading to a fight

**Actors:** Player

**Preconditions:** Player has walked up to the NPC

**Basic sequence:**

**Step 1:** NPC gives dialog

**Step 2:** Player responds with a comically mean selection

**Step 3:** The NPC is angered

**Step 4:** The NPC fights the player

**Exceptions:**

**Step 1:** player chooses nice dialog options: leave conversation

**Step 2:** Player walks away: leave conversation

**Post conditions:** Player is taken to fight

**Priority:** 1

**ID:** LM01

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

**Name:** Speak nicely to NPC

**Summary:** The player Speaks nicely to the NPC and leaves the conversation

**Actors:** Player

**Preconditions:** Player has walked up to the NPC

**Basic sequence:**

**Step 1:** NPC gives dialog

**Step 2:** Player responds with a comically nice selection

**Step 3:** The NPC is flattered

**Step 4:** The NPC leaves the player alone

**Exceptions:**

**Step 1:** player chooses mean dialog options: fight

**Step 2:** Player walks away: leave conversation

**Post conditions:** Player returns to walking around

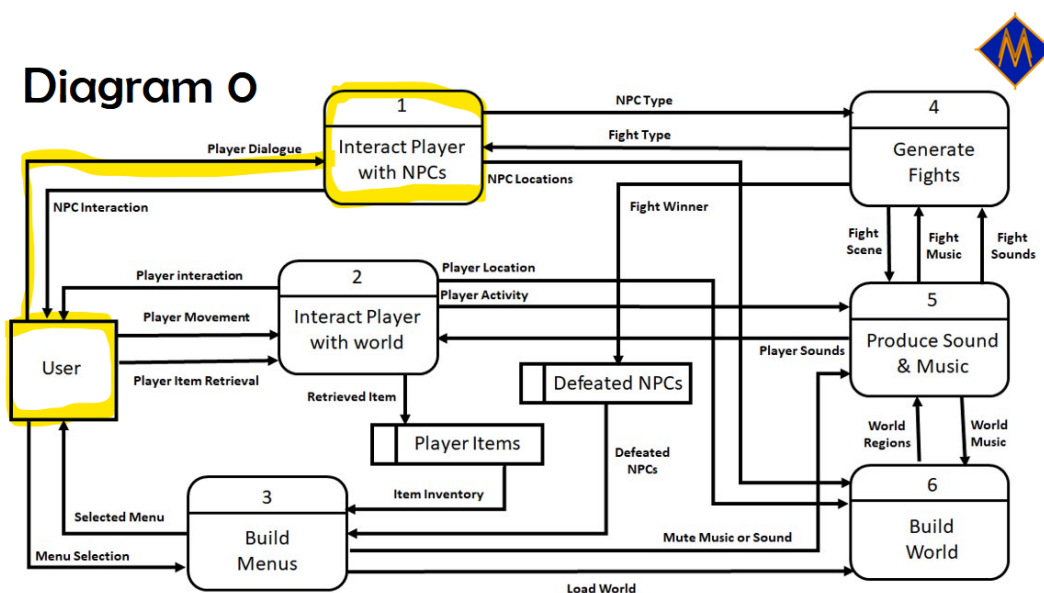
**Priority:** 2

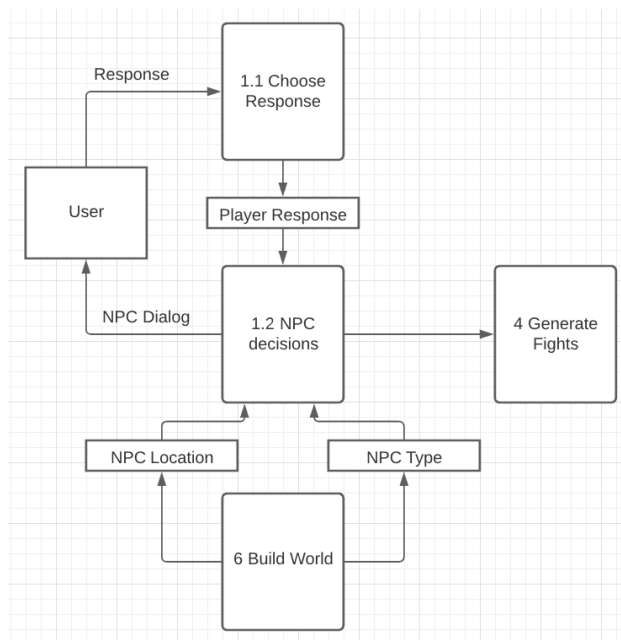
**ID:** LM02

\*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





**Diagram 1**

### Process Descriptions

#### 1.1 Choose Response

When Player is in conversation and NPC dialog is displayed  
 Provide User with 3 Text Options  
 Save User Response  
 END

#### 1.2 NPC decisions

When Player chooses a response  
 Use Location data and type data to determine output  
 If NPC not angered  
     Send new dialog to Player  
 Else  
     Generate Fight with Type data  
 END

## 4. Acceptance Tests \_\_\_\_\_9

### Forced Exit

Player runs in and out of area that triggers a conversation  
 Player starts conversation and runs out of area  
 Player angers NPC and runs out of area before fight begins

### Expected

NPC remembers what the player last said if anything

## Random Inputs

Player Presses random buttons while in conversation

## Expected

The only time anything moves the conversation forward is when the appropriate buttons are pressed for the conversation

## 5. Timeline \_\_\_\_/10

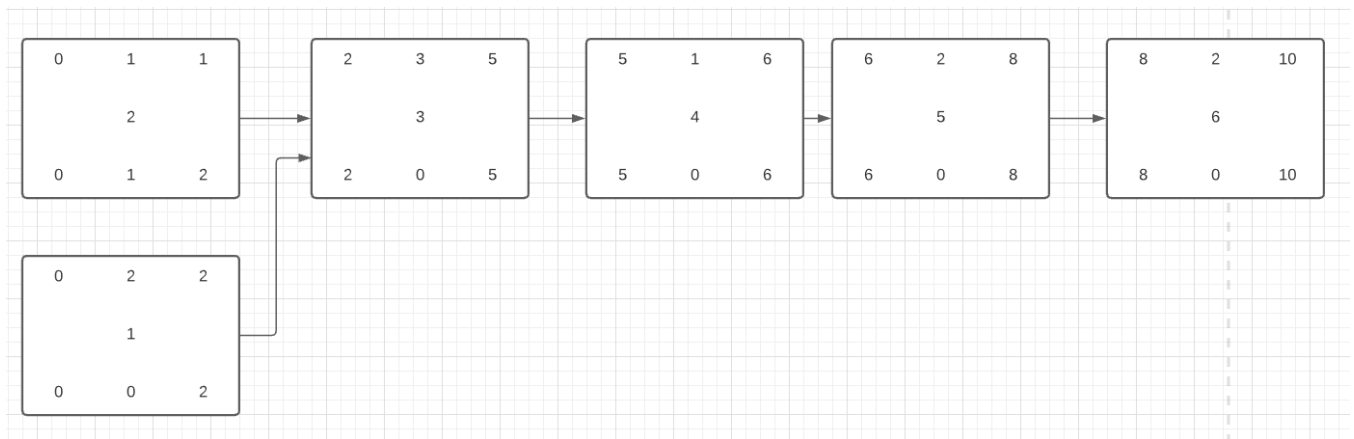
[Figure out the tasks required to complete your feature]

Example:

### Work items

1. Design Dialog UI
2. Determine Dialog tree types
3. Programming 1 2
4. Create General NPC prefab 3
5. Create Unique NPCs 4
6. Testing 5

### Pert Diagram



### Gantt timeline

[illegible]