CSCI 265 Project Update (Phase 4)

Team name: We Be Daves

Project/product name: See a Neevle, Hear a Neevle

Contact person

- Dave Narealdave, nareal@somewhere.ca

Key revisions since phase 3

While the charter and standards have remained unchanged, there have been a number of key revisions to the product requirements and design, largely related to the list of 'known issues' provided in the phase 3 version of the design document.

Changes to the requirements

The requirements revisions address the four relevant known issues identified in the previous phase:

1. The requirements regarding healing items have been clarified to specify that healing items heal players of the same energy base and damage players of other bases, and that the damage amount done is the same as the specified healing amount.

2. The requirements have been revised to specify that when a player reaches an experience threshold they will be given a highlighted notification in the subtitles section, and an option has been added to the pause menu to select an upgrade (thus the player can choose when to hit ESC and select their upgrade). Selecting the 'upgrade' option from the pause menu will then take them to a new menu presenting them with their available upgrade choices. The requirements document visuals for the corresponding menus have also been updated.

3. The requirements document has been updated to combine the lost-connection and game-over screens (now matching the suggestion from the design document).

4. The description of the NPC guide creature in puzzle zone 2 has been updated to specify that the creature is activated when a player of the matching energy base reaches line-of-sight with the creature, and it then follows a fixed path (detailed in the requirements) to the matching gate, travelling at one-half of player speed.

Changes to the design

A number of design changes have been made to reflect the requirements changes 1-4 above, plus several additional changes to reflect other known issues in design left over from the previous phase:

1. The 'grand design' diagram has been updated to match the various module diagrams.

2. Section 7.2.4 has been updated with a list of ids for all possible items and a list of ids for the specific changes that are applicable.

3. The ERD of section 7.4 has been updated to correctly show 0-or-more cardinalities.

4. Section 7 has been updated to that all items in the ERD of 7.4 have explicit descriptions in the accompanying text.

5. The detailed object model for section 9.2 has now been included.

6. Cross-checking of the different sections of the design document, and cross-checking that document with the requirements document, is an ongoing process but is still potentially incomplete.