

METEORBEAT

Request for Proposal



Introduce Group Members

Evan Jones

IT Manager



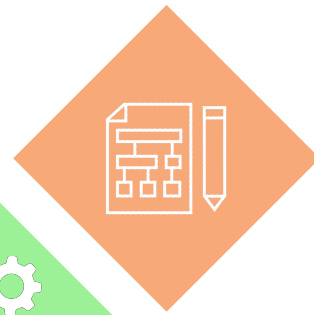
Cory Summers

Q&A Manager



Cosette King

Project Manager



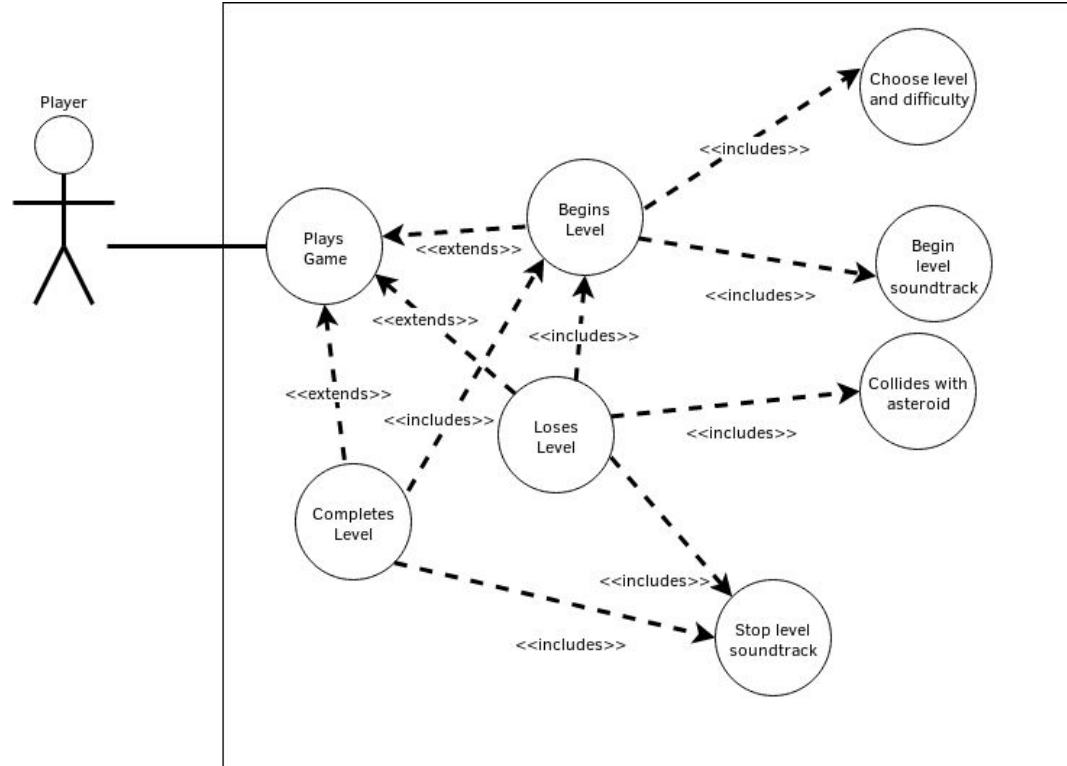
Nathan Zander

Software Architect I

Ian Wood

Software Architect II

Global Use Case Walkthrough



Context Diagram

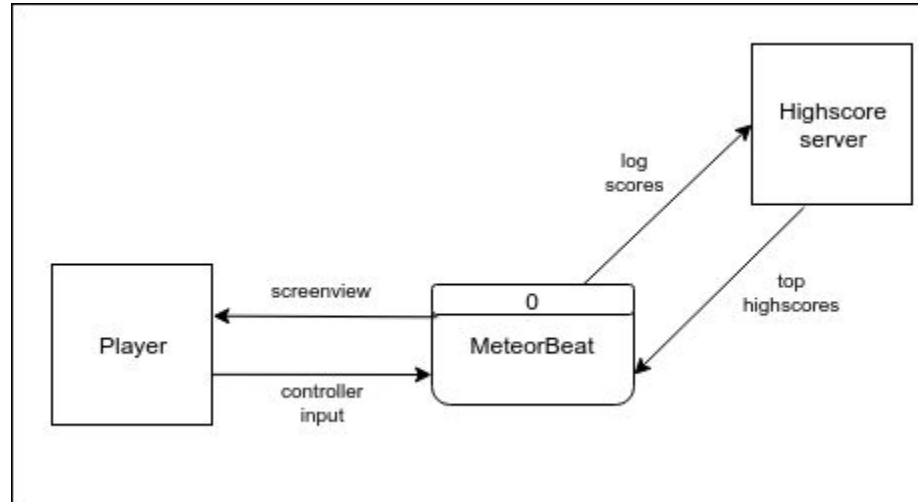
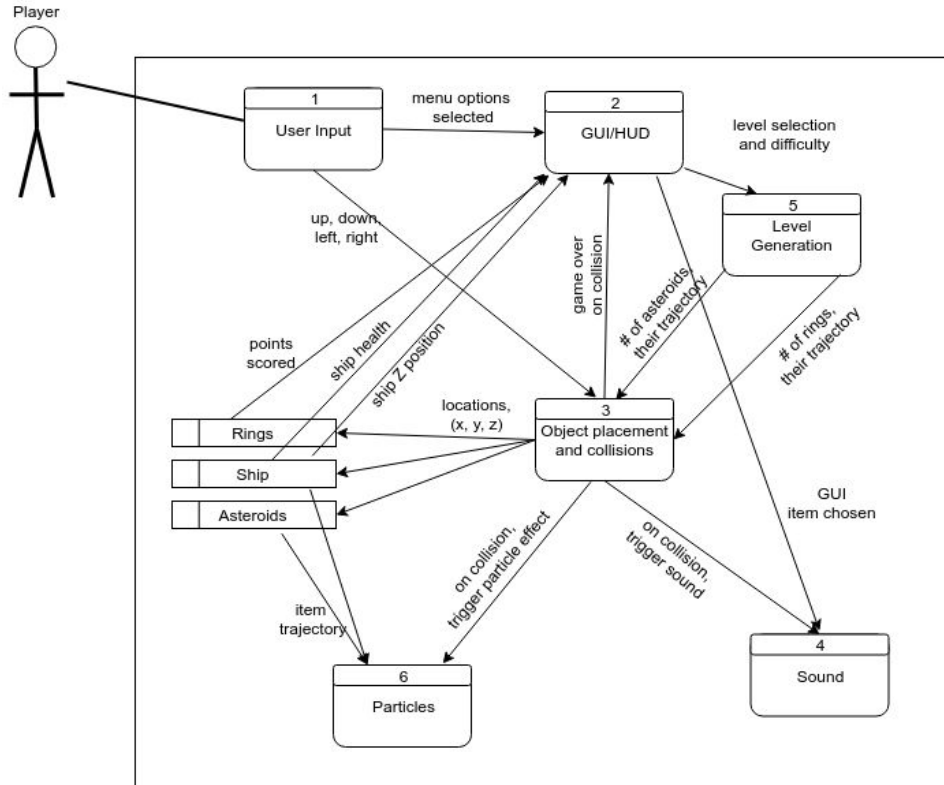


Diagram 0

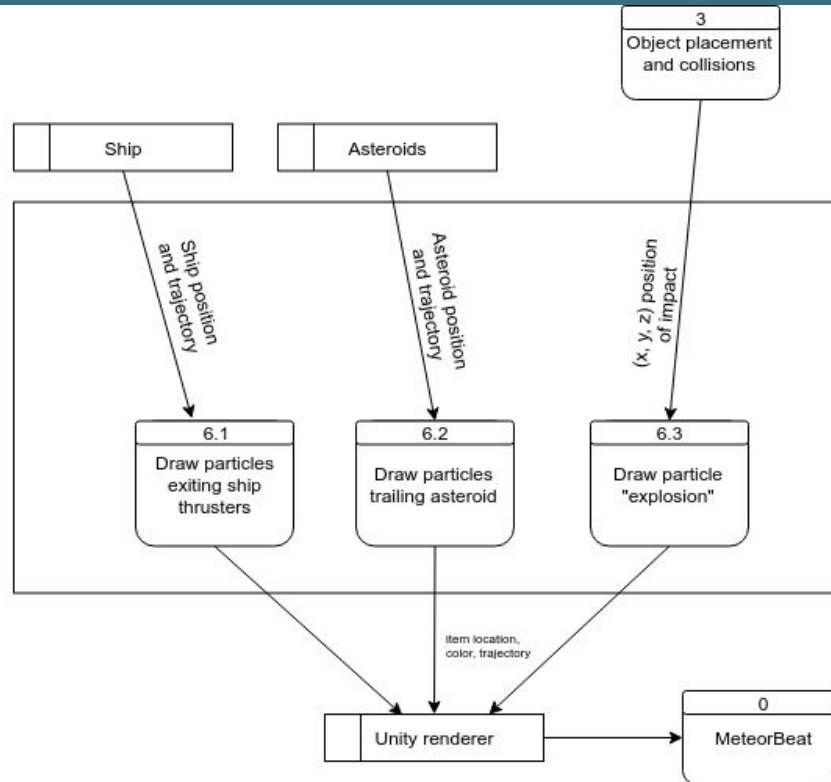


Evan

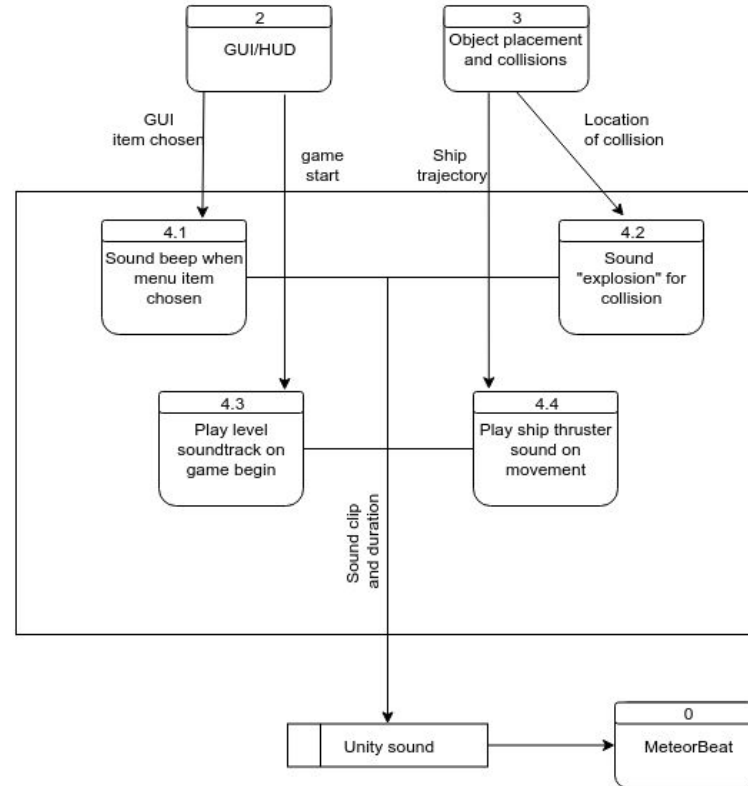
Features:

1. Particle system, priority 3/5
2. Sound effects and soundtrack, priority 5/5

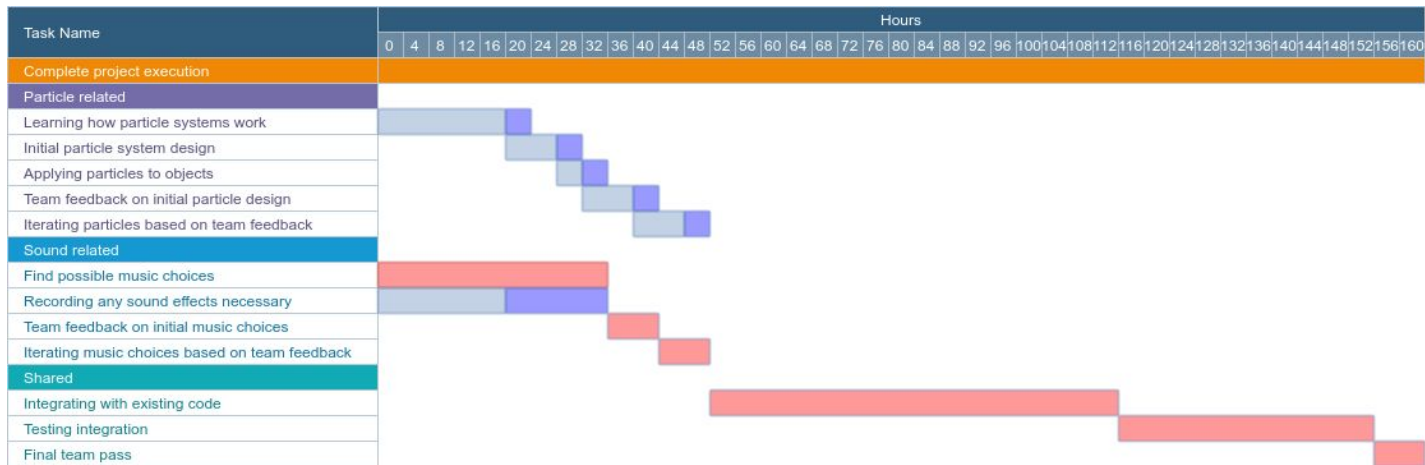
Particle Use Case



Sound Use Case

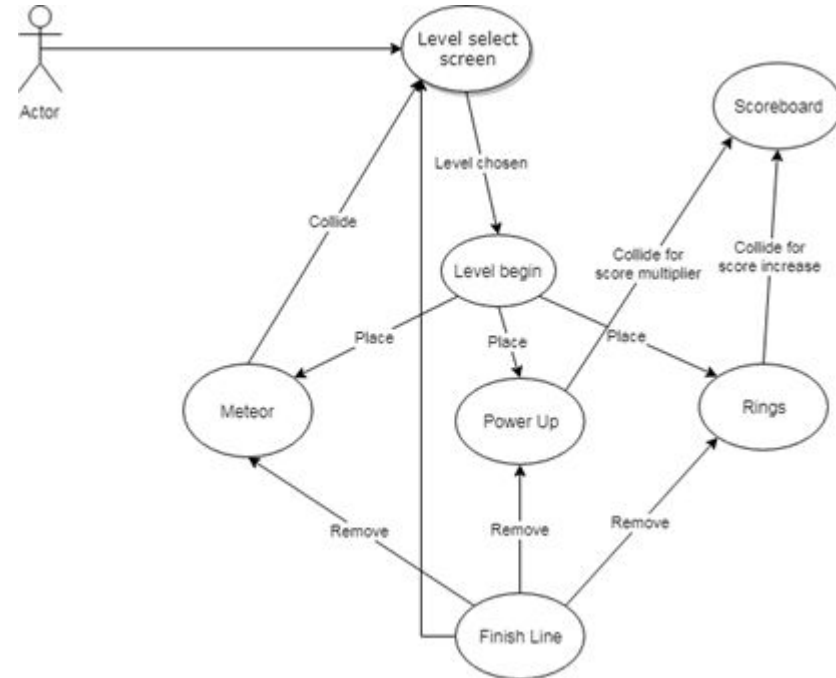


Particle and Sound Schedule and Complexity



Level Progression and Level Design

My task will be creating the design of the level. I will handle the placement of objects in the level, and program them to move towards the player in time with the music. I will control how and when they enter the scene, and finish line.

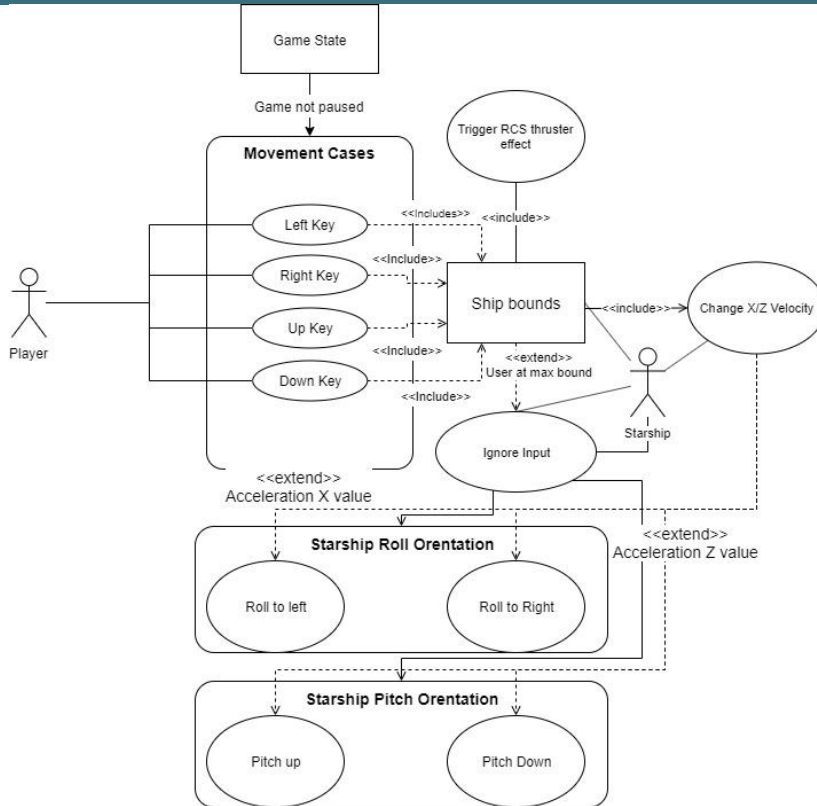


Cory

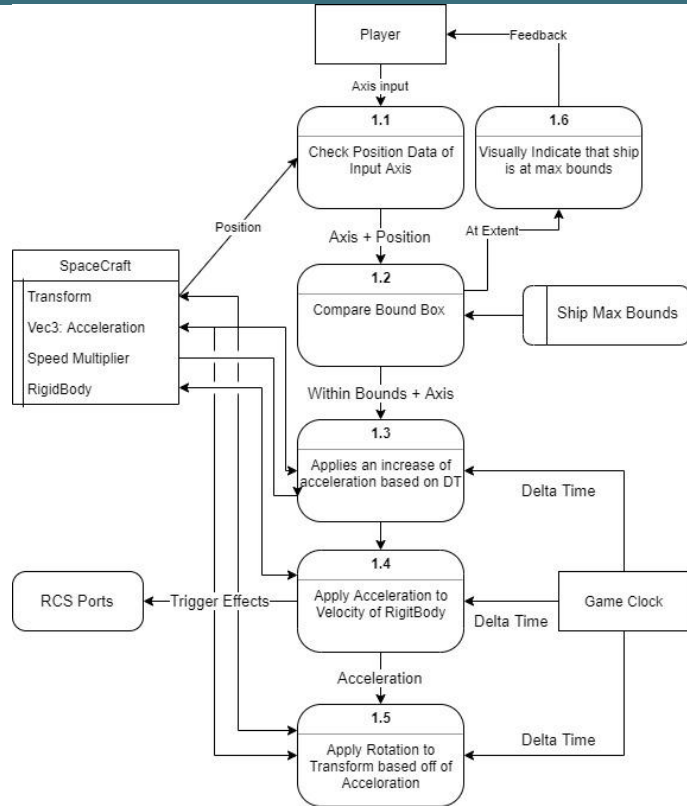
My task is to create the movement system and the QA/Unit testing the various systems, and creating auto-tests for the game. The games movement system is the most important part and first part to be developed as it central to the core gameplay loop. It must be both fluid, and dynamic.



Movement Use Cases



Movement Data Flow Diagram



Cosette King

Textures, models, and collision effects

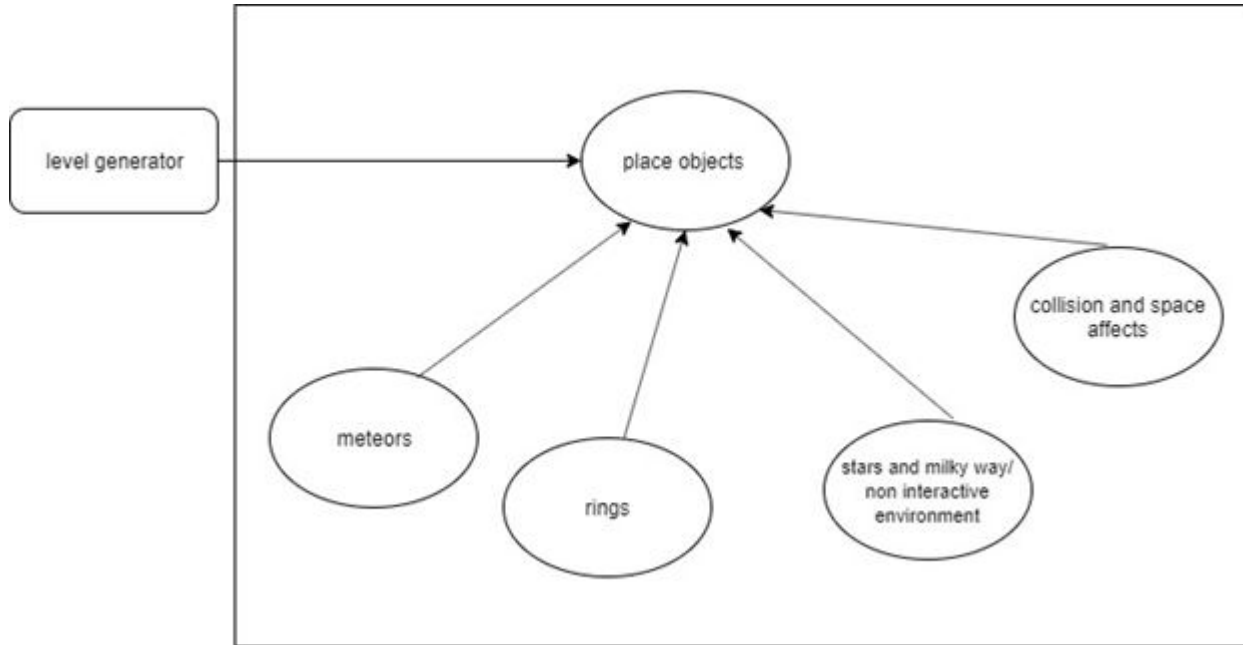
For textures, the most important task will be to design the meteors and how they interact with the environment and music as well as any other textures the game will have in its environment.

Another element that will be in the game is rings that the player will try to fly through to get points

Important but not necessary



Object Placement Case Diagram

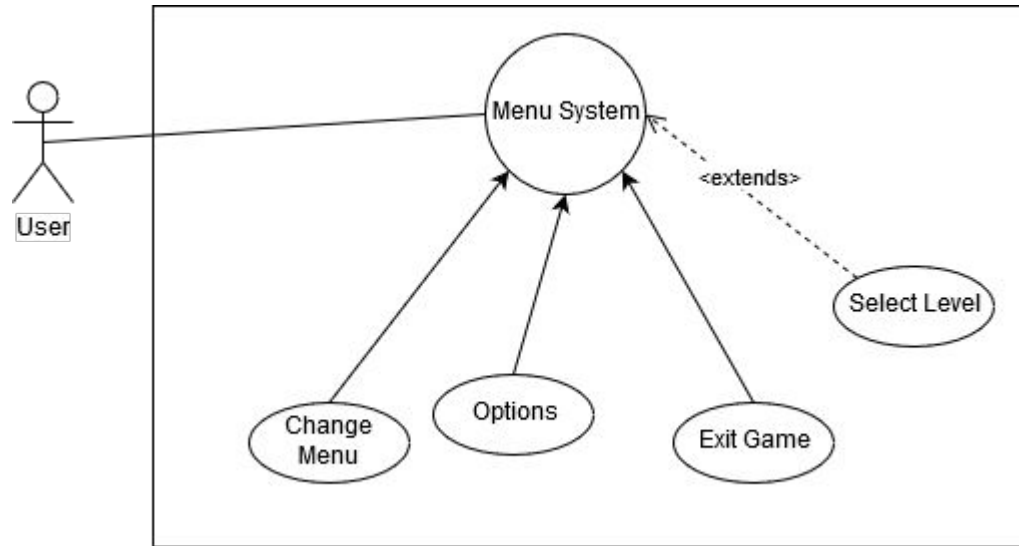


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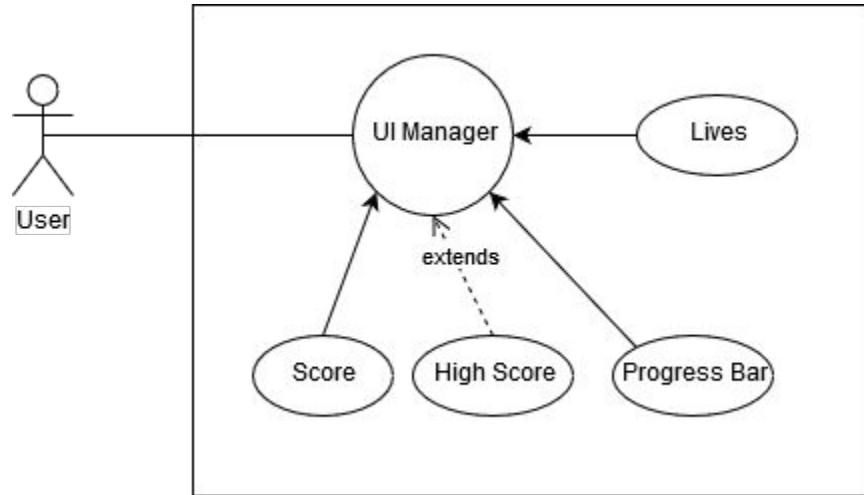
Features:

- UI System, including health, progress bar, and game over screen.
- Menu System, including options, level select, and title screen.

Menu Use Case Diagram



UI Use Case



Questions?

