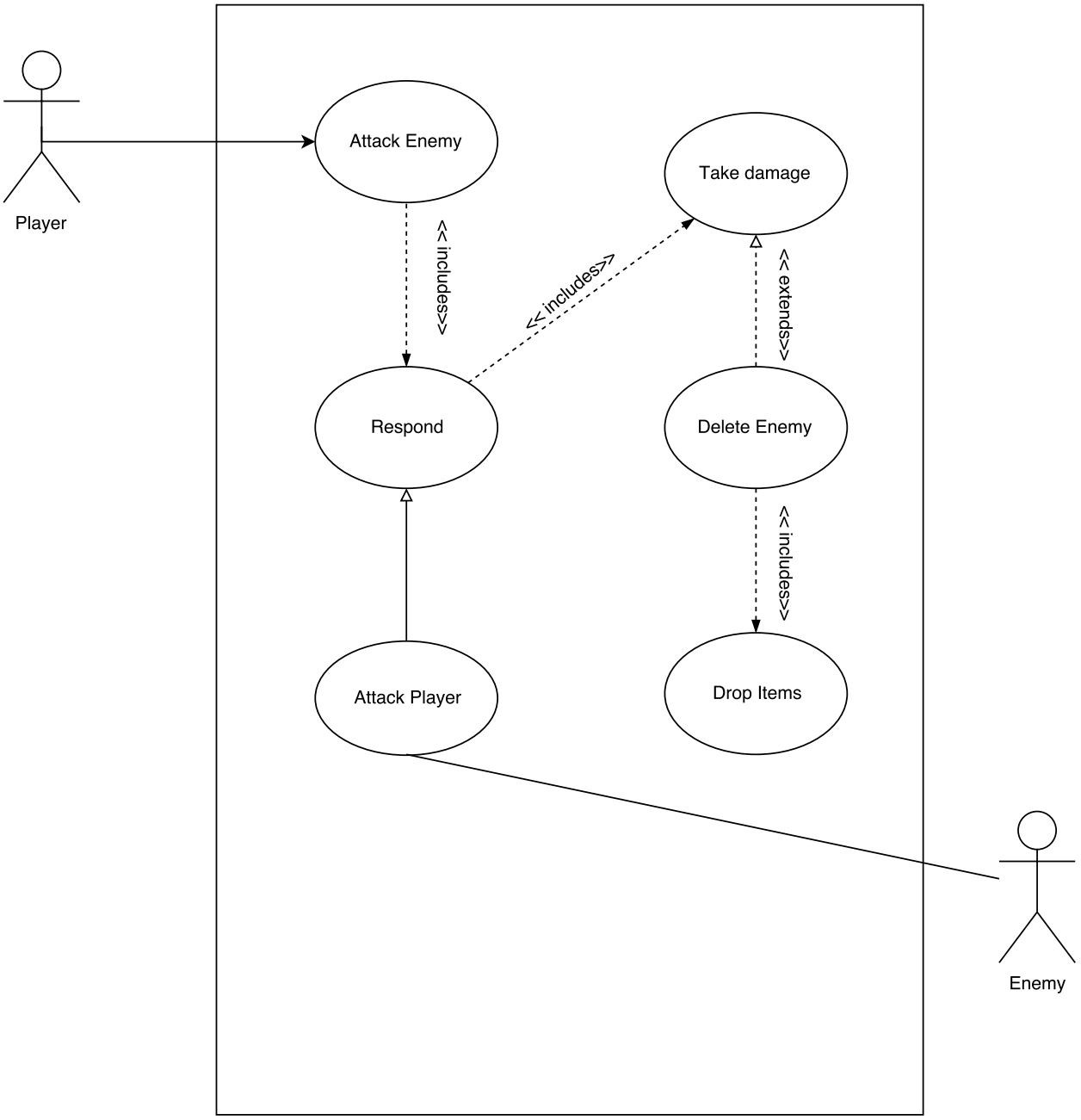
Name Garrett Oetken Mark _____/50

1. Brief introduction _/3

My feature is to create the non-player enemy characters for our game in collaboration with Travis. These enemies would be responsible for fighting the Player during his/her quest.

2. Use case diagram with scenario _14



Scenarios

Name: Battle Enemy

Summary: The Player attacks an enemy in the game.

Actors: Player

Preconditions: Level has been generated and game has initialized.

Basic sequence:

Step 1: Attack Enemy

Step 2: Enemy takes damage

Step 3: Enemy responds (attacks)

Step 4: Player takes damage

Exceptions:

Step 1: Enemy health has been depleted (enemy has taken too much damage): Delete Enemy, drop items

Step 2: Player health has been depleted: Do nothing.

Post conditions: Player retrieves Enemy items, else game is over (Player has died)>

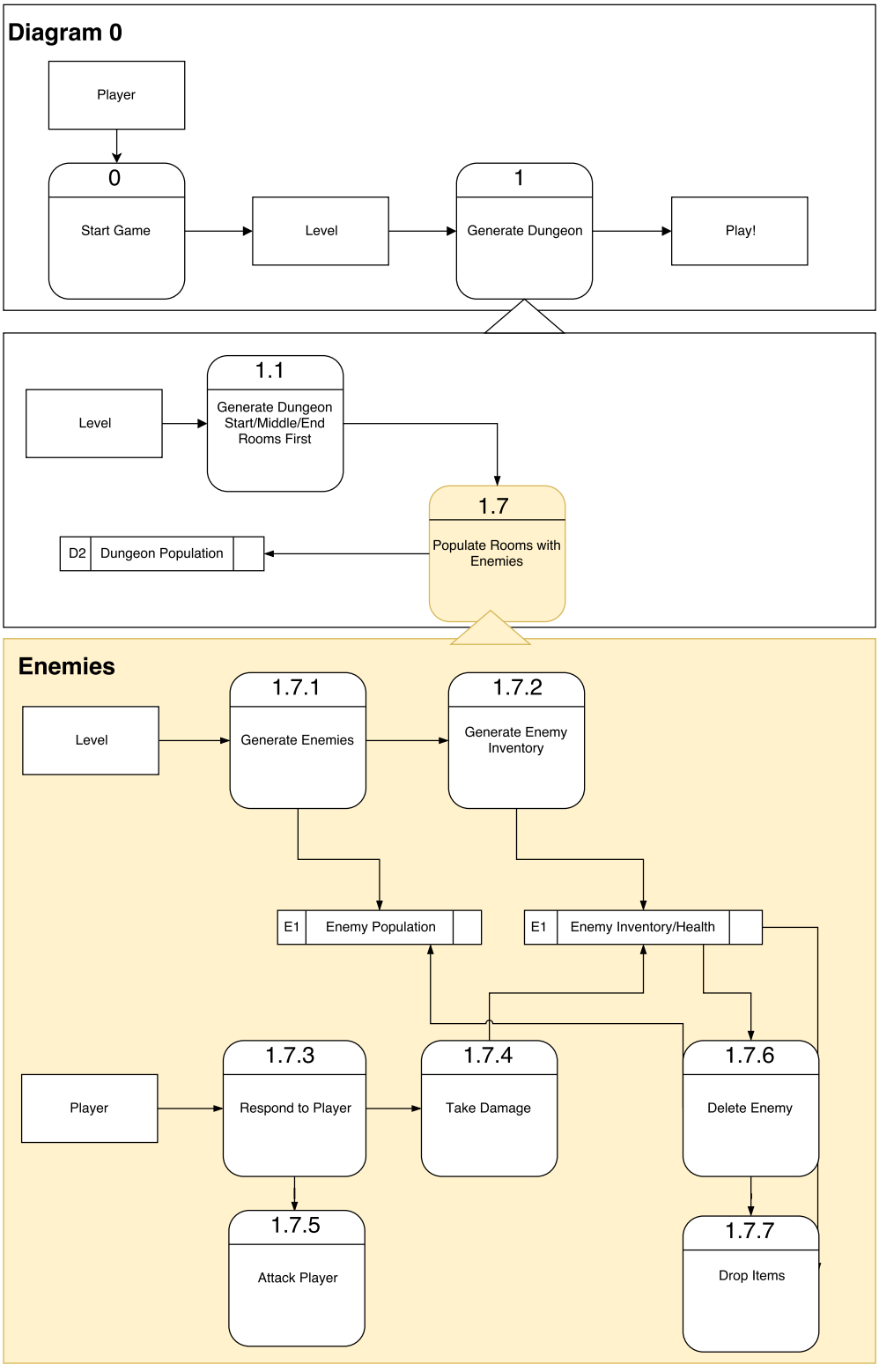
Priority: 2*

ID: E01

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

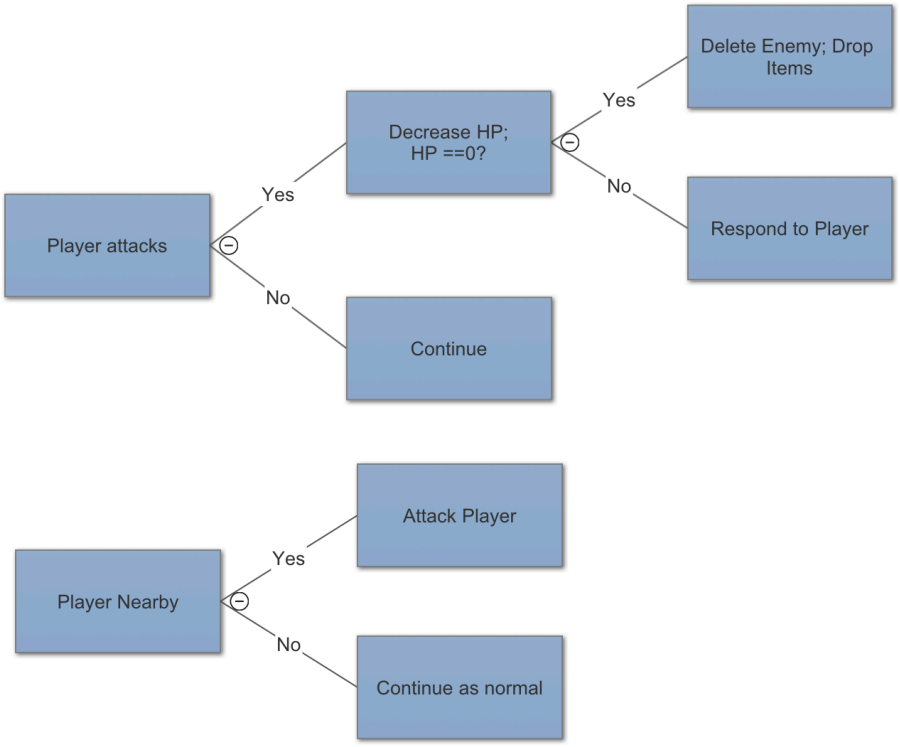
3. Data Flow diagram(s) from Level 0 to process description for your feature _____14

Data Flow Diagrams



Process Descriptions

Respond to Player



4. Acceptance Tests _____9

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

Enemy player

Characteristics:

- Max health: 100
- Min health: 0
- Enemy will 'die' (be deleted and drop items) if Min Health == 0
- No digit between 0 and 9 appears more than 300 times
- Consider each set of 10 consecutive outputs as a substring of the entire output. No substring may appear more than 3 times.

Respond to Player Attack

Output	HP Decrease	Total HP before decrease	Notes
80	20	100	If Total HP > HP Decrease, return (Total HP – HP Decrease)
0 (Dead)	20	15	If HP Decrease > Total HP, return 0, kill Enemy
0 (Dead)	20	20	If HP Decrease==0, return 0, kill Enemy

5. Timeline _____/10

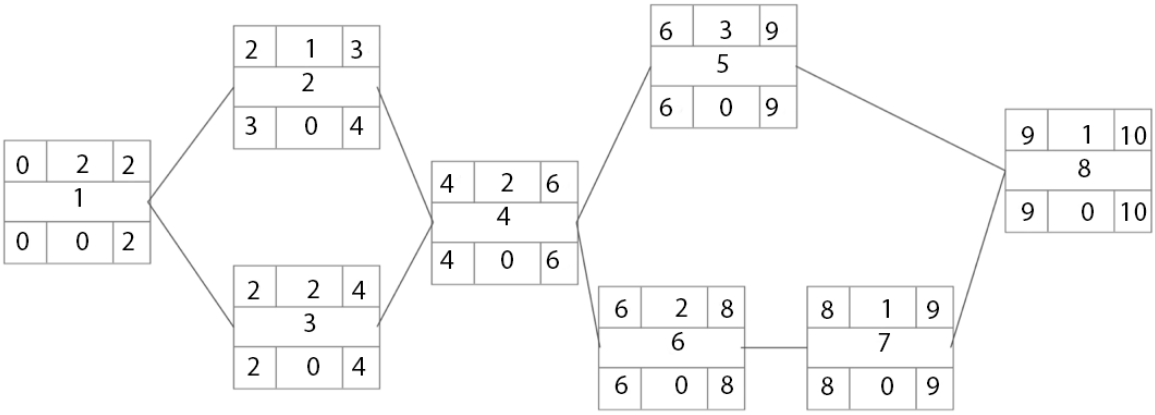
[Figure out the tasks required to complete your feature]

Example:

Work items

Task	Duration (PWks)	Predecessor Task(s)
1. Requirements Collection	2	-
2. Enemy Population/inventory databases	1	1
3. Enemy Design	2	1
4. Enemy Generation programming	2	2, 3
5. Enemy behavior programming	3	4
6. User Documentation	2	4
7. Testing	1	6
8. Installation	1	5, 7

Pert diagram



Gantt timeline