Name ____Cade Disselkoen________ Mark ______________________/50

1. Brief introduction __/3

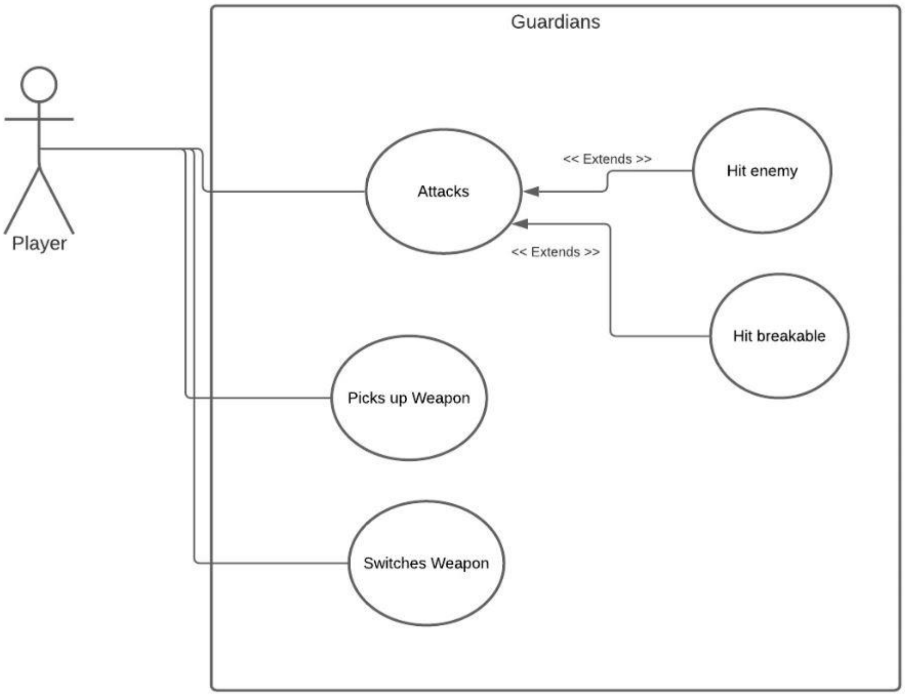
Weapons will be a main feature in the game. The player will be able to pick up weapons, and use them to attack enemies. These weapons will be randomly generated and of varying powers.

2. Use case diagram with scenario __14

Ensure you have at least one exception case, and that the <<extend>> matches up with the Exceptions in your scenario, and the Exception step matches your Basic Sequence step.

Example:

Use Case Diagrams



Scenarios

Name: Player attacks

Summary: The player attacks, finds weapons to attack with and switches to weapons

Actors: Player

Preconditions: The creator of the game has created the game and submitted it to System. The player has started the game

Basic sequence:

Step 1: The player attacks with weapon.

Step 2: The player switches between weapons

Step 3: The player switches between weapons

Exceptions:

Step 1: The player hits enemy

Step 2: The player hits a breakable object

Post conditions: The player has now gained control of character, either having attacked nothing, an enemy, or broken a breakable object.

Priority: 1*

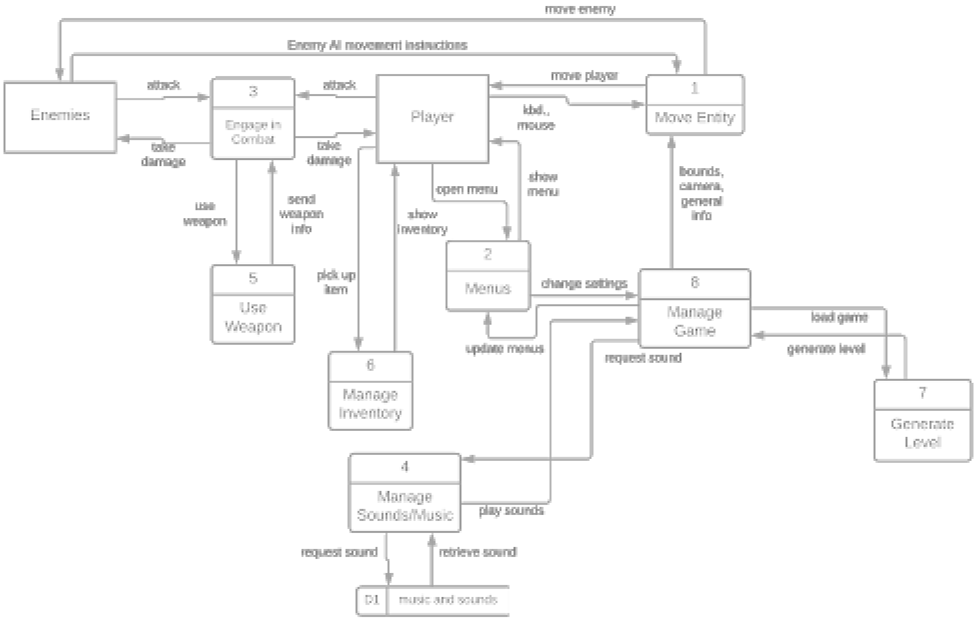
ID: P02

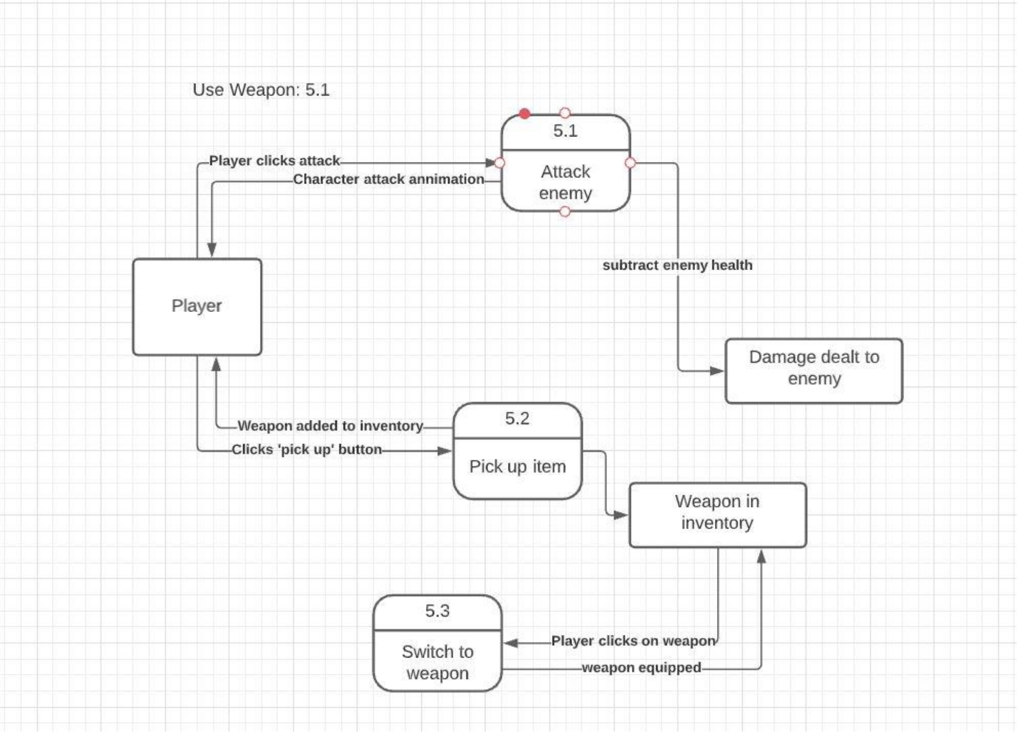
*The priorities are 1 = must have, 2 = essential, 3 = nice to have.

3. Data Flow diagram(s) from Level 0 to process description for your feature ______14

[Get the Level 0 from your team. Highlight the path to your feature]

Data Flow Diagrams





Process Descriptions

```
Attack Enemy*:
        WHILE enemy is not being touched by weapon
          Do nothing
        END WHILE
        Do damage
Pick up Item*:
        WHILE no item in proximity
          Do nothing
        END WHILE
        Pick up item and place in inventory
Switch to weapon in inventory*:
        WHILE no item in inventory
          Do nothing
        END WHILE
        Switch equipped weapon to selected weapon
```

Acceptance Tests _______9

[Describe the inputs and outputs of the tests you will run. Ensure you cover all the boundary cases.]

Run feature testing all weapons capabilities on Enemies

The output should have these characteristics:

- Melee weapons should have damage affect on enemies
- Projectile weapons should be seen shot across screen
    - If projectile hits enemy, enemy should experience damage
- This should all work consistently throughout the game with no bugs

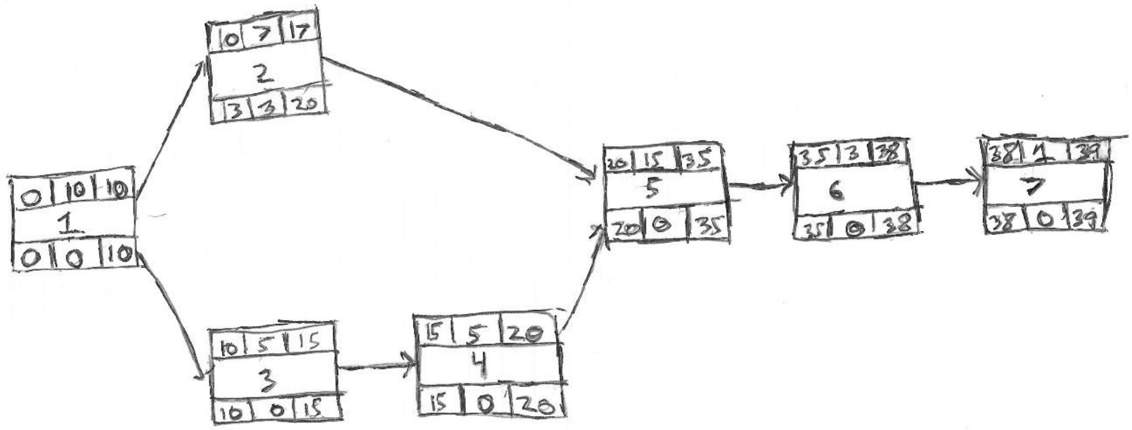
Example for divide feature

Output	Player attack button	Notes
Enemy Damage	Player attack Melee weapon	Damage should be contingent upon whether player gets close to enemy
Enemy Damage	Player attack Projectile weapon	Damage comes through projectile shots touching enemy

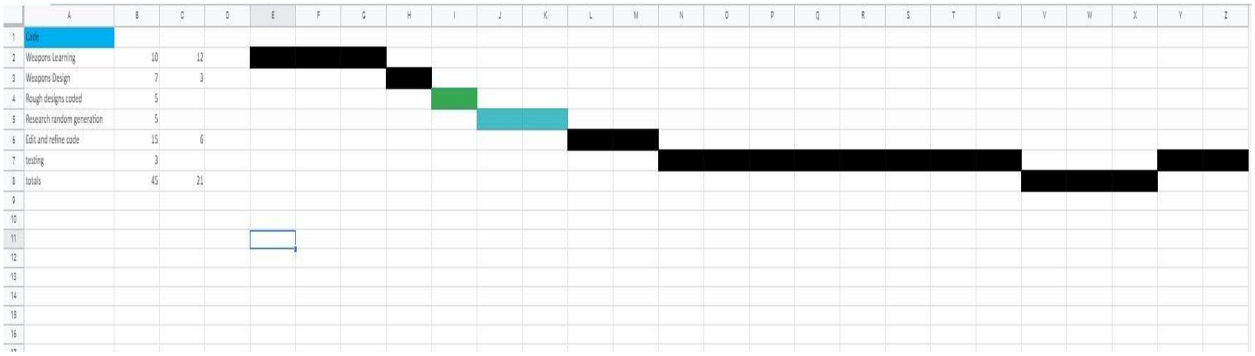
4. Timeline ________/10

Work items

Task	Duration (Hours)	Predecessor Task(s)
1. Weapons Learning	10	-
2. Weapons Design	7	1
3. Rough designs coding	5	1
4. Research random generation	5	3
5. Edit and refine code	15	2,4
6. Testing	3	5
7. Installation	1	5,6



Original



	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
1	Code																									
2	Weapons Learning	10	12		■	■	■																			
3	Weapons Design	7	3					■																		
4	Rough designs coded	5							🟩																	
5	Research random generation	5								■	■															
6	Edit and refine code	15	6									■	■													
7	testing	3												■	■	■	■	■	■	■	■				■	■
8	totals	45	21																			■	■	■		

Rewritten:

Gantt timeline

1	■	■	■																			
2				■																		
3					■																	

4						░	░															
5								■	■													
6										■	■	■	■	■	■	■	■				■	■
7																		■	■	■		
8																						
	1	2	3	4	5	6		7	8	9	10	11	12	13	14	15	16	17	18	19	20	21