

Project: Dreamscape
Team No.: 5
Class: CSE 3310; Fall 2023 Module: Unified Modeling Language (UML) Deliverable: UML Document – Increment I delivery

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Revision History

<i>Version number</i>	<i>Date</i>	<i>Originator</i>	<i>Reason for change</i>	<i>High level description of changes</i>
1.0	10/5/2023	5	Initial draft	Initial draft

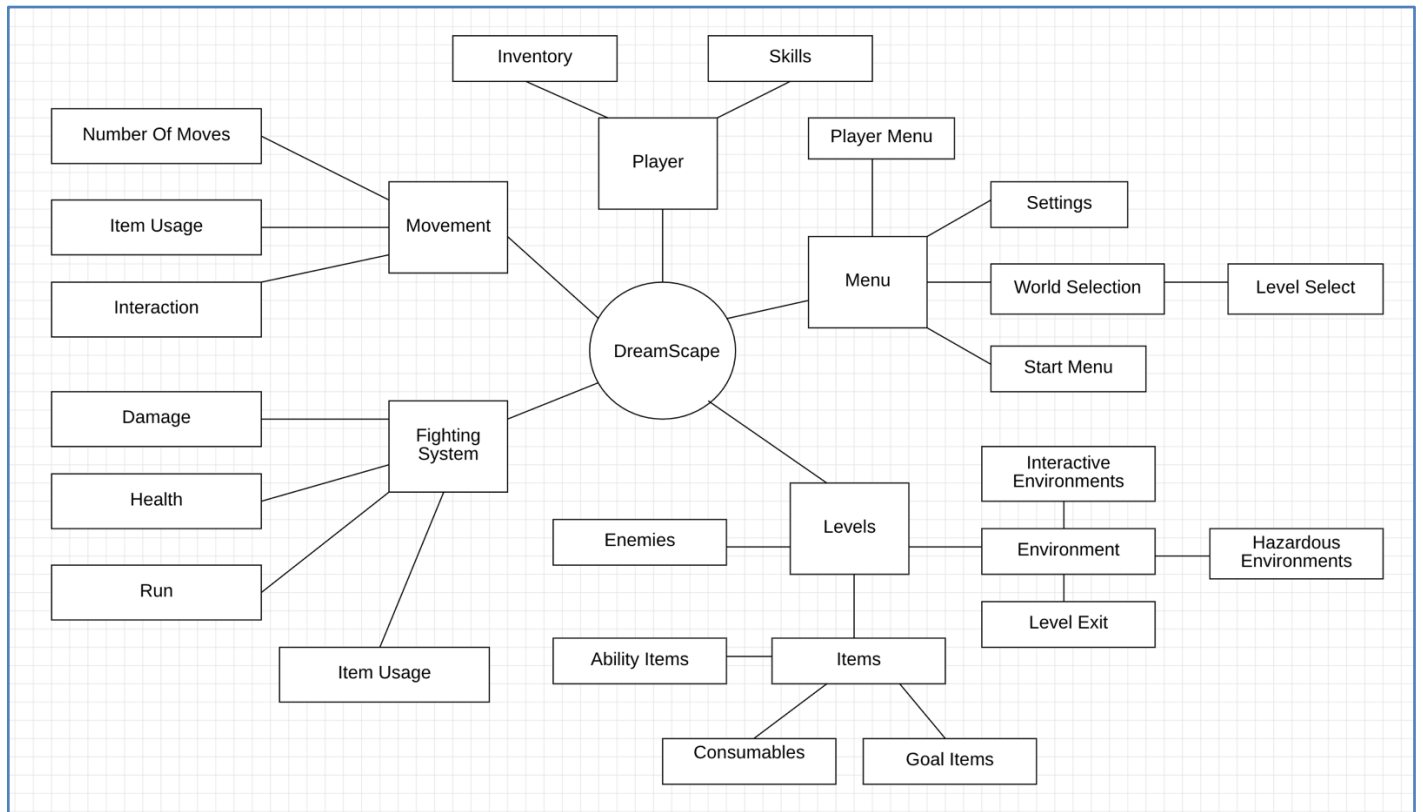
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1. Introduction and Project Overview

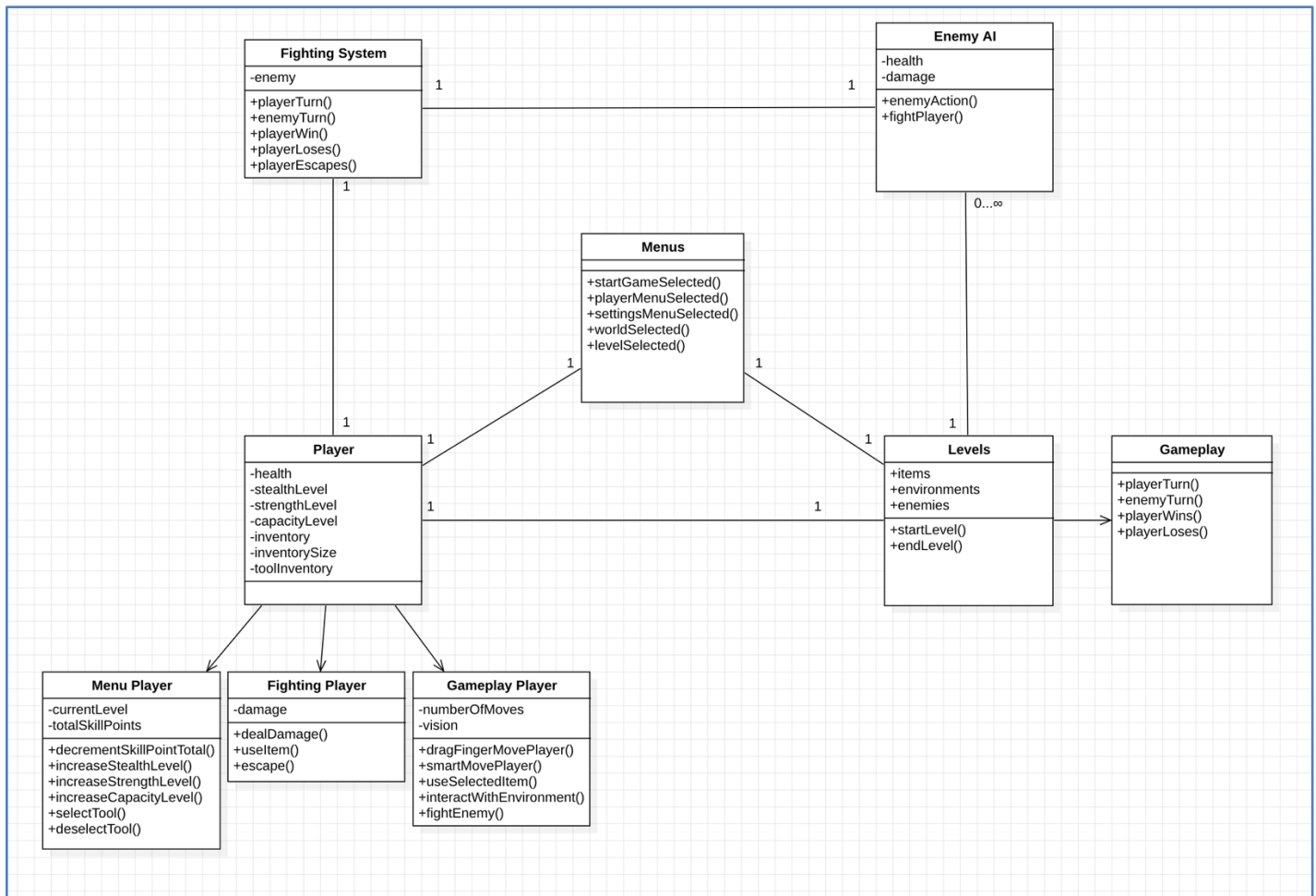
Dreamscape is a primarily stealth, turn-based strategy game with horror undertones and elements. The game focuses on the player's avatar, a treasure hunter, with the ability to jump and cross different fantastical and supernatural worlds each with a different theme. The player visits these worlds, and each world contains a set of levels. The levels are then traversed in a set order. Each level then contains a set number of different kinds of enemies and obstacles laid out in a grid tile map. The player then traverses the level by sneaking their way to obtain the level's goal item of the level and then escaping from the level and enemies after obtaining the item. The player will then work through all the levels in each world and then after the final level the world is complete and then the player unlocks the following world. As the player works through the levels, they can gain unique items that help them get through the given levels. The end goal of the game is to work through each world's levels and gain the final treasure of each world.

2. Project Context Diagram

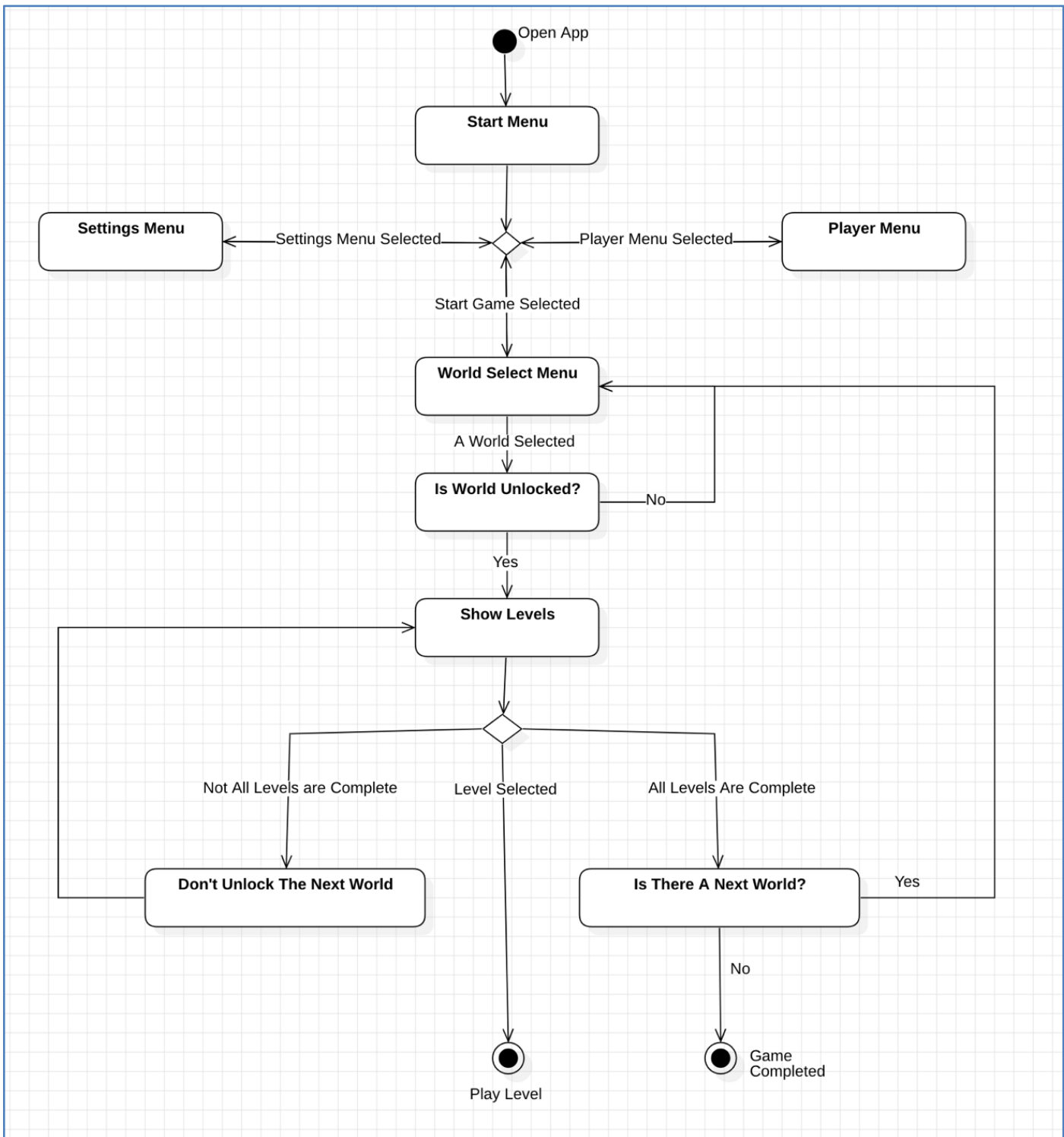


3. UML Diagram

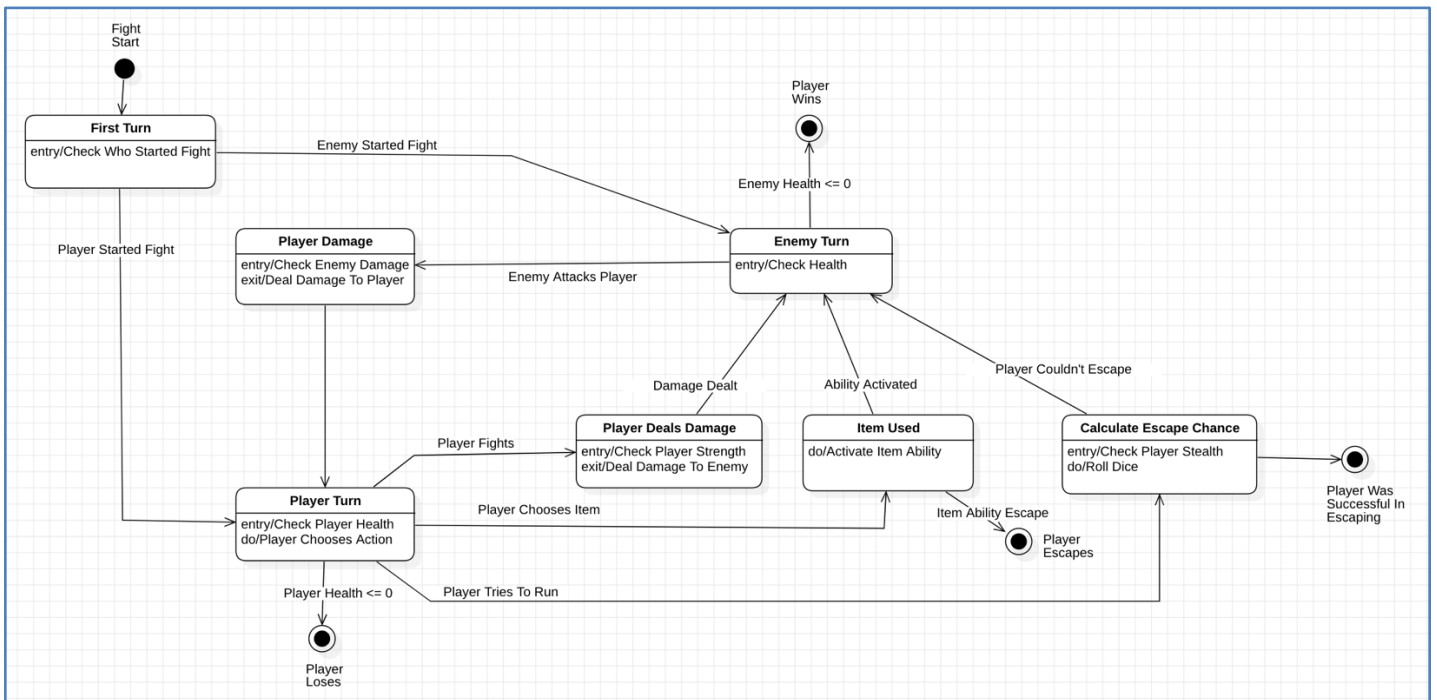
3.1 UML DIAGRAM: "UML-CLASS-GAMESYSTEM"



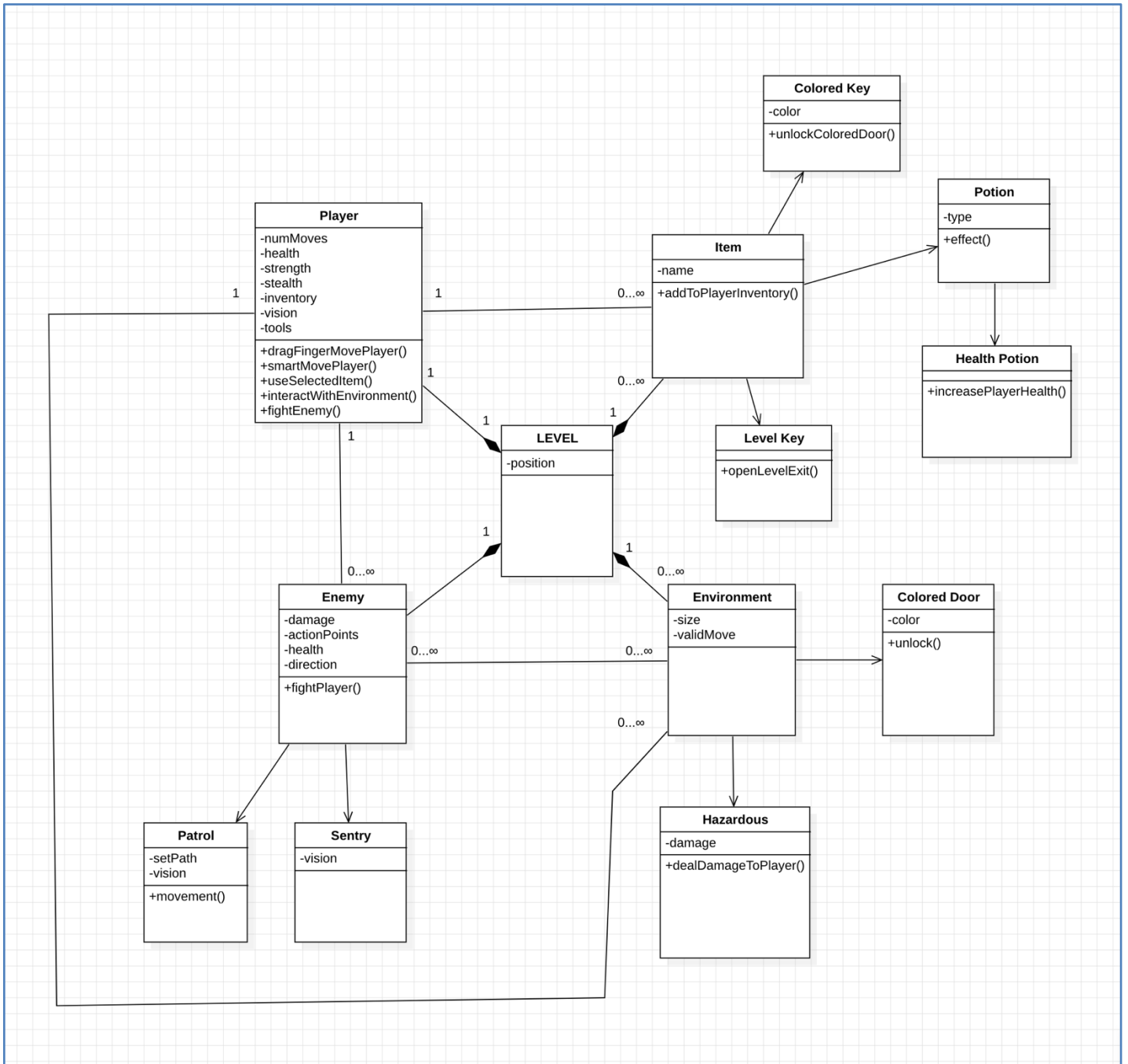
3.2 UML DIAGRAM: “UML-ACTIVITY-MENUS”



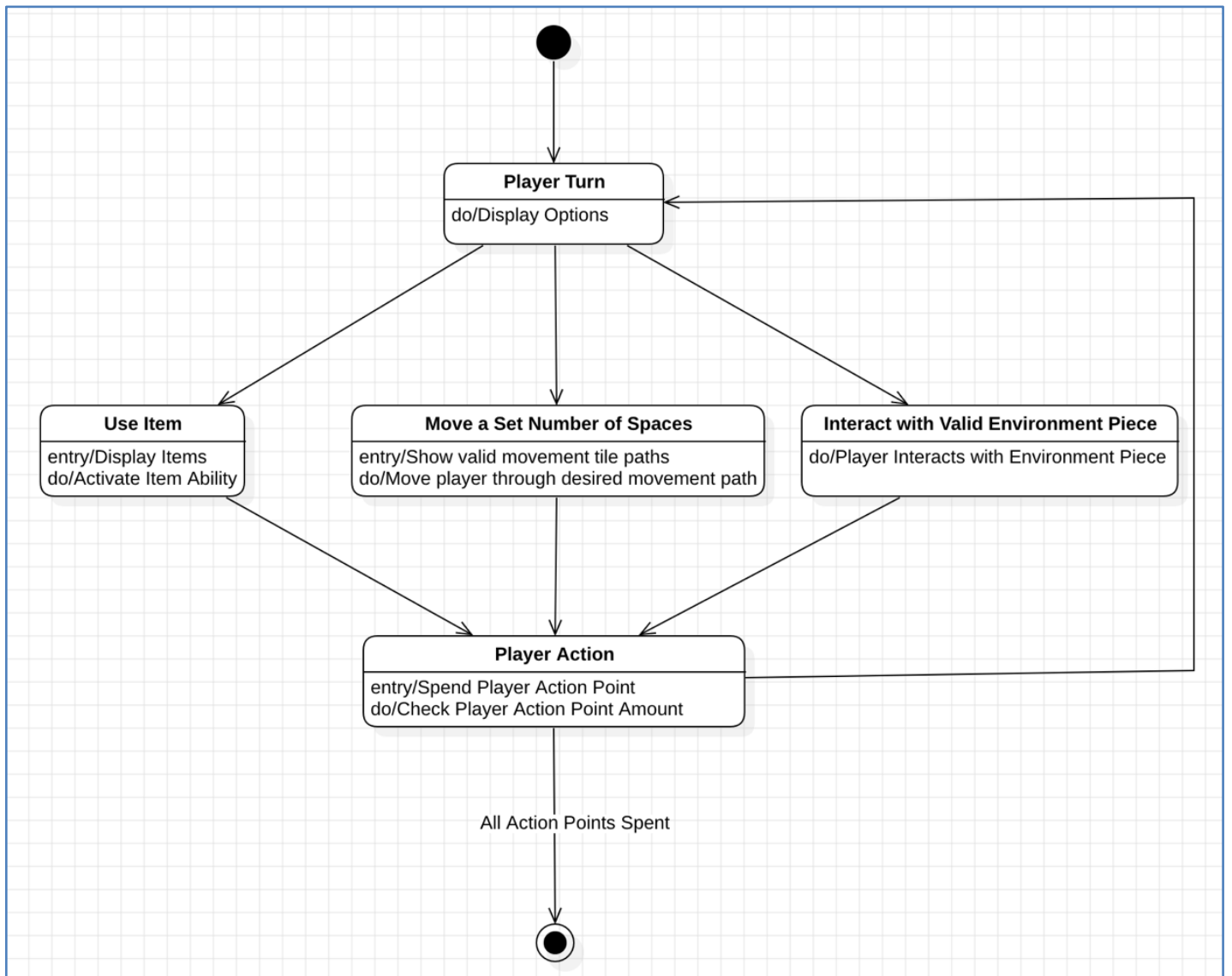
3.3 UML DIAGRAM: “UML-STD-FIGHTINGSYSTEM”



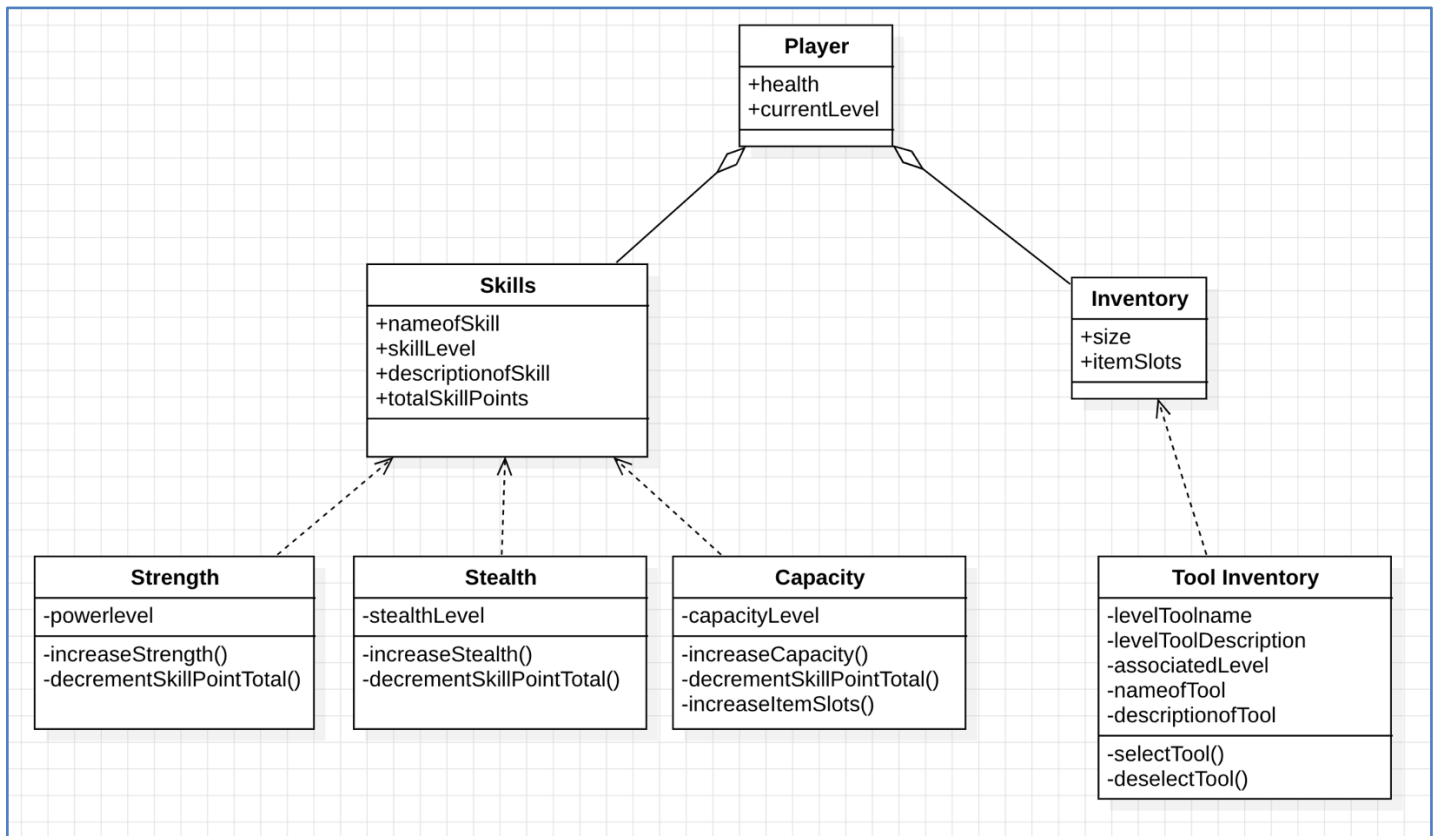
3.4 UML DIAGRAM: “UML-CLASS-LEVELS”



3.5 UML DIAGRAM: “UML-STD-MOVEMENTSYSTEM”



3.6 UML DIAGRAM: “UML-CLASS-PLAYER”



3.7 UML DIAGRAM: “UML-STD-GAMEPLAY”

