Name: Prabesh Tamang   Mark _____/50

1. Brief introduction __/3

I am Team Lead 6 for my group's 2D combat game project, *Legend of Warriors*. My role focuses on crafting the background story and managing sound features to enhance player immersion. The story builds the game's lore, giving characters depth and purpose, making battles more meaningful. It establishes the world, defines conflicts, and provides emotional stakes for players. My work ensures game has a backstory that influences their fighting style and interactions. Additionally, I handle the game's sound design, creating background music, combat effects, and ambient sounds that enhance the overall experience Together, the narrative and sound design create a cohesive experience, making *Legend of Warriors* more than just a fighting game but an engaging journey. My role is crucial in ensuring players feel connected to the story and immersed in the action.

Use case diagram with scenario. _14

Player

Sound System
- Background music Playback
- Combat sound Effects
- <<include>> Button click Sounds
- <<include>> Cut Scenes music
- Ambient sounds
- <<Extend>> Critical hit sounds

Player
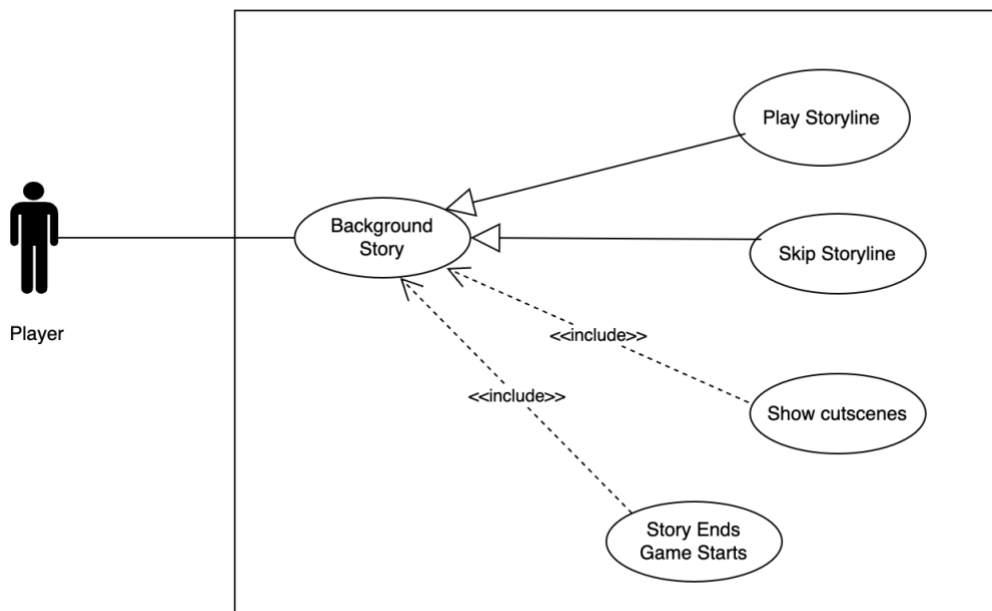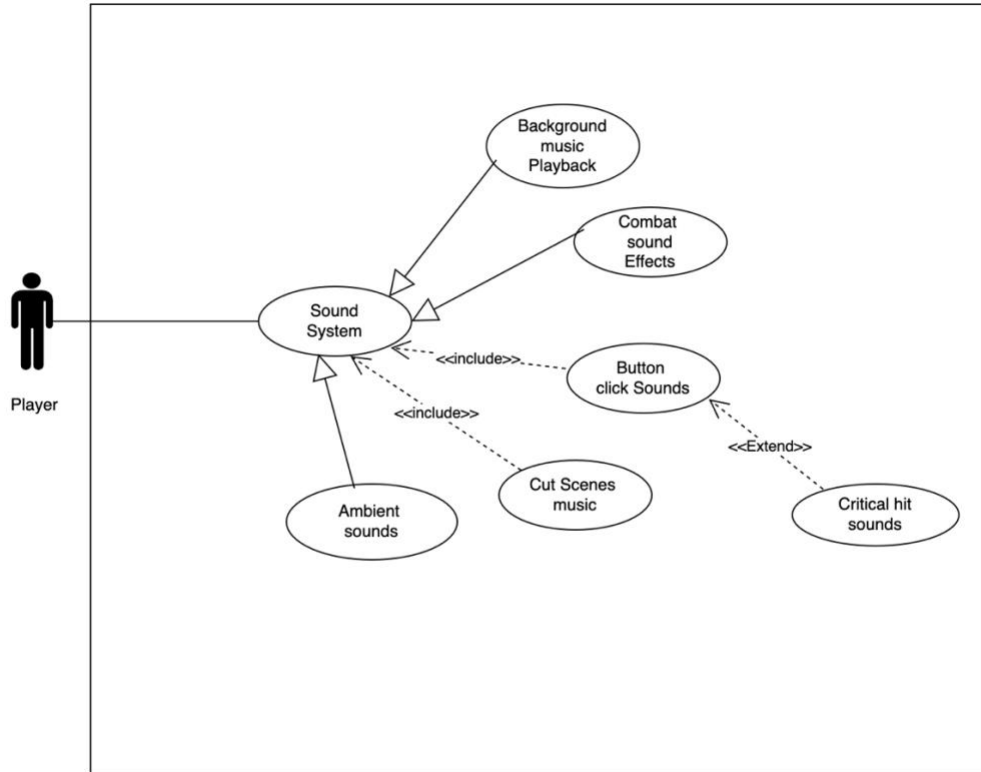
Background Story
- Play Storyline
- Skip Storyline
- <<include>> Show cutscenes
- <<include>> Story Ends Game Starts

Name: Background Story & Game Sound System

Summary: The player experiences the backstory of Legend of Warriors before entering the game, with dynamic sound features enhancing immersion.

Actors: Player

Preconditions: The game has been launched, and the background story sequence is initiated with sound enabled.

Basic sequence:

> **Step 1:** Display the introduction text and animations with background music.

> **Step 2:** Play the cutscenes and narration with ambient sound effects.

> **Step 3:** Allow the player to skip the story if desired.

> **Step 4**: When the story ends, transition into the game with background music continuing.

Exceptions:

> **Step 1:** If the player interacts with the menu (pause, skip, etc.), button click sounds are triggered.

> **Step 2:** If sound settings are disabled, all sounds are muted.

Post conditions: The correct story elements and sound effects play dynamically, and the game starts seamlessly after the background story.
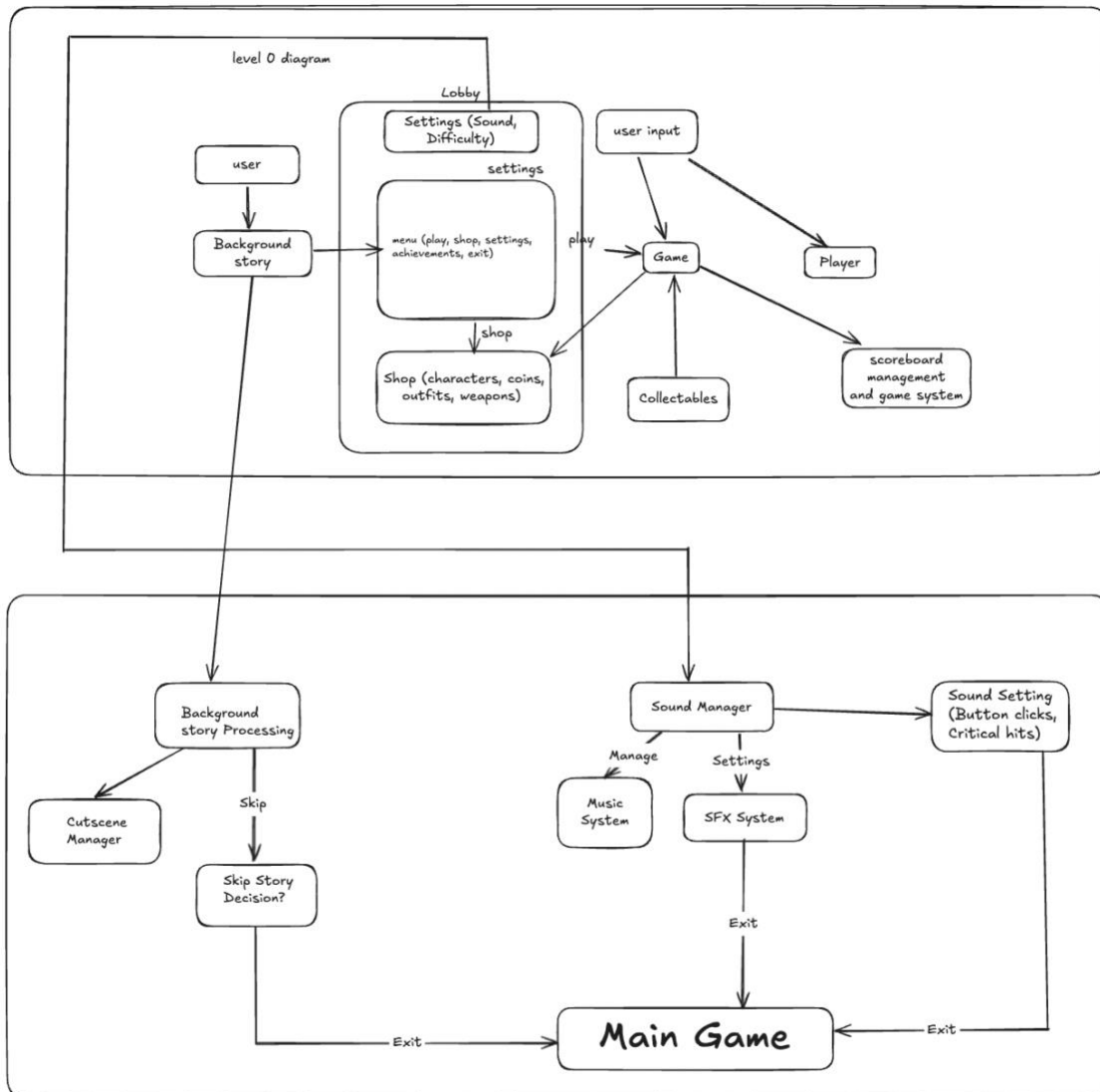
Priority: 2*

ID: C01

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

2. 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

level 0 diagram

Lobby
Settings (Sound, Difficulty)
settings
user
Background story
menu (play, shop, settings, achievements, exit)
play
Game
user input
Player
shop
Shop (characters, coins, outfits, weapons)
Collectables
scoreboard management and game system

Background story Processing
Cutscene Manager
Skip
Skip Story Decision?
Sound Manager
Manage
Settings
Sound Setting (Button clicks, Critical hits)
Music System
SFX System
Exit
Main Game
Exit
Exit

Process Descriptions

Ensure the background story is presented correctly before the game starts, with an option to skip and transition into the main game, while simultaneously managing all sound features dynamically based on game state and user interactions.

1.Initialize System – Load background story elements (cutscenes, text, narration) and audio files (music, UI sounds, combat effects), applying user sound settings.

2.Start Background Story – Play intro animations, background music, and narration, allowing user interaction (Pause/Skip).

3.User Decision (Skip or Continue) – IF skipped, transition directly to gameplay with game music; ELSE continue story with cutscene sounds.

4.Gameplay & Dynamic Sound Effects – Start in-game sounds (movement, combat, ambient) and trigger UI sounds during menu navigation.

5.Game End or Restart – Fade out music, stop gameplay sounds, and reset story progression and user sound settings if restarted.

3. Acceptance Tests _____9

GOAL: The goal of these tests is to ensure that the background story plays correctly, the skipping mechanism functions smoothly, and the sound system dynamically adjusts to user interactions. The tests will verify smooth transitions, proper sound playback, and the handling of boundary cases to ensure an uninterrupted gameplay experience.

STEPS:

1. Start the game and play the background story, testing the skip option.
2. Progress through the story and trigger cutscenes.
3. Adjust volume, mute/unmute sounds, and trigger gameplay sound effects.

Expected Results:

1. The story plays fully unless skipped, where it transitions immediately to gameplay.
2. Cutscenes display correctly, and skipping them does not cause crashes.
3. Background music, combat sounds, and UI effects play correctly, with no delays or missing sounds.

INPUT	OUPUT	NOTES
Game Starts	Story Plays	Background story should start automatically.
User presses "Skip"	Story Skipped	The story should immediately transition to gameplay.

	Game Starts	Gameplay should start immediately after the story.
Story ends or is skipped		
Scene transitions	Music Changes	Background music should shift based on context.
User selects "Mute"	Muted Sound	All sounds should be disabled but resume on unmute.
Player attacks or interacts	Combat Sound Plays	he correct sound effects should trigger.

4. Timeline _____/10
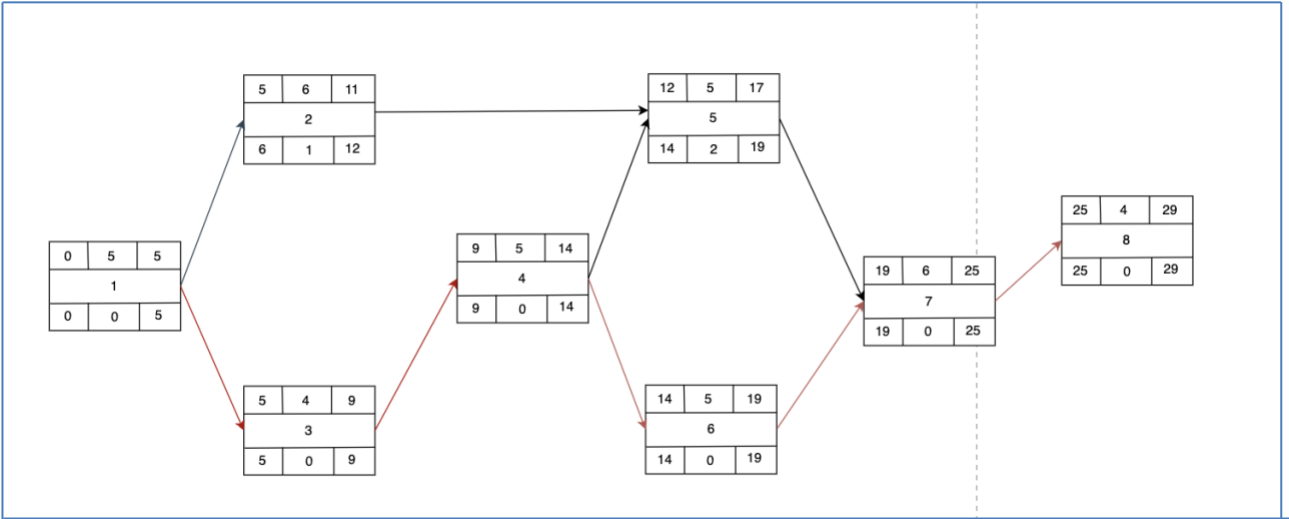
[Figure out the tasks required to complete your feature]

Example:

Work items

Task	Duration (PWks)	Predecessor Task(s)
1. Requirements Collection	5	-
2. Storyboard & Narrative Design	6	1
3. Sound Asset Research & Selection	4	1
4. Background Music	5	3
5. Cutscene Implementation	5	2,4
6. Combat & Ambient Sound Coding	5	4

7. User Testing & Bug Fixing	6	5,6
8.Final Adjustments & Deployment	4	7

Pert diagram

5	6	11
	2	
6	1	12

12	5	17
	5	
14	2	19

0	5	5
	1	
0	0	5

9	5	14
	4	
9	0	14

19	6	25
	7	
19	0	25

25	4	29
	8	
25	0	29

5	4	9
	3	
5	0	9

14	5	19
	6	
14	0	19

Gantt timeline