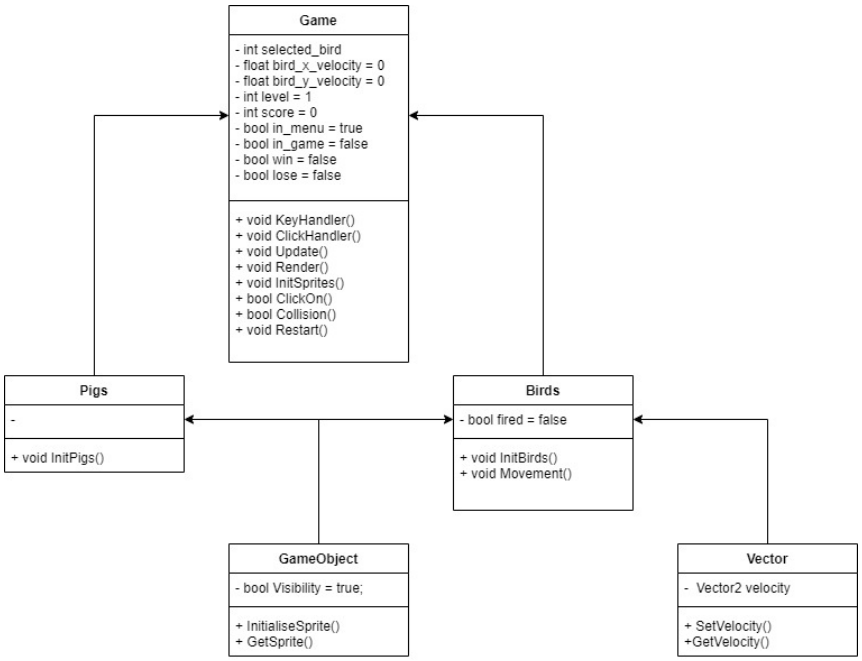
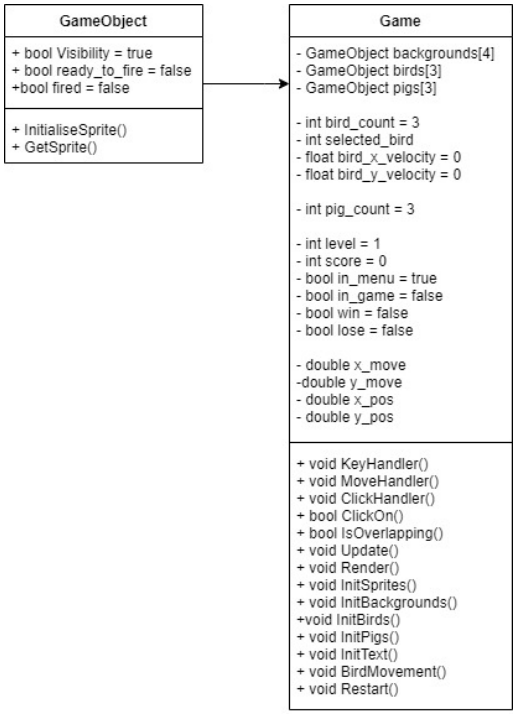
Angry Birds planning Documents

Pre-development UML Diagram



Post-development UML Diagram



The main difference between the pre and post development UML diagrams is that the post diagram has used less classes. The post diagram is certainly less optimised that the other as it harder to understand and read, had I made use of more classes, I believe that the code would have been easier to code, understand and debug. Furthermore, the program lacks a greater understanding of Object-Oriented Programming which could have given more marks had I used more classes.

Angry Birds pseudocode for bird movement

When moving the bird, it will only have gravity applied to it. The bird will be moved horizontally by increasing the x position by a set velocity and vertically by decreasing the y position by a constantly decreasing value. In theory, the bird's y velocity should start off negative so that it goes upwards, eventually the velocity should become negative and as it will be subtracting a negative to the y position, the bird should fall, as if under the effect of gravity.

```
If bird has been released
{
        increment x_pos by a set x_velocity
        decrement x_pos by a y_velocity

        decrement the y_velocity by gravity^2
}
```