

Level selection

Teaming up

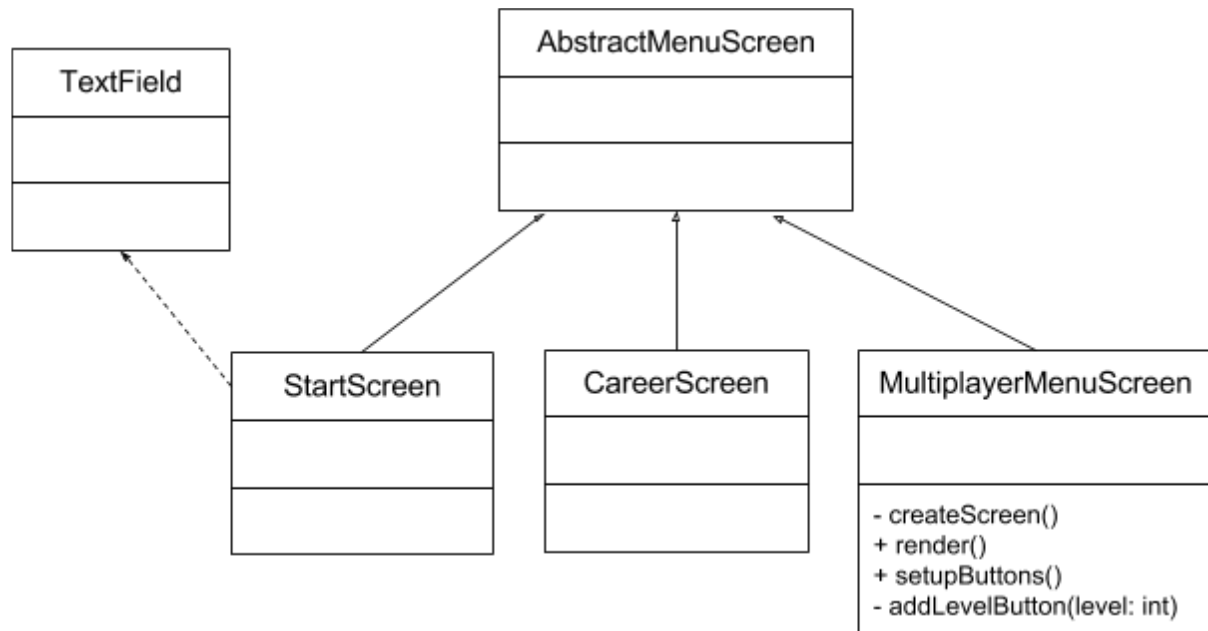
Group 66

This document describes the design 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, Textfield
CareerScreen	Creates a screen where the player can manage his career. And choose a level he wants to play	DynamicSettings
MultitplayerMenuScreen	Creates a screen to choose which level to play in multiplayer	DynamicSettings
Textfield	A simple text input field which allows the user to enter text	

UML diagram



Technical Design and Implementation

Start screen

The pop-up input box has been replaced with a regular text input field.

Career screen

The level selection input has been replaced with image buttons. Each of the buttons indicate what levels have been cleared. A colored button indicates a level can be played and a greyed out button indicates a level is not available yet.

Multiplayer menu screen

A new screen was created to allow players easy options for starting a split-screen match. You can toggle between two and three players and then select which level to play. Both random levels and pre-made levels are available. Pre-made levels have image buttons the same way the career screen has.