

Github Repository Link:

<https://github.com/strejoarciles/2300-Final-Project>

General Summary of Game:

The player will have the opportunity to order a pizza, drink, and/or dessert. The pizza option has various sizes (small, medium, and large) and those sizes have different costs. The player is expected to interact with the game by choosing from a variety of pizza toppings, ice cream flavors, and drink flavors of their choosing. There will also be “premium” options that users can choose from that will add to the original prize of either the pizza, ice cream, or drink.

The general layout of our game will include three panels (one for pizza topping, ice cream topping, and choice of drink). The player is expected to interact with the panel and choose the toppings of their choice. When the player hits the button that corresponds to a certain topping, the topping will appear on the respective food item of choice. The player can only choose two toppings for their pizza. The topping buttons will then become unavailable once the two-topping limit is reached.

Since each food item has its own respective price and premium options are available, the total price will be updated as the user presses on options.

Functional Requirements:

FR1: The player is presented with three different menu options at the start of the game. The menu panels have clickable buttons that indicate the particular toppings/flavors desired. When the button is pressed then the respective topping will be displayed on the food item. The price will be displayed on the screen and will be updated if the player chooses from the premium options available.

FR2: Pricing for the pizza will depend on the size chosen by the player. Players will only be able to add two toppings to their pizza and then the other options will become unavailable. If the player decides to choose from the premium options available, then the price will deviate from the standard pricing.

F3: Pricing for the ice cream and drink options vary depending on if the player chooses from the premium options. When the user presses on the drink of their choice the color of the cup will change with respect to the color of their drink of choice.

Rules:

- 1 player allowed per game

- The player is allowed to choose **two** toppings for the regular price. Additional toppings and premium toppings/food items will increase the standard price. The price is expected to be displayed at the bottom of the screen.

Scenario 1:

- Player doesn't exceed the standard toppings for each food item chosen then the standard price will be displayed.
- Player doesn't go above the two toppings per pizza and doesn't choose from the premium options for the drinks/ice cream then the standard price will be displayed.

Scenario 2:

- The player exceeds the standard toppings for the pizza so the standard price is altered to reflect the additional toppings. The player chooses from the premium drink/ice cream options and the price is reflected on the bottom.

User Interface Prototype:

PIZZA TOPPINGS

ICE CREAM TOPPING

DRINK OPTIONS

What do you want to order?

☐ Pizza

☐ Ice cream

☐ Drink

User Interface Requirements:

UIR1: When the user clicks on the pizza topping buttons, the topping will show up on the pizza as long as they are under or at 2 toppings for their pizza. Then the user will not be able to press on any more toppings.

UIR2: When the user clicks on the ice cream options a scoop will show up on the cone with its respective flavor.

UIR3: When the user clicks on the drink options the color of the cup will change to the option that the user chose.

UIR4: At the start of the game, the pizza, ice cream, and drink will appear on the screen without any toppings.

UIR5: The total price will be displayed on the screen.