

1. Brief introduction _/3

My feature will include a shop interface that the player can buy items and upgrades through, and an interface that the player can manage their inventory through.

2. Use case diagram with scenario _14

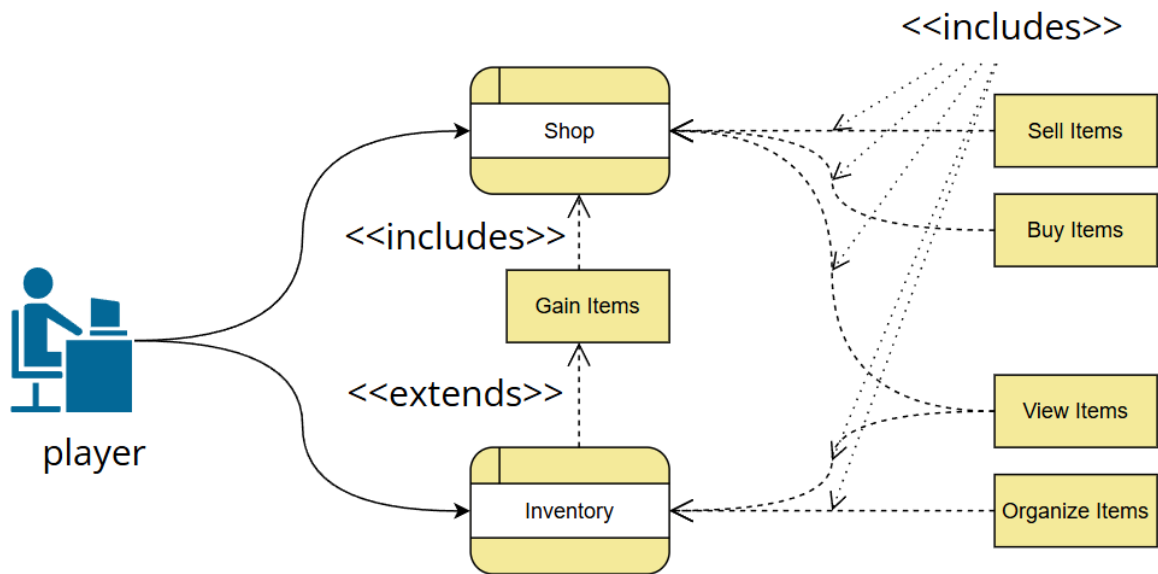
[Use the lecture notes in class.

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.

Also include an <<include>> that is a suitable candidate for dynamic binding]

Example:

Use Case Diagrams



Scenarios

Name: Interfaces

Summary: The Player interacts with an interface

Actors: Player.

Preconditions: Game is running.

Basic sequence:

Step 1: Open Interface.

Step 2: Interact with interface.

Step 3: Close interface.

Exceptions:

Step 1: Buy Items is pressed with no money: no money error.

Step 2: Tell player to come back when they have more money

Post conditions: Item is bought or sold or viewed.

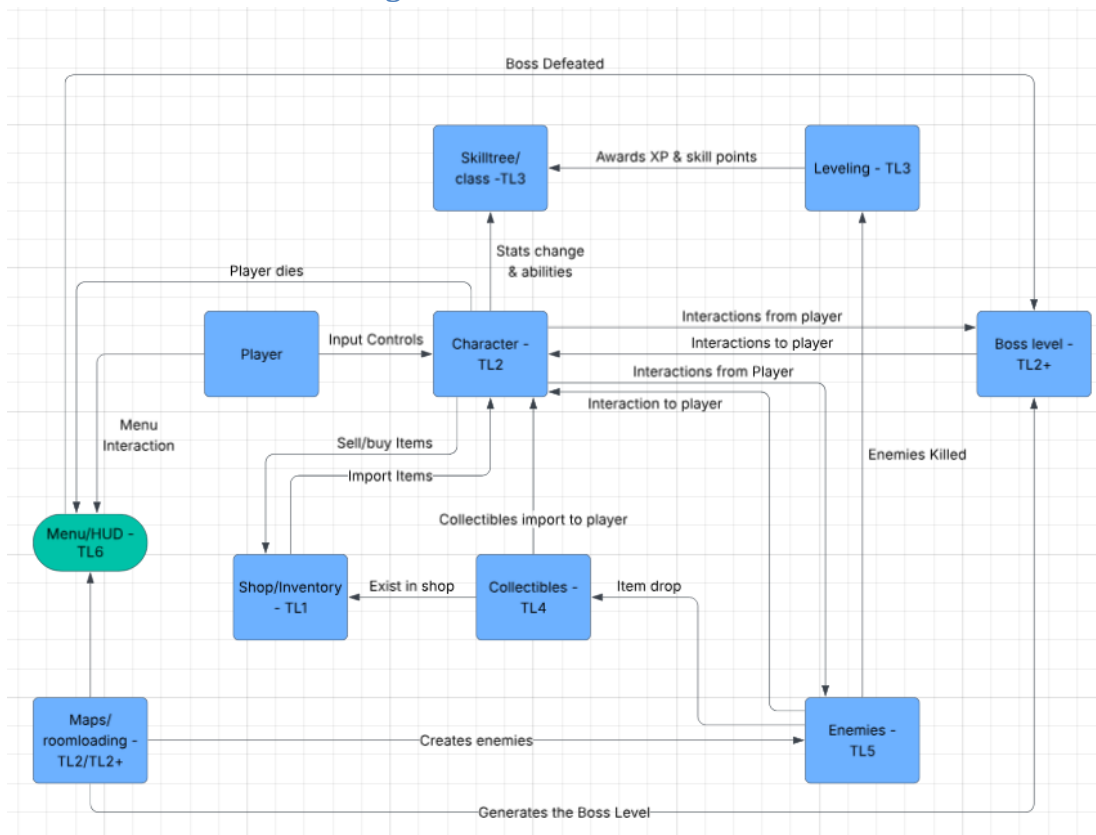
Priority: 1*

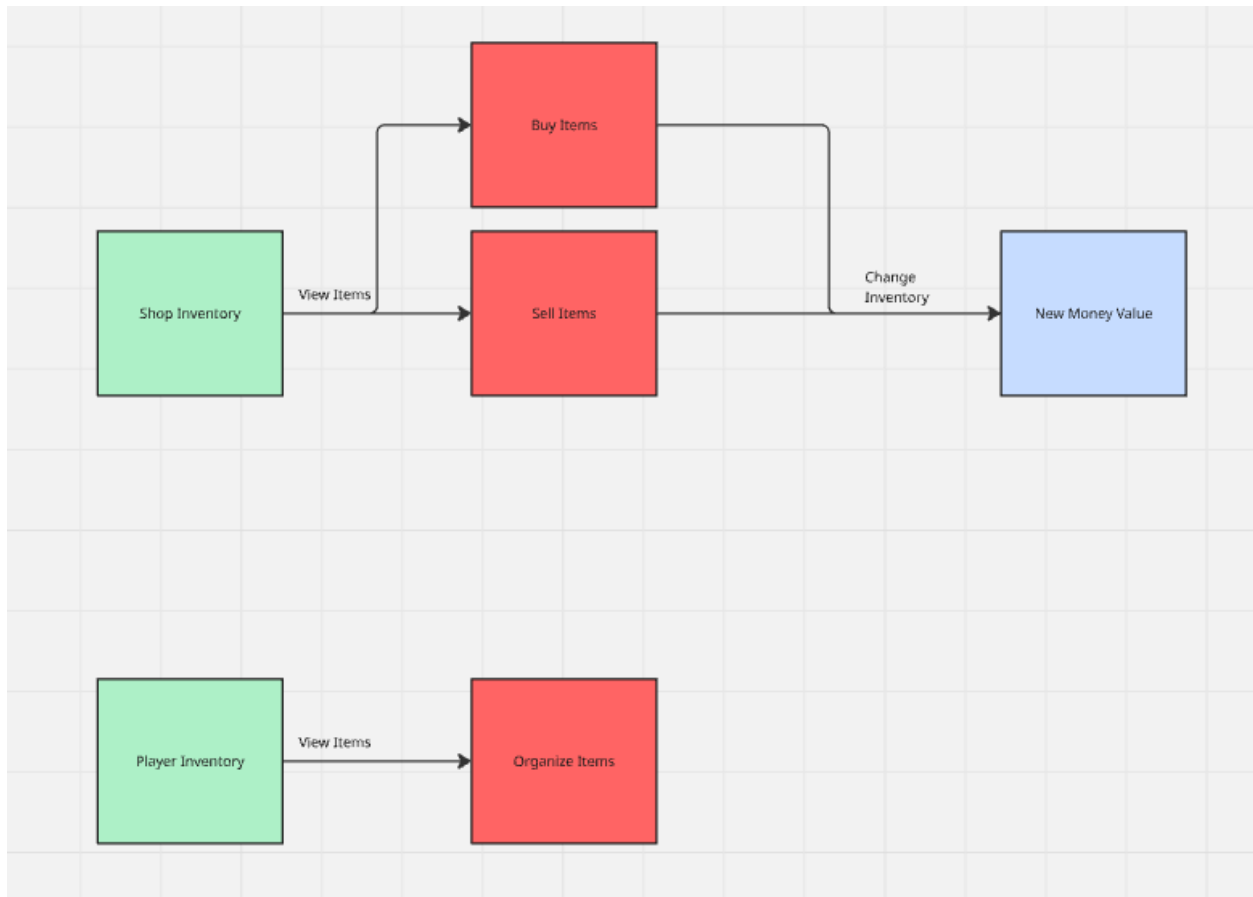
ID: AW1

*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





Process Descriptions

Player Inventory

- View items
 - Buy Items
 - Sell Items
- Change Inventory
 - New Money Value

Player Inventory

- View Items
 - Organize Items

4. Acceptance Tests _____9

Run feature 50 times to ensure buying, selling, and viewing works.

The results will include

- Items being purchased
- Items being sold

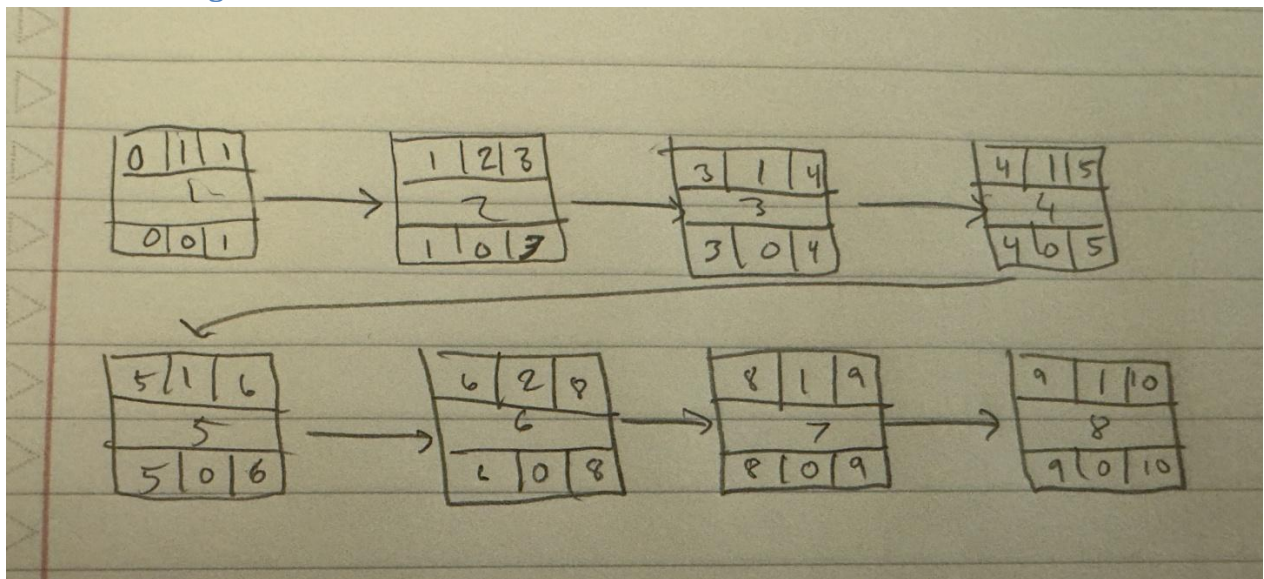
- Items being viewed

5. Timeline ____/10

Work items

Task	Duration (PWks)	Predecessor Task(s)
1. Requirements Collection	1	-
2. UI Design	2	1
3. Interaction Design	1	2
4. Inventory Management	1	3
5. Tooltips Design	1	4
6. Programming	2	5
7. Testing	1	6
8. Installation	1	7

Pert diagram



Gantt timeline

1									
2		1							
3			2						
4				3					

5					4					
6						5				
7								6		
8									7	
	1	2	3	4	5	6	7	8	9	10