### Endabgabe

Entwicklung Interaktiver Anwendungen 2

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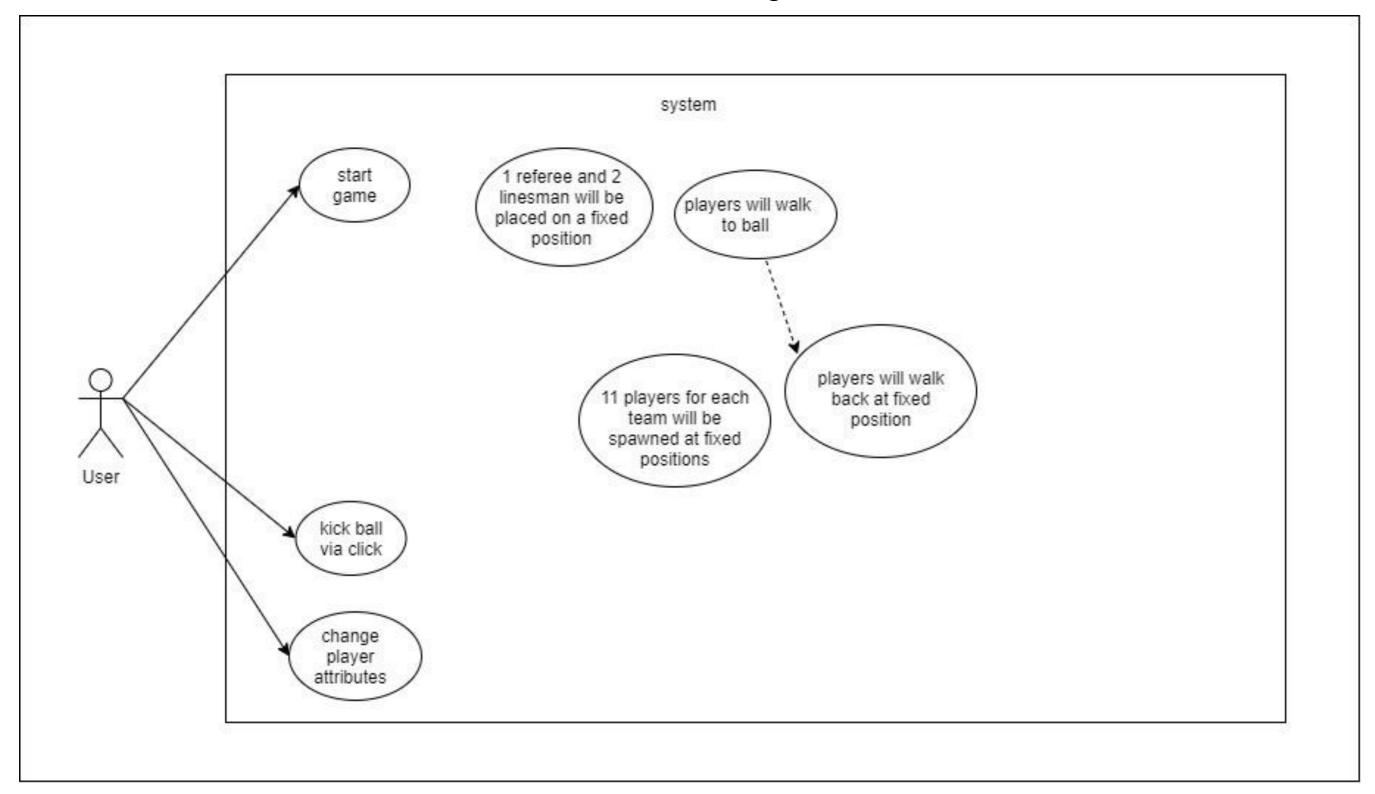
MKB 2 - SommerSemester21

Alexander Gritzfeld (Matrikelnr.: 266821)

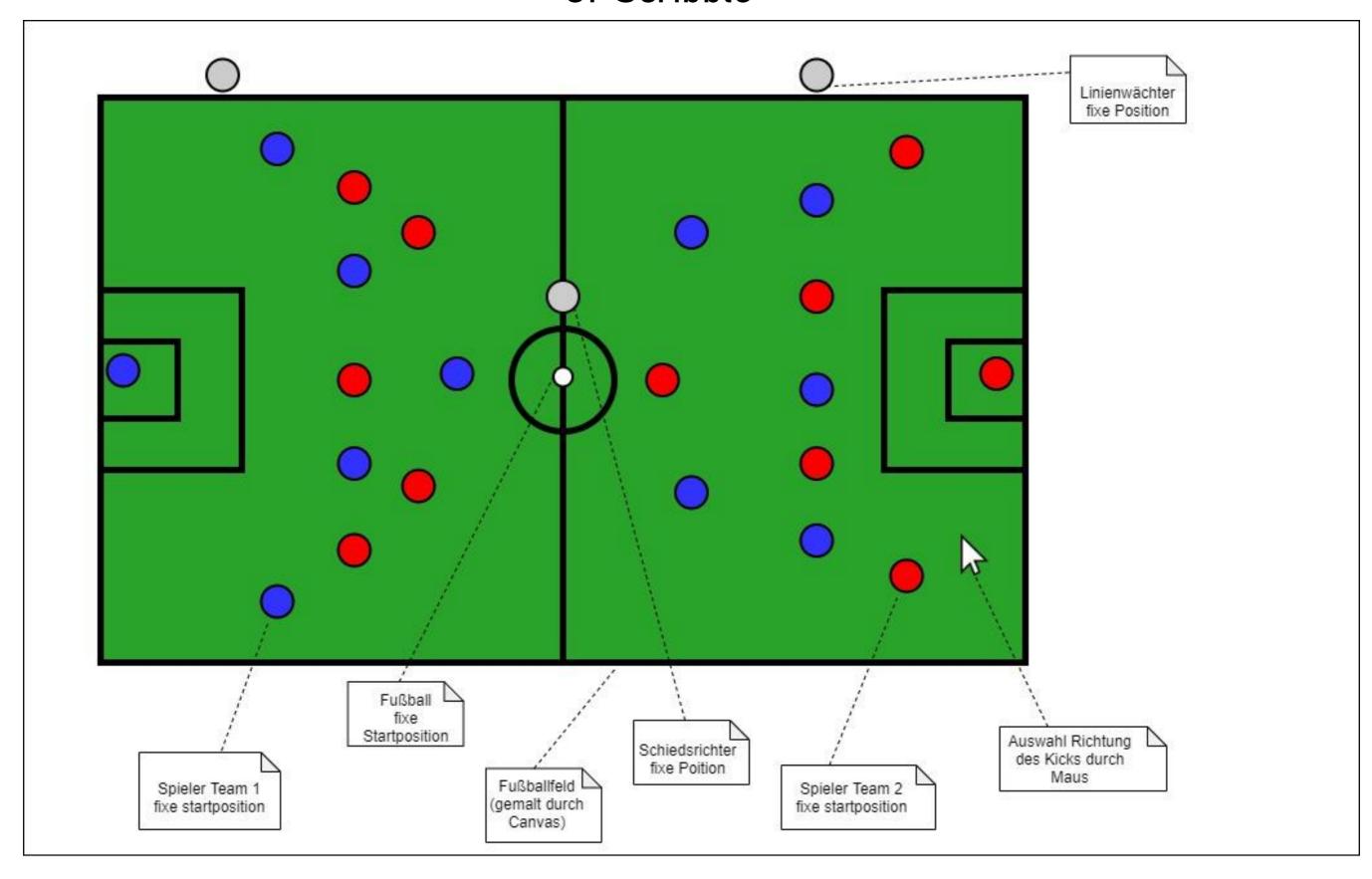
Konzept



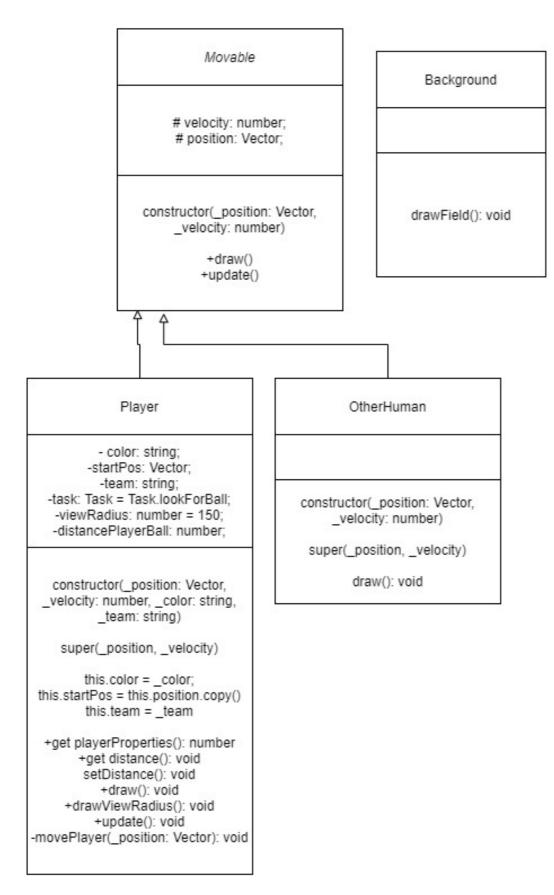
## Use-Case-Diagram



## **Ui-Scribble**



#### Klassendiagramme



Ball

-ballMode: boolean = true;
-position: Vector;
-newPosition: Vector;
-activePlayerNumber: number

constructor(\_position: Vector, \_velocity: number) this.position = \_position; this.draw()

+get ballPos(): Vector +setBoolean(\_boolean): void + setNewPosition: Vector): void +draw() +update() -checkEnviroment(): void <<interface >> Position

x: number; y: number; <<interface >> Vector

+x: number; +y: number;

Position

let startPosLeft: Position[] = [{x: 75, y: 100}, ...]

let startPosRight: Position[] = [{x: 1025, y: 350}, ...] Vector

# Aktivitätsdiagramme

