

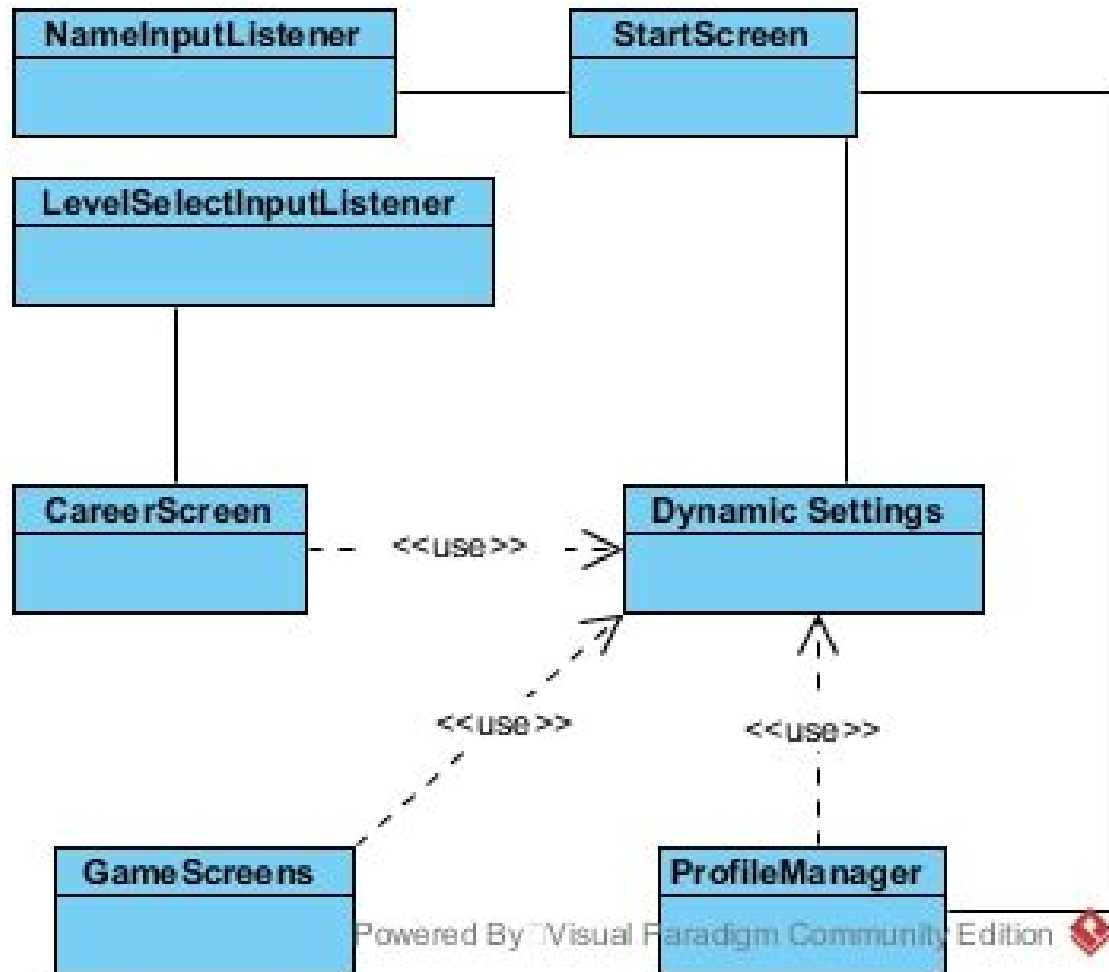
# Career mode design - group 66

This document describes the design of a special ball using responsibility driven design and UML. Starting with the drafted requirements.

## Class Responsibility Collaborator (CRC)

Class	Responsibility	Collaborations
StartScreen	Creates the start screen where the player can insert his name, so his profile can be loaded/created	ProfileManager, NameInputListener
CareerScreen	Creates a screen where the player can manage his career. And choose a level he wants to play	DynamicSettings, LevelSelctInputListener
ProfileManager	Writes or reads the file with a players profile in json format.	DynamicSettings
LevelSelectInputListener	Processes the input the player gives in a textbox to select the level he/she wants to play.	DynamicSettings
NameInputListener	Processes the input the player gives in a textbox to enter his name.	DynamicSettings
DynamicSettings	This class stores all information about cleared levels, bought powerups and the level that is currently played.	

## UML Diagram



## Technical Design and Implementation

To implement this feature the class `DynamicSettings` has been extended to be able to implement all the requirements of the career mode. All the gamescreens depend their content and function on settings that are available through the class `DynamicSettings`.

The `DynamicSettings` class is statically instantiated at the Startscreen and given as a parameter through all the screens in the game. In the start screen the player can enter his name in a textbox which is handled by the `NameInputListener`. When the name has been submitted the startscreen uses the `ProfileManager` to check if the profile with that name is present on the computer. If so it will load the profile into the `DynamicSettings`, otherwise it will create the file.

In the careerscreen the player can see his career and reset it. Further the player can play the next level in his career, play a level which can be selected through a textbox. This textbox is handled by `LevelSelectInputHandler`. Also the player can here enter the shop.

When the player loses a level he will die, meaning his progress is reset. If the player has an extra live he can use it by clicking retry.

When the player wins a level he is able to play the next level, or enter the shop. Also it is possible to return to the main menu. If all the levels are completed the black belt is received.