Appendix A:

* PDD

Appendix B:

REUSE SUMMARY

* Unity
* MS Paint
* Visual Studio

Appendix C:

MODELS/DIAGRAMS

Chart

Description automatically generated

Appendix D:

REQUIREMENTS

|  |  |
| --- | --- |
| **Use Case:** Enemy Detection | **ID:** 1C |
| **Description:** An enemy will be able to detect the player slowly over time | |
| **Primary Actors:** Enemy | **Secondary Actors:** |
| **Preconditions:**   1. Player is in an undetected state | |
| **Main Flow:**   1. The use case will begin when the player enters the enemy`s field of view 2. A timer will start to check how long the player is in the enemy`s field of view 3. If the timer reaches a pre-determined endpoint, the player will be spotted 4. The timer should have a shorter pre-determined endpoint if the player is closer and more central in the enemy`s line of sight | |
| **Postconditions:**   1. The player is spotted by the enemy | |
| **Alternative Flows:** The player escapes the enemy`s field of view before the timer ends | |
| **Preconditions:**   1. The player is in the enemy`s field of view AND the timer has not ended | |
| **Alternative Flow:**   1. The player escapes the enemy`s field of view 2. The timer starts counting back down until 0 3. The player is not spotted and the timer reaches 0 | |
| **Postconditions:**   1. The enemy does not spot the player | |

Appendix E:

DEVELOPMENT TESTING

|  |  |
| --- | --- |
| **Use Case:** Enemy Detection | **ID:** 1C |
| **Test Number:** 1 | |
| **Objective:**  To test whether a player will be detected by the enemy and be detected at different speeds based on where they are in the enemy’s field of view | |
| **Set up:**  The player will take turns standing in the 5 different vision zones the enemy has. The player will start outside of the enemy’s field of view AND ensure the timer has not started. The player will then move to a vision zone and test how long it takes for the player to be spotted. The enemy’s spotlight will change to a different colour based on which zone the player has been spotted in, making it easy to visualise this test. | |
| **Expected Results:**  The player should be spotted after spending 1 second in zone 1 AND the enemy`s spotlight should go red.  The player should be spotted after spending 1.5 seconds in zone 2 AND the enemy`s spotlight should go magenta.  The player should be spotted after spending 2 seconds in zone 3 AND the enemy`s spotlight should go yellow.  The player should be spotted after spending 3 seconds in zone 4 AND the enemy`s spotlight should go green.  The player should be spotted after spending 5 seconds in zone 5 AND the enemy`s spotlight should go blue. | |
| **Test:**  The player will enter zone 1, check how long it takes for the enemy`s spotlight to go red and then leave the enemy`s field of view and wait for the timer to reset.  The player will enter zone 2, check how long it takes for the enemy`s spotlight to go magenta and then leave the enemy`s field of view and wait for the timer to reset.  The player will enter zone 3, check how long it takes for the enemy`s spotlight to go yellow and then leave the enemy`s field of view and wait for the timer to reset.  The player will enter zone 4, check how long it takes for the enemy`s spotlight to go green and then leave the enemy`s field of view and wait for the timer to reset.  The player will enter zone 5, check how long it takes for the enemy`s spotlight to go blue and then leave the enemy`s field of view and wait for the timer to reset. | |
| **Test Record:** Expected results observed | |
| **Date:** 23rd March 2023 | **Tester:** Tayyab Hussain |
| **Result:** Passed | |