Name: Joshua Werner Mark \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_/50

## Brief introduction \_\_/3

The part I am doing is mainly the final boss fight, here the character will use all the abilities and items he found along the way to defeat the final boss of the game. The Boss fight has multiple stages at 2/3 and 1/3 of the bosses life, the boss switches up the abilities he has and he will spawn in new waves of enemies.

For what the boss exactly be I have not decided yet, first I need to make up some story and check with the enemy’s what theme we are running. The normal enemies are the enemies previously encountered. Once the player defeats the final boss the end credit of the game will start running.

For my second part is the level design of the second Map which I will share with the TL2 to some degree we have not fully figured out how we want to split the work that was the best thing we could come up for now. (if he has more work at the end or the other way we will even it out between us). In this part I will design the environment put some nice sprites and animations in and when enemies and interactables are done place them down.

## 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

Ein Bild, das Text, Diagramm, Zeichnung, Entwurf enthält.

KI-generierte Inhalte können fehlerhaft sein.

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### Scenarios

**[You will need a scenario for each use case]**

**Name:** Boss level

**Summary:** This is the final level of the game where you fight the boss, in this room when you enter there will be a big boss with a lot of minions he will spawn in over time when he needs them. The player can attack the enemies and the boss while they them self try to kill the player, the fight goes on till either the player or the boss dies.

**Actors:** Player.

**Preconditions:** Character/Player has defeated the first two maps and reached the Finale.

**Basic sequence:**

**Step 1:** Boss spawns in.

**Step 2:** Boss talks some smack story related (still work in progress).

**Step 3:** he will spawn in minions (normal Enemies).

**Step 4:** The enemies attack Player.

**Step 5:** Player tries to avoid damage

**Step 6:** Player attacks enemies  
**Step 7**: Player runs into trap and takes damage

**Step 8:** Player beats the Boss

**Step 9:** Credits start running character is the hero

**Exceptions:**

**Step 8:** Player dies before defeating the Boss.

**Step 9:** Player respawns in the town and can travel back and try again.

**Step 4:** Player attack first

**Step 6:** if player went first in attack order, then enemy respawned now

Step 4: multiple enemies attack at the same time

**Post conditions:** either Player or Boss dies.

**Priority:** 1\*

**ID:** C01

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

**Name:** Map 2

**Summary:** Map 2 is the map me and TL2 are sharing on designing after both of us finished our parts for me that is the Boss level. In this I will design the map lay out and add the environment of the map and then when everyone has done their interactables they will be added to the map.

**Actors:** Player.

**Preconditions:** beaten Map 1.

**Basic sequence:**

**Step 1:** Load in the environment.

**Step 2:** Load background music.

**Step 3:** Run animations

**Step 4:** Load in the sprites for the map

**Step 5:** Load enemy spawn positions

**Step 6:** Load interactables

**Step 7:** Place player

**Exceptions:**

Step 5: might be predetermined not decided yet

**Post conditions:** Player has been placed in the map.

**Priority:** 3\*

**ID:** C01

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

## 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

Ein Bild, das Text, Screenshot, Diagramm, Zahl enthält.

KI-generierte Inhalte können fehlerhaft sein.

Ein Bild, das Text, Diagramm, Reihe, Screenshot enthält.

KI-generierte Inhalte können fehlerhaft sein.

### Process Descriptions

Room Generation:

Load level layout/scene  
 Instantiate(Traps)

Instantiate(Boss)

Instantiate(Enemies)

Boss AI:

Calculate where to move

Choose the attack type

Keep track of abilities and use them

Change stats and abilities for miHealth <= 2/3 || 1/3

Traps:

Damage to Player

Boss Healtbar:  
 visualize the health of the boss to the player

Boss:

Execute the animation

## Acceptance Tests \_\_\_\_\_\_\_\_9

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

|  |  |  |
| --- | --- | --- |
| Input | Output | Notes |
| Boss level | Sound and map should be loaded | The character should be able to move and interact with everything in there and background music should exist |
| Player run into trap | Player takes damage | If he continuous to stay he will take damage every sec or so |
| Player gets hit by boss | Player takes damage | Depending on what ability different damage values |
| Player does damage to the boss | The Bosses Healt-bar goes down |  |
| Boss dies | Credits are shown |  |
| Player dies | Death screen | Player will be taken back to the town/shop |
| Boss drops to 2/3 and 1/3 | Boss uses new attacks and abilities |  |
| Move in Map 2 | Character does not glitch around on objects | That is the map TL2 and TL2+ do if time and energy is left. The character should be able to move and interact with everything in there and background music should exist |

## Timeline \_\_\_\_\_\_\_\_\_/10

[Figure out the tasks required to complete your feature]

Example:

### Work items

|  |  |  |
| --- | --- | --- |
| Task | Duration (PWks) | Predecessor Task(s) |
| 1. Plan Boss level design | 5 | - |
| 2. Program Boss | 15 | 1 |
| 3. Design/Program environment | 6 | 1 |
| 4. Add Animations to boss | 5 | 2 |
| 5. Add Environment sprites/images/animations | 5 | 3 |
| 6. Add in enemies made by Enemy designer | 1 | 2,3, prefab from enemy designer |
| 7. Testing / balancing | 5 | 4,5,6 |
| 8. design Map 2 environment | 8 | 7 |

### Pert diagram

Ein Bild, das Entwurf, Diagramm, technische Zeichnung, Plan enthält.

KI-generierte Inhalte können fehlerhaft sein.

### Gantt timeline

Ein Bild, das Screenshot, Reihe, Rechteck, Farbigkeit enthält.

KI-generierte Inhalte können fehlerhaft sein.