

Name: _Miranda Ronald_____

Mark

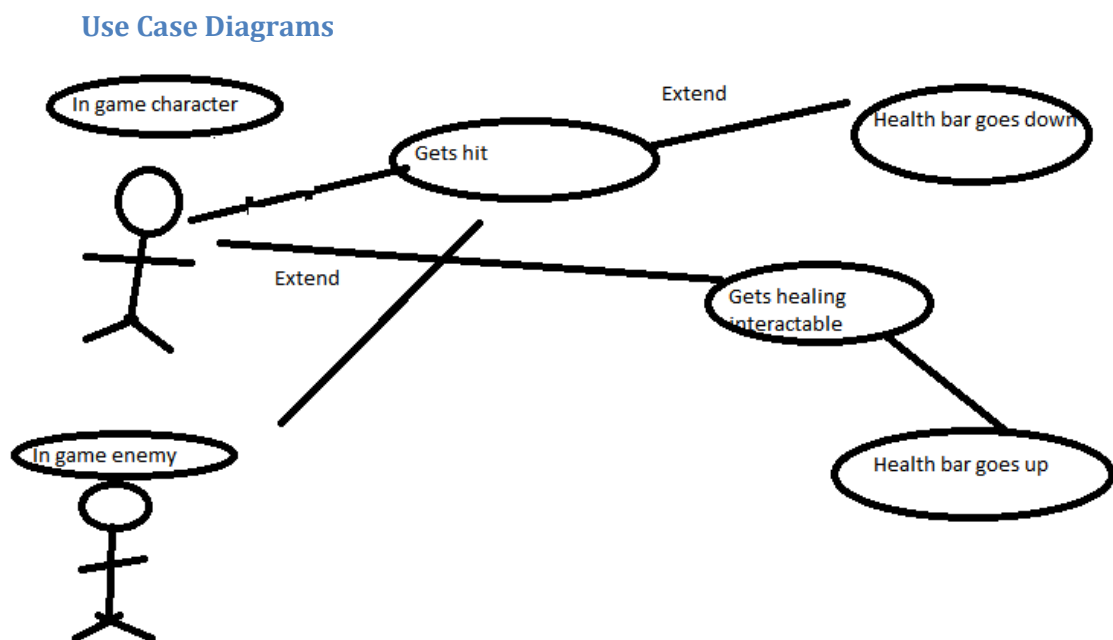
[Instructions: Remove everything that is not a heading below and fill in with your own diagrams, etc.]

1. Brief introduction _/3

I will be making a menu that show how much life the character has left. I will also be making bars that show enemy life.

2. Use case diagram with scenario _14

Example:



Scenarios

Name: Reduce character health bar

Summary: Main Character gets hit by enemy, loses health

Preconditions: Full health bar

Basic sequence:

Step 1: Main character gets hit by enemy

Step 2: Health bar gets lowered

Post conditions: Lowered health bar is displayed

Priority: 3*

ID: Gets hit

Name: Reduce enemy health bar

Summary: Enemy gets hit by main character, health bar is reduced

Preconditions: Full health bar, enemy attacking main player

Basic sequence:

Step 1: Enemy gets hit by main character

Step 2: Health bar gets lowered

Post conditions: Lowered health bar is displayed over enemy

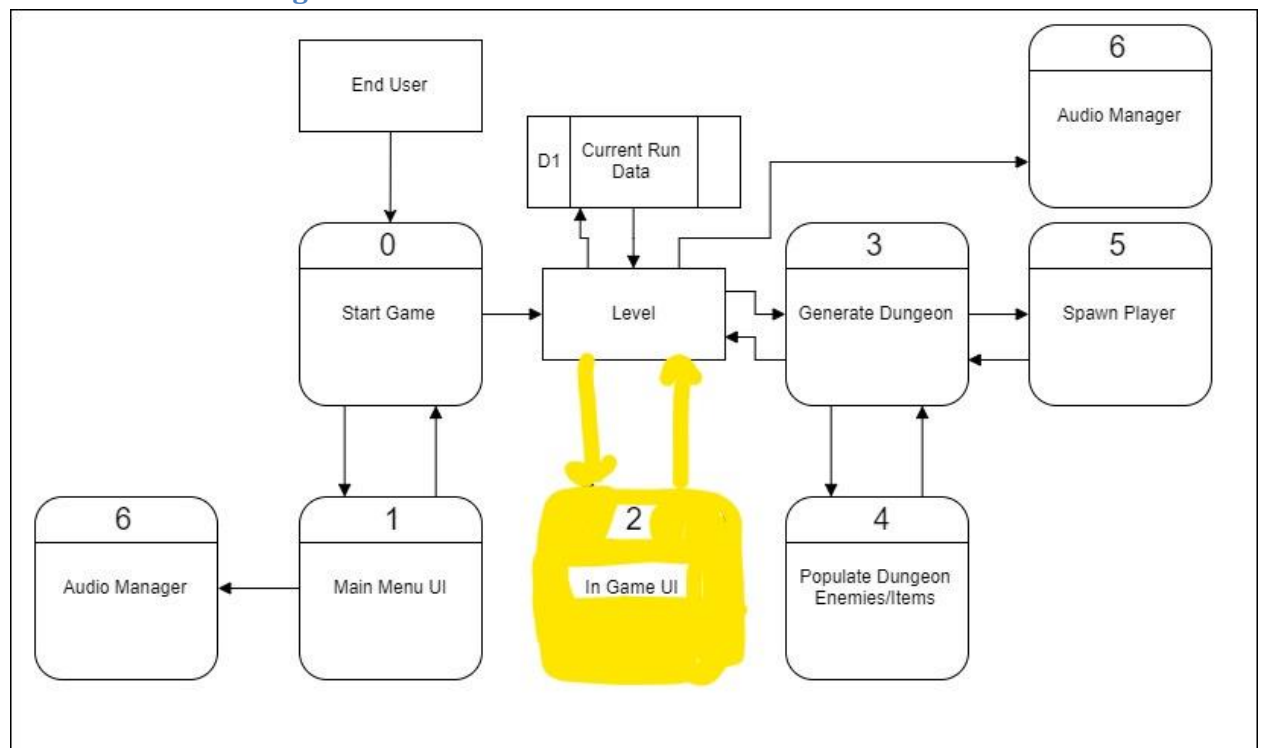
Priority: 3*

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]

Example:

Data Flow Diagrams



Process Descriptions

Decrease health bar:

IF Character gets hit by enemy, decrease health bar

IF health bar = 0, player dies, game ends

Increase health bar:

IF Character find inventory that increases health, increase health bar

ELSE do nothing

4. Acceptance Tests _____9

Run feature 10 times

Ensure that when main character gets hit the health bar goes down

Make the main character die to ensure game ends when health bar reaches 0

Test if character eats interactable health bar goes up

Make sure enemies die when their health goes to 0

Test if enemy health bars go down when get hit

Example for health bar



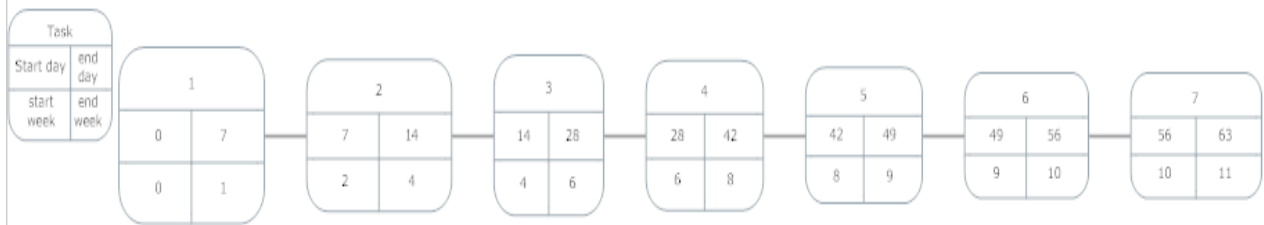
5. Timeline _____/10

[Figure out the tasks required to complete your feature]

Work items

Task	Duration (PWks)	Predecessor Task(s)
1. Learn Unity	1	-
2. Code feature	2	1
3. Test Code	2	1,2
4. Join code with rest of teams	2	2,3
5. Debugging	1	1-4
6. Rejoining code with teams	1	5
7. Playing game to ensure works	1	6

Pert diagram



Gantt timeline

	Task	Assigned To	Start	End	Dur	%	2018		
							Feb	Mar	Apr
	Project goal	Team Faucet	2/12/18	4/3/18	36				
1	Task 1	Miranda	2/12/18	2/21/18	7				
2	Task 2	Miranda	2/19/18	3/9/18	14				
3	Task 3	Miranda	2/26/18	3/15/18	14				
4	Task 4	Miranda	3/5/18	3/22/18	14				
5	Task 5	Miranda	3/12/18	3/20/18	7				
6	Task 6	Miranda	3/19/18	3/27/18	7				
7	Task 7	Miranda	3/26/18	4/3/18	7				