

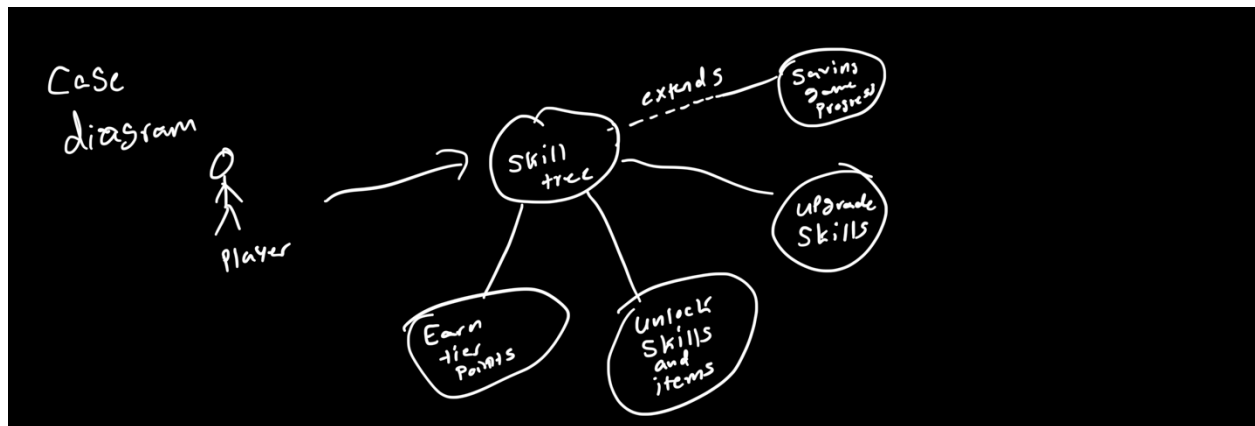
[Instructions: Remove everything that is not a heading below and fill in with your own diagrams, etc.]

## 1. Brief introduction \_\_/3

A skill tree system that the player will earn tiers to and unlock better items, health, and abilities.

## 2. Use case diagram with scenario \_14

### Use Case Diagrams



### Scenarios

**Name:** Skill Tree

**Summary:** A tree or web of abilities, items, and upgrades that the player can unlock and progress through until they have the tree fully filled out.

**Preconditions:** Player must have points to acquire upgrades and the player must have the skill before unlocked.

**Basic sequence:**

**Step 1:** Accept input for skill upgrade the player wants.

**Step 2:** Checks if the necessary prerequisite skills are unlocked and if player has enough points.

**Step 3:** Grants the skill upgrade.

**Step 4:** Saves and updates the skill tree.

**Exceptions:**

**Step 1:** Not enough skill points.

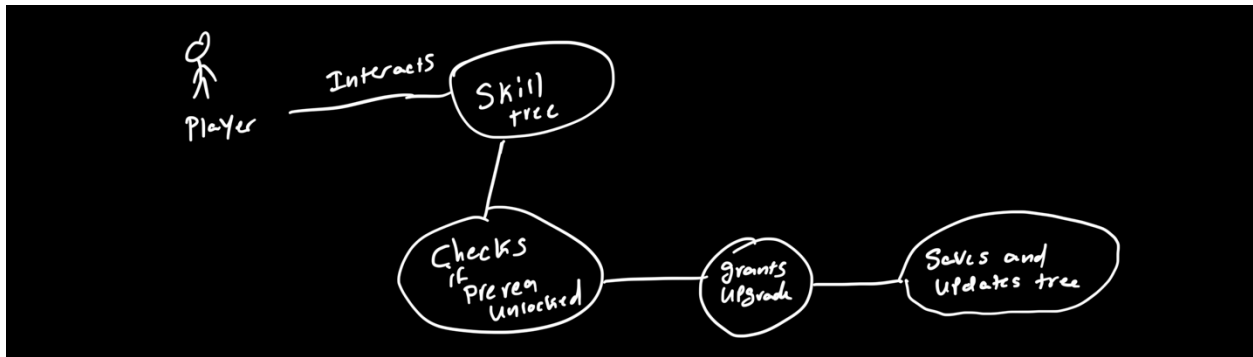
**Step 2:** Prerequisite skill is not unlocked.

**Post conditions:** Tree is updated with new unlocked skill

**Priority:** 1\*

**ID:** C01

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



### Scenarios

**Name:** Earn skill points

**Summary:** Points that the player will earn that will allow them to unlock skills and upgrades on the tree.

**Preconditions:** Players must progress through the game and defeat enemies to unlock skill points

**Basic sequence:**

**Step 1:** Player defeats an enemy or levels up.

**Step 2:** The set amount of skill points are added to the player's balance depending on what accomplishment the player achieved.

**Exceptions:**

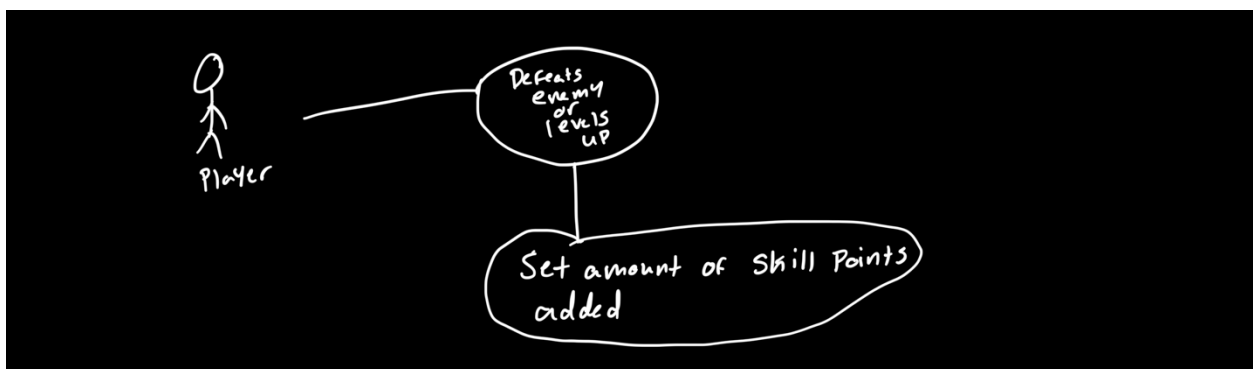
**Step 1:** No accomplishment is achieved.

**Post conditions:** Skill points are added to player's balance.

**Priority:** 2\*

**ID:** C02

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



### Scenarios

**Name:** Skills and items

**Summary:** The things that the player will unlock through the skill tree.

**Preconditions:** Players must have skill points and prerequisite skills to unlock a skill or item.

**Basic sequence:**

**Step 1:** Accept input for skill or item the player wants.

**Step 2:** Checks if the necessary prerequisite skills are unlocked and if player has enough points.

**Step 3:** Grants the skill or item.

**Step 4:** Saves the skill or item to the skill tree and allows that skill or item to now be usable by the player.

**Exceptions:**

**Step 1:** Not enough skill points.

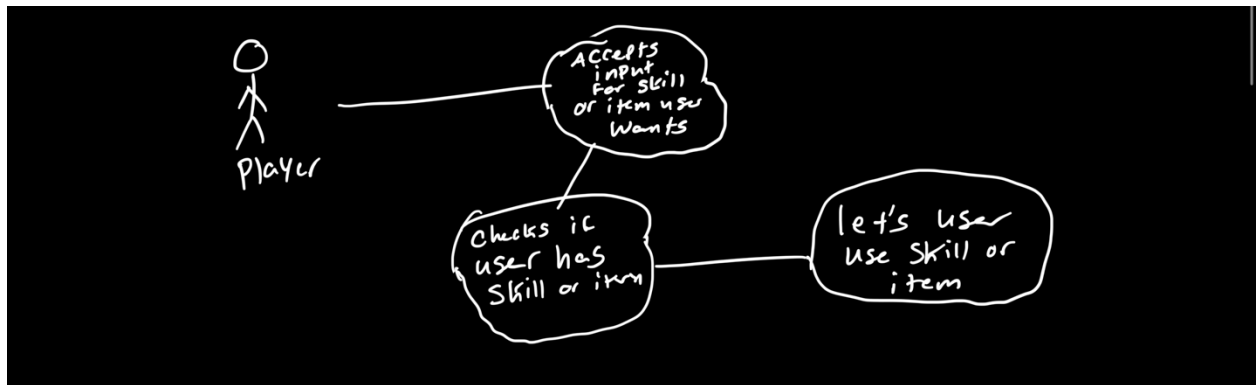
**Step 2:** Prerequisite skill is not unlocked.

**Post conditions:** Player has a new skill or item they can use.

**Priority:** 2\*

**ID:** C03

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



**Scenarios**

**Name:** Skill benefits

**Summary:** Skills have benefits like increased health and attack the player can unlock.

**Preconditions:** Player must have skill unlocked.

**Basic sequence:**

**Step 1:** Check if player has skill.

**Step 2:** Apply specified upgrades to the players stats.

**Exceptions:**

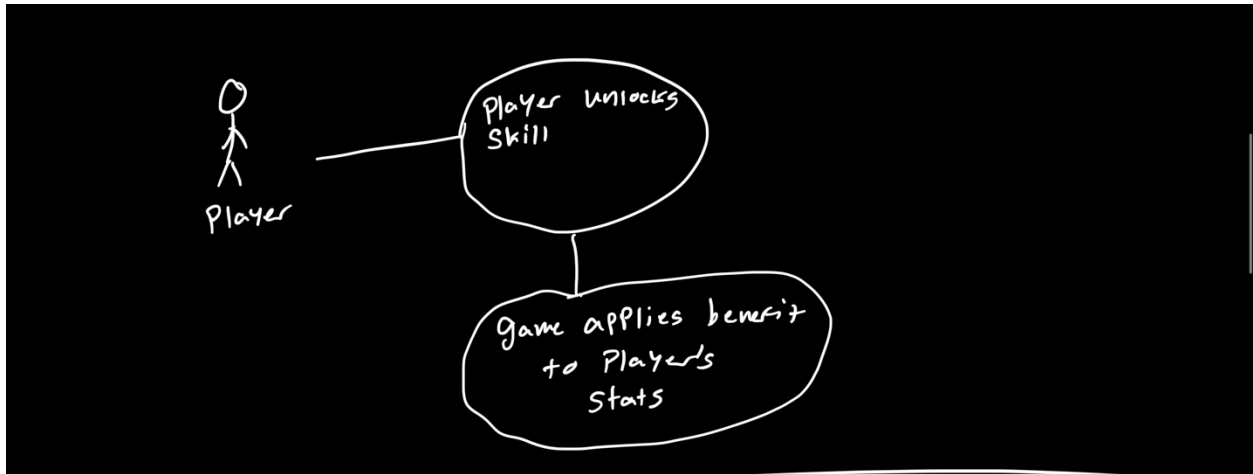
**Step 1:** Player doesn't have skill

**Post conditions:** Player will have increased stats.

**Priority:** 2\*

**ID:** C04

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



### Scenarios

**Name:** Saving game progress

**Summary:** Saving the players game progress so they still have skills and items they unlocked.

**Preconditions:** Player must have progressed to one of the numerous save points.

**Basic sequence:**

**Step 1:** Player makes it to the save point.

**Step 2:** Game saves progress added to the save file from previous save, or creates a save file if there isn't one.

**Step 3:**

**Step 4:** Game stores the save file.

**Exceptions:**

**Step 1:** Player is not at a save point.

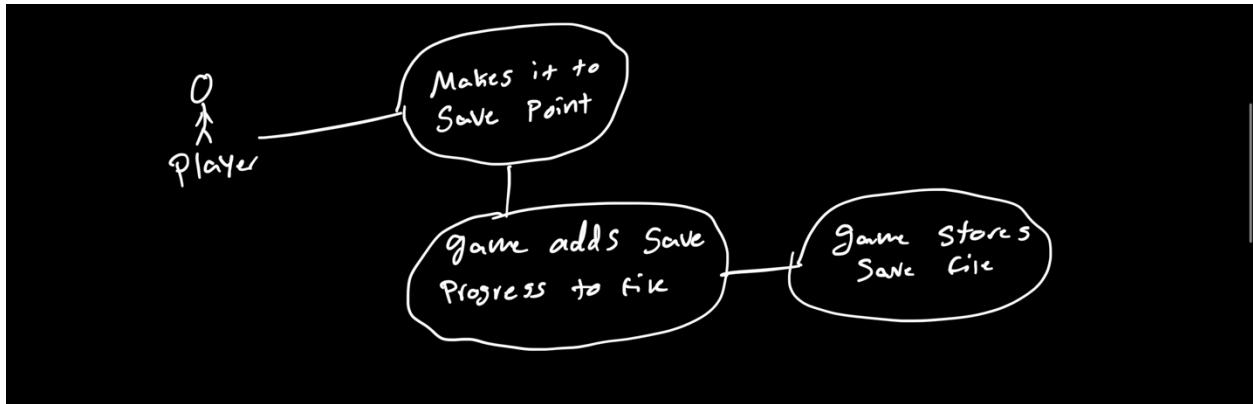
**Step 2:** Player has reached the end of the game.

**Post conditions:** Save file is created or updated.

**Priority:** 1\*

**ID:** C05

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

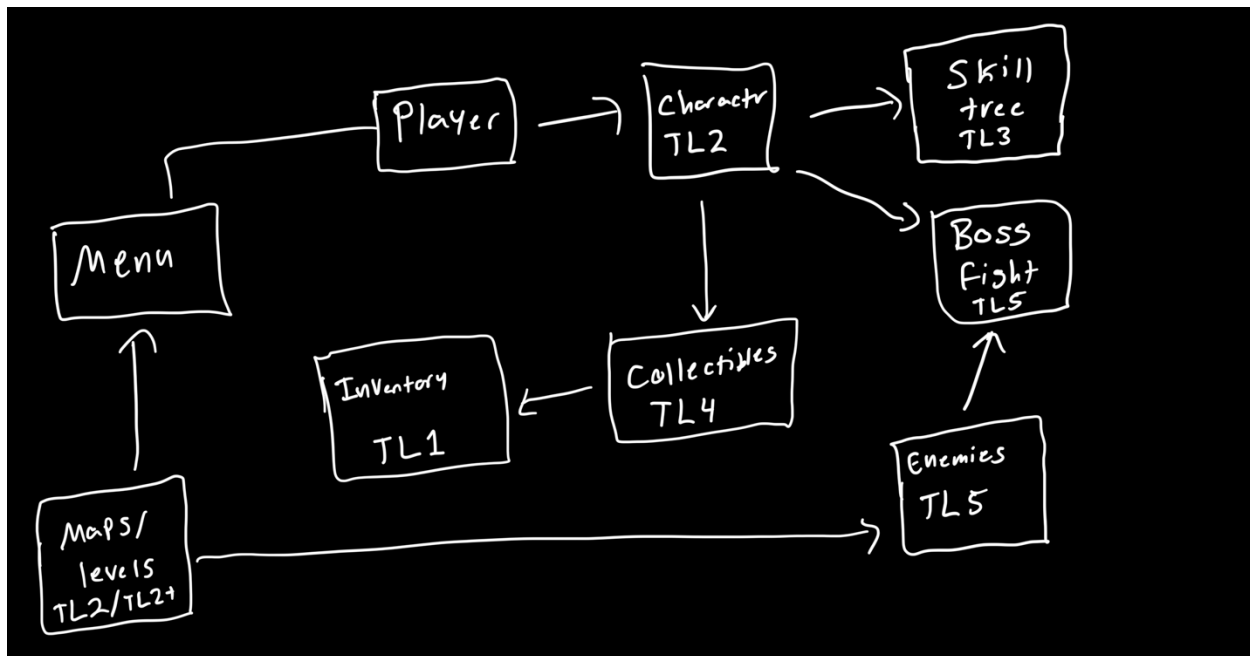


### 3. Data Flow diagram(s) from Level 0 to process description for your feature 14

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

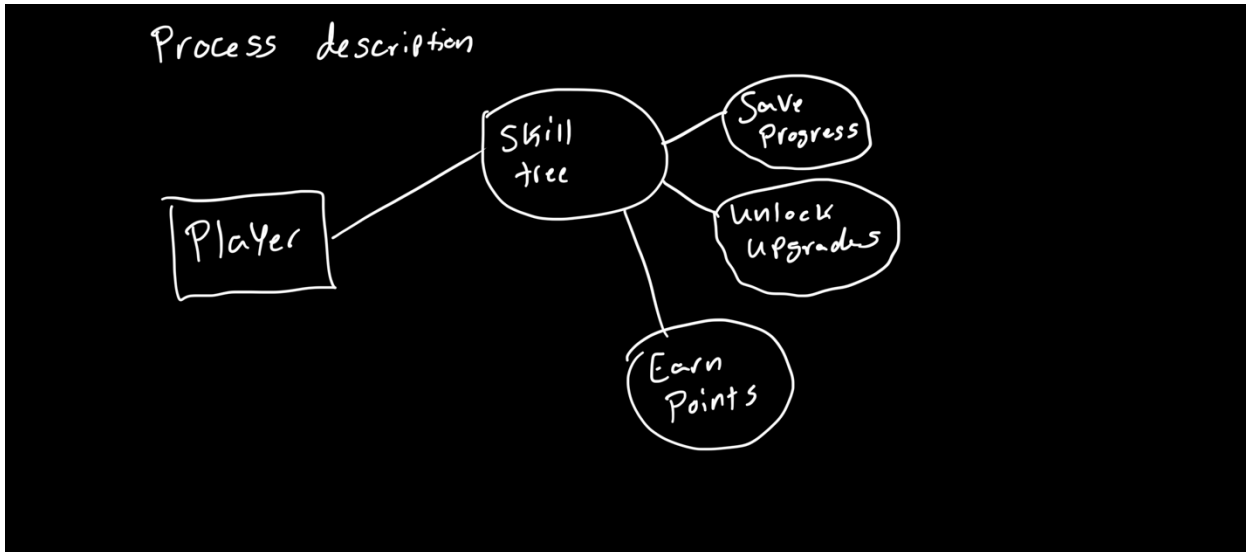
Example:

#### Data Flow Diagrams



#### Process Descriptions

Assign rooms\*:



#### 4. Acceptance Tests \_\_\_\_\_9

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

##### Example for random number generator feature

Use each skill in the skill tree and ensure they give the specified upgrades and that they can be unlocked. The easiest way will to run through each class.

The output file will have the following characteristics:

- Health class skills
- Damage class skills
- Miscellaneous skills

##### Example for health class

Health Buff	Health Buff unlocked	Health Increased by 10%
Resilience	Resilience unlocked	Damage taken decreased by 5%
Quick heal	Quick heal unlocked	Healing speed increased by 5%
Healing aura	Healing aura unlocked	Any players within 5m of this item will be healed 5% every second.

#### 5. Timeline \_\_\_\_\_/10

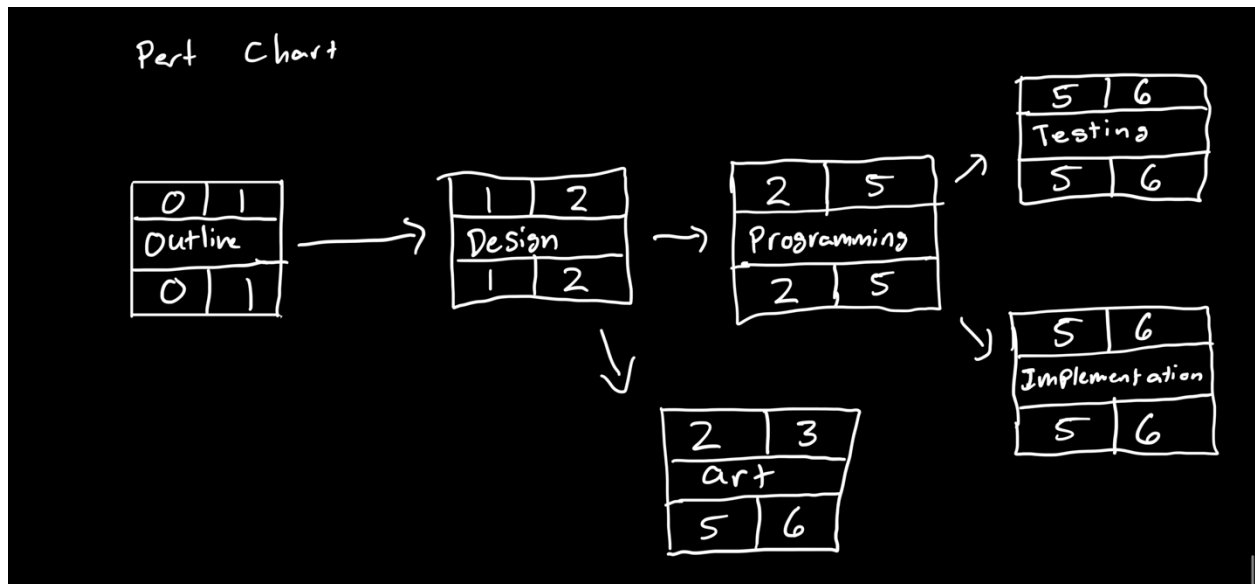
[Figure out the tasks required to complete your feature]

Example:

### Work items

Task	Duration (PWks)	Predecessor Task(s)
1. Outline for Skill Tree	1	-
2. Design abilities and items	1	1
3. Write code for abilities and items	3	1,2
4. Art for skill tree and items	1	1,2
5. Testing	1	3
6. Implmentation	1	3

### Pert diagram



Gantt timeline

