Name__Samuel Beal Mark _____/50

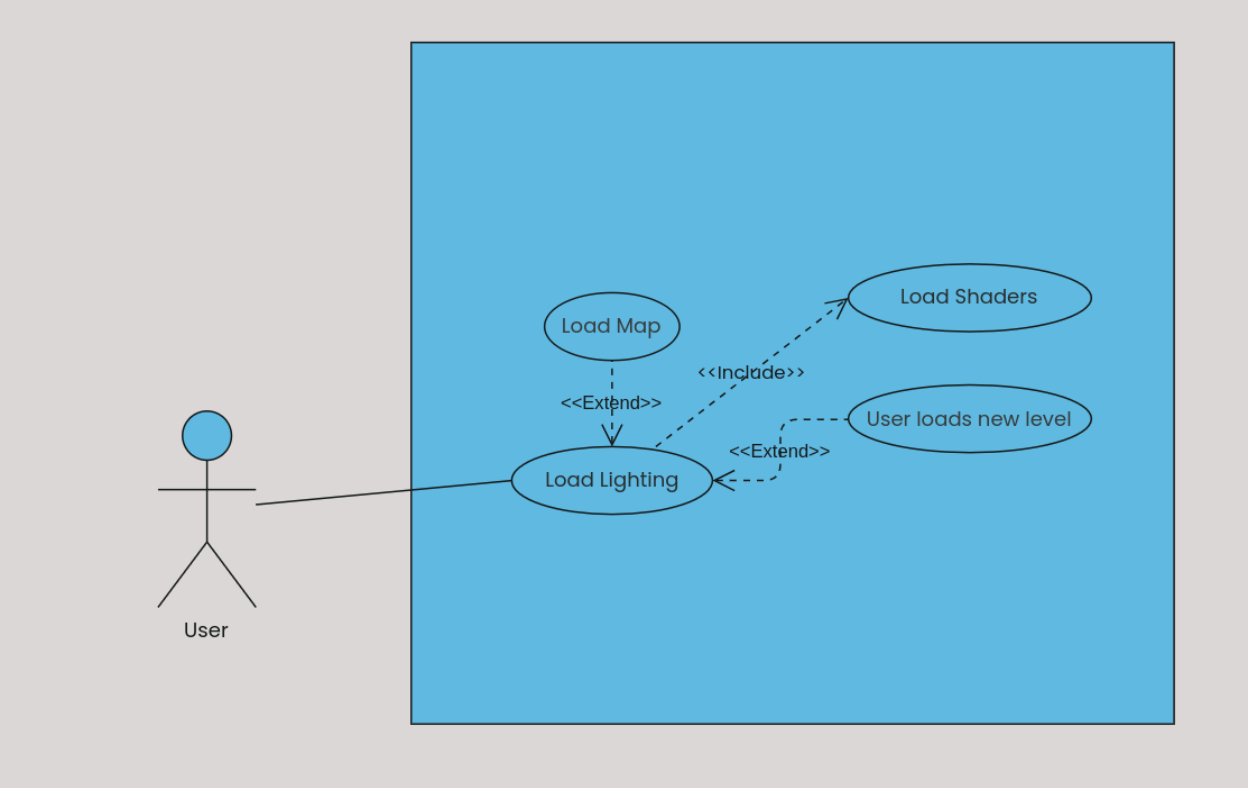
The UML tool you suggested also doesn't have a working website anymore, and I couldn't find good tools for free for this project.

1. Brief introduction __/3

Lighting and Shadows. Essentially I will be adding light in some sort of way to the map so that edges and corners blend in, adding a more natural look to the game, and to make it look good.

2. Use case diagram with scenario __14

Use Case Diagrams



Scenarios

Name: Load Lighting

Summary: User loads into a new level and lighting is loaded into the map.

Actors: User

Preconditions: Map has been loaded and the user starts a level.

Basic sequence:

Step 1: User loads a level

Step 2: Map is loaded

Step 3: Load Lighting

Exceptions:

Step 1: Map should be loaded without lighting

Step 2: User loads a new level and the map isn't loaded yet.

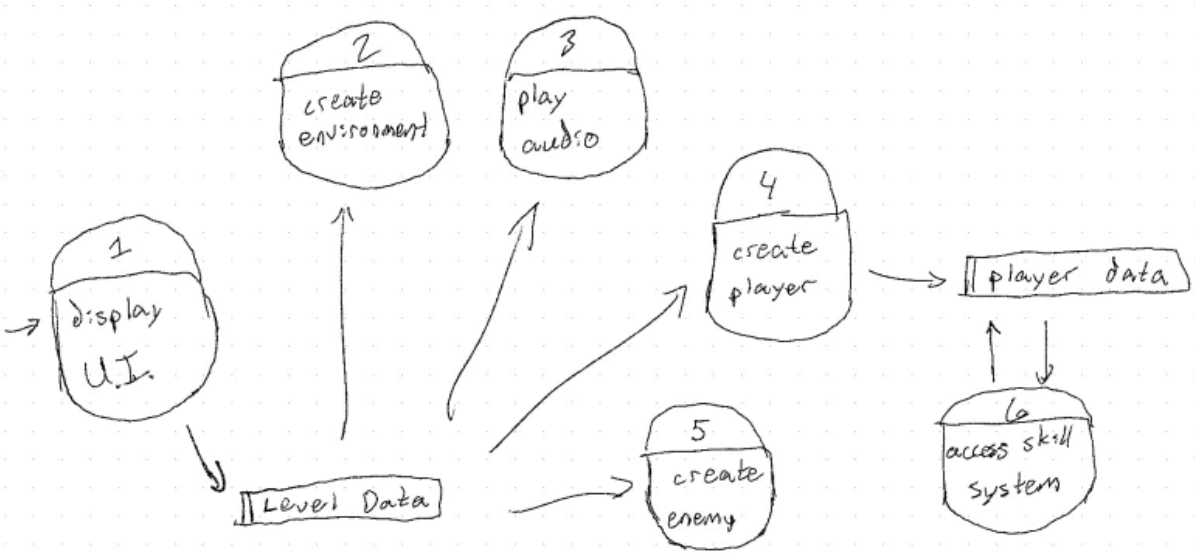
Post conditions: Lighting is loaded.

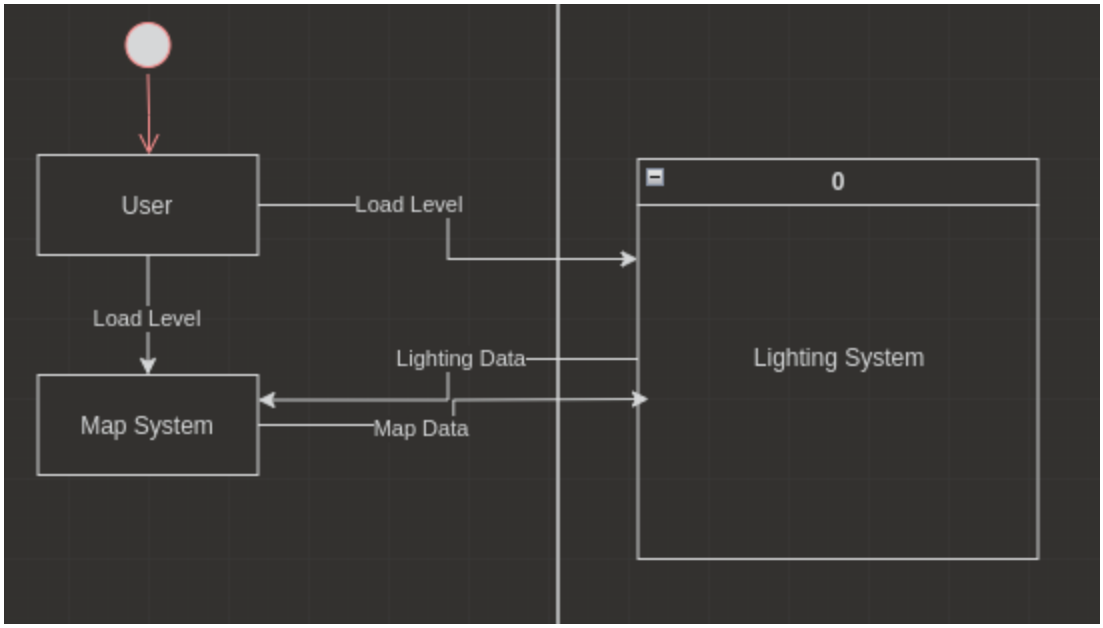
Priority: 3*

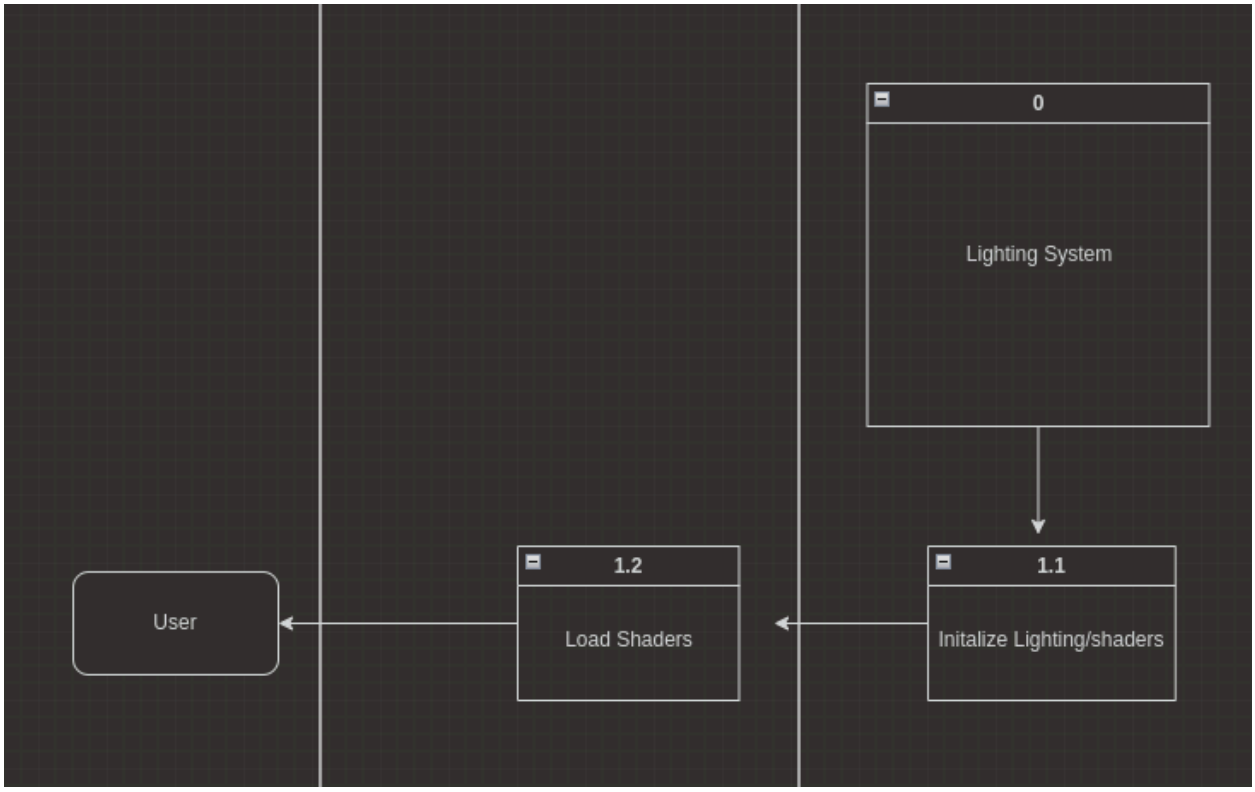
3. Data Flow diagram(s) from Level 0 to process description for your feature _____14

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

Data Flow Diagrams







Process Descriptions

Initialize Lighting*:

Load images, Shader packages, and any other needed data

Set variable names and values

Load Shaders*:

```
WHILE we are running the game,
        update_player_view() // data needed for update_shaders
        update_shaders()
                reload all packages and data into respective locations
END WHILE
```

4. Acceptance Tests _____9

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

Lighting Feature

Run features in various scenarios with the map a number of times. Test it by visuals and using different percentages of lighting/opacity/strength type thing.

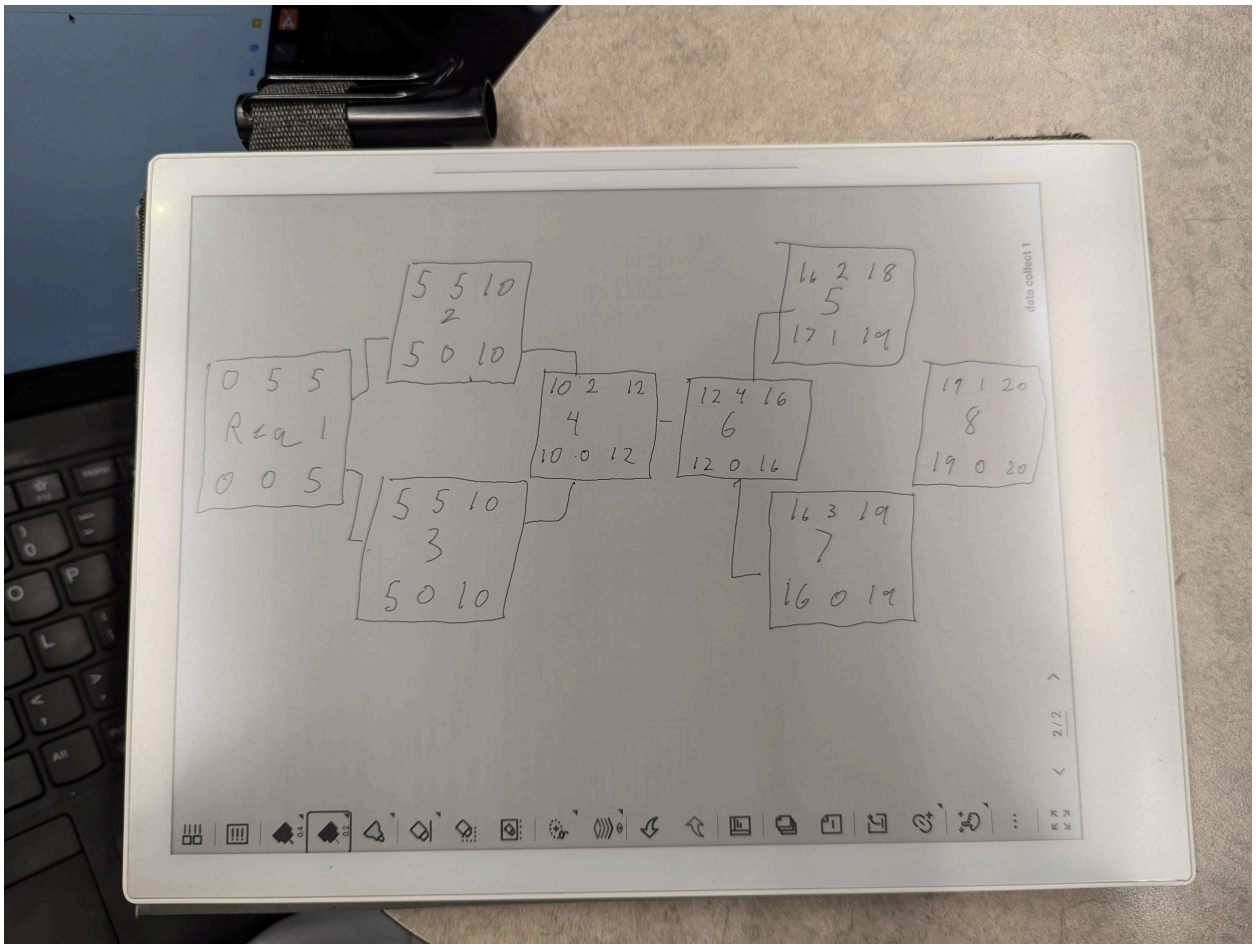
Input	Notes on Visuals
50%	Interesting amount of lighting, possibly overly bright
100%	Sun blinds and makes it impossible to see anything but white
10%	Shadow like, good for corners.
3%	Very difficult to see but could be used for main area

5. Timeline _____/10

Work items

Task	Duration (PWks)	Predecessor Task(s)
1. Requirements Collection	5	-
2. Map Design	5	1
3. Level Design	5	1
4. Shader Design	2	2, 3
5. User Documentation	2	6
6. Programming	5	4
7. Testing	3	6
8. Installation	1	5, 7

Pert diagram



Gantt timeline