

Champion Document

Company: 513 Studios | Game: Dread | Feature: Enemies

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## 1. Brief introduction

My feature for the Dread video game is the enemy and enemy spawning.

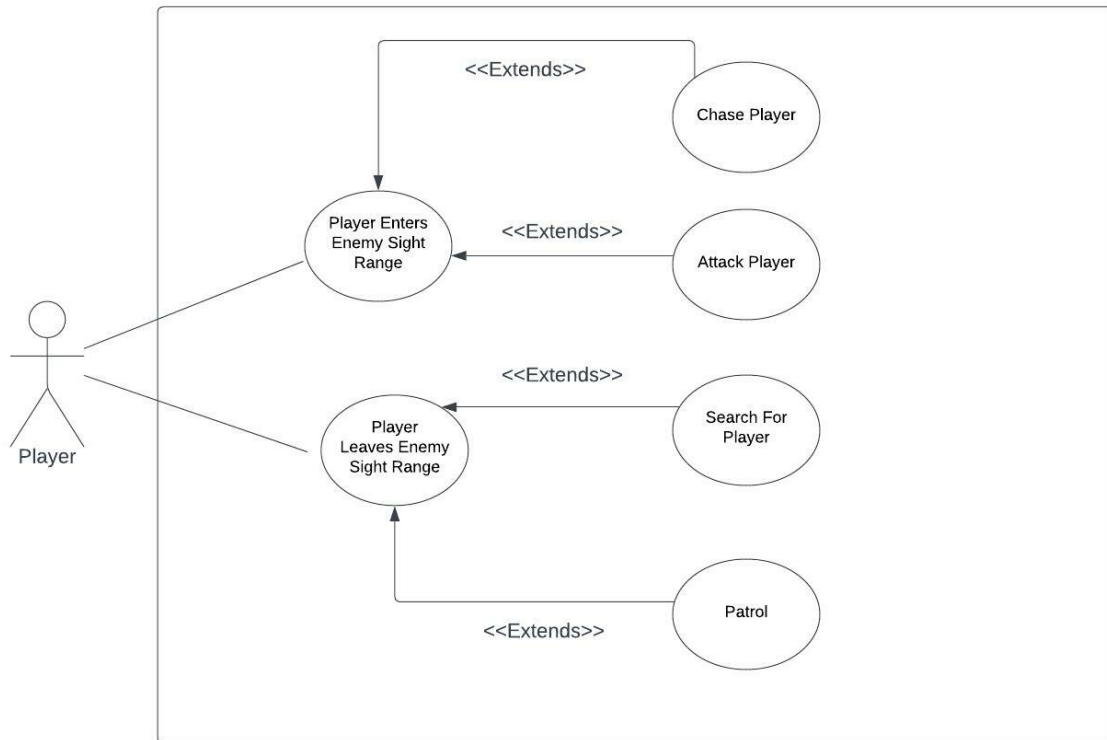
The enemies in Dread will be placed randomly in the rooms the player enters. There are three different types of enemies: Auto Turrets, Light Enemies, and Heavy Enemies. Auto Turrets are stationary with low health, search for and shoot at the player. Light Enemies will be the most common, with medium health, medium speed, and ranged attacks. Heavy enemies are harder to kill and travel slower compared to light enemies. As a player, there is one main strategy for coming out of combat victorious, that is to survive and destroy the enemy hoards before they destroy you.

## 2. Use case diagram with scenario

### Use Case Diagrams

#### Scenarios

#### Scenario 1 (first Use Case Diagram):



**Name:** Enter Enemy Sight

**Summary:** The player enters the sight range of the enemy, the

**Actors:** Player

**Preconditions:** The player has just started a new game and is in a room moving around.

**Basic sequence:**

**Step 1:** Player enters the enemy sight range.

**Step 2:** The enemy will begin to target and chase the player.

**Step 3:** If the player enters the attack range of the enemy, the enemy will attack the player

**Step 4:** If the player leaves the sight range of the enemy, the enemy will search for the player.

**Exceptions:**

**Step 1:** If the player leaves the attack range of the enemy, but is still within the enemy sight, the enemy will chase the player.

**Step 2:** If the player leaves the sight of the enemy, the enemy will search for the player.

**Step 3:** if the enemy finds the player, the enemy will chase.

**Step 4:** if the enemy finds the player, the enemy will

**Post conditions:** The level is created, and the player is currently in it.

**Priority:** 2\*

**ID:** TM01

\*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

#### Data Flow Diagrams

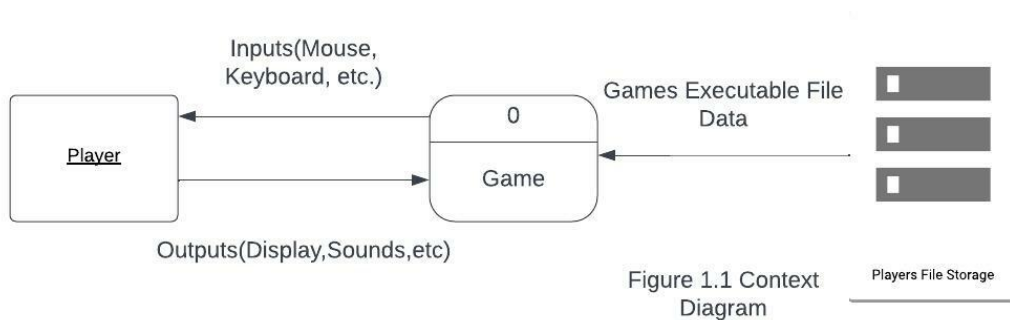


Figure 1.1: Context Diagram

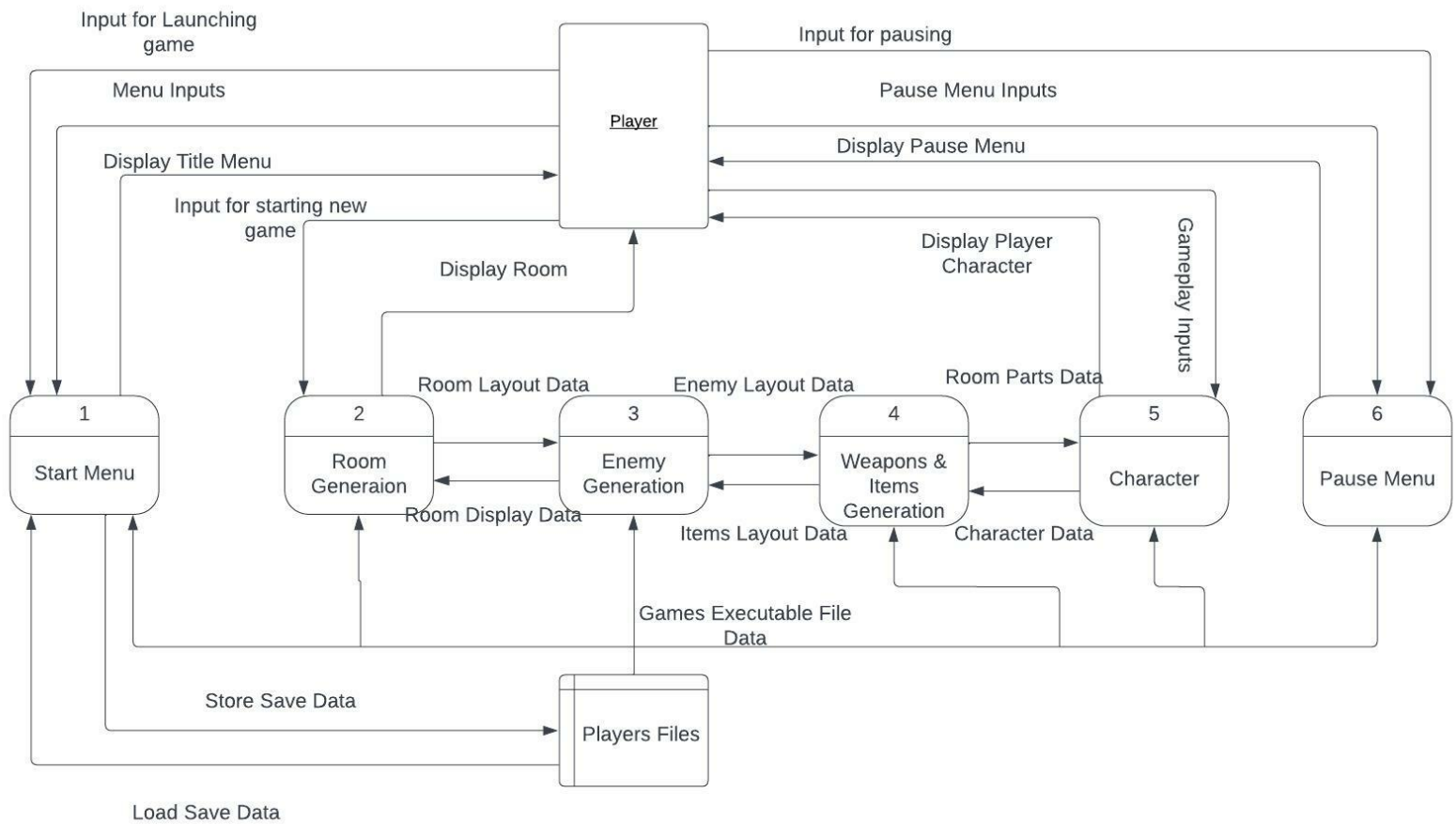


Figure 1.2: Diagram 0

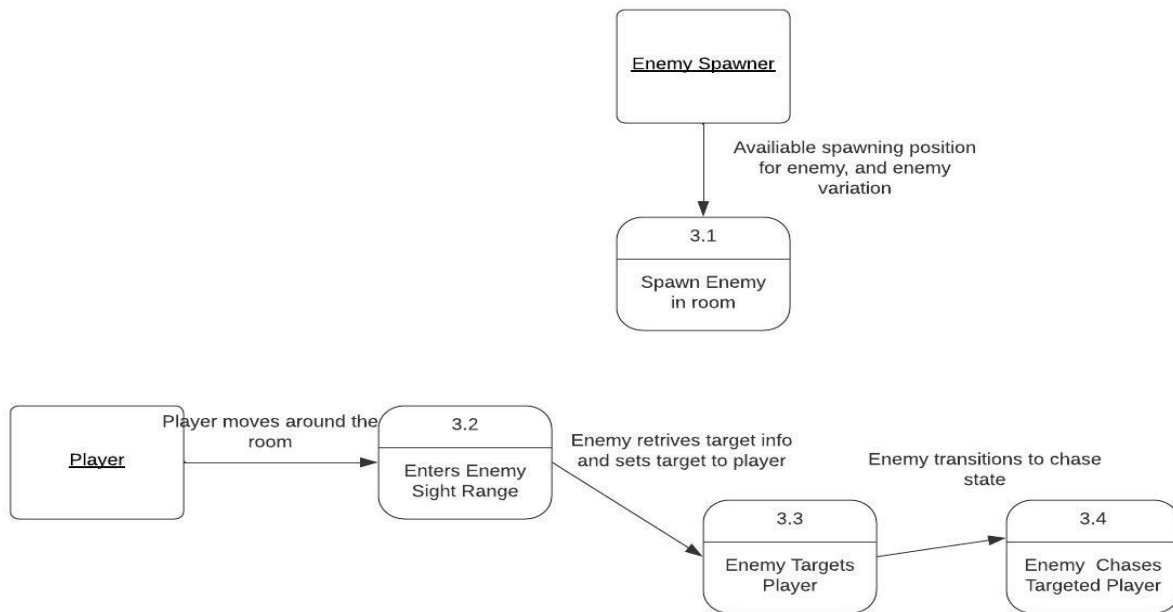


Figure 1.3: Enemy Chase Process Diagram 3

## Process Descriptions

[pseudocode/decision tree/decision table]

Structured English Process Description for 3.4 Enemy Chases

Player

IF Enemy target is not set

Set state to Patrol

Enemy Patrols Room

IF Player enters Enemy sight range

Set Enemy Target to Player

Set State to Chase state

Enemy Chases target

ENDIF

ENDIF

## 4. Acceptance Tests

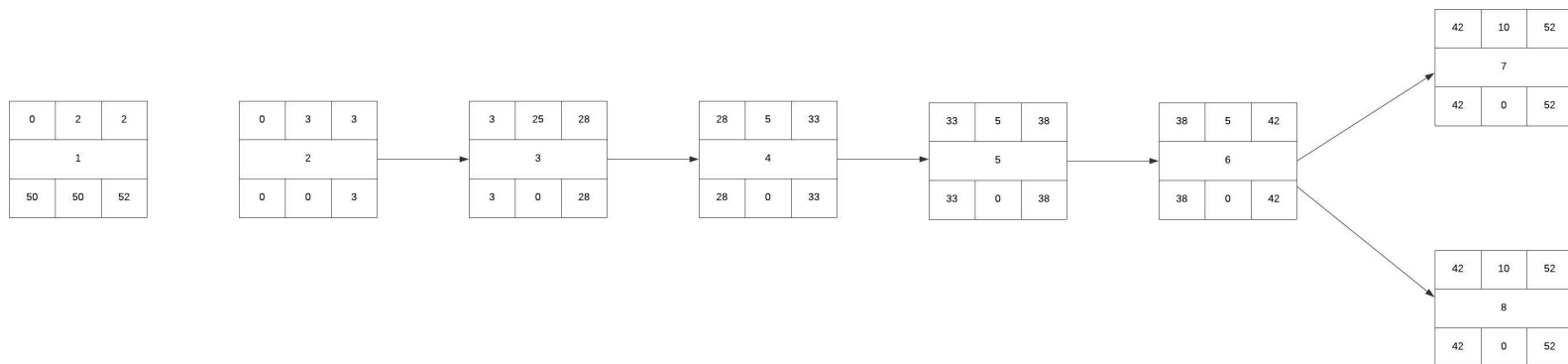
One thing to test is if the Enemy mechanic is working properly. The Enemy should correctly patrol a room, as well as chase a player when they enter the Enemy sight range. To test this, one could spawn several enemies in a room without a player character. Observing the enemy movement patterns, making sure they patrol the room properly. Then one could spawn a player character right in front of an enemy testing, the ability of the enemies to chase the player.

## 5. Timeline

### Work items

Task	Predicted Duration (in hours)	Predecessor Task(s)
1 Find Assets	2	--
2 Create Enemy Stats SO	3	--
3 Create Base Enemy Super Class	25	2
4 Create Auto Turret subclass	5	3
5 Create Light Enemy subclass	5	4
6 Create Heavy Enemy subclass	5	5
7 Integrate Enemy spawning with level generation	10	6
8 Integrate Enemy classes with weapons	10	6

### Pert diagram



### Gantt timeline

NOTE: To view the full Gantt chart, please visit the following link:

[https://docs.google.com/spreadsheets/d/1Se-EF\\_0ynSIkFT2f6f8-4OJB85mVPcCAFHcMdbCiqtl/edit#gid=1709744959](https://docs.google.com/spreadsheets/d/1Se-EF_0ynSIkFT2f6f8-4OJB85mVPcCAFHcMdbCiqtl/edit#gid=1709744959)

## Enemy Feature Gantt

This is a Gantt chart which focuses on creating a feature schedule that is broken down into tasks.

PROJECT TITLE	Energy Feature GenII	COMPANY NAME	513 Studios
PROJECT MANAGER	Taylor Martin	DATE	9/15/22

