Trabajo de fin de Grado

Grado en ingeniería informática(2016-2017)

Anexo 1: Diagrama de clases

Alumno

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Tutor

Carlos Ureña Almagro

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1. Partida

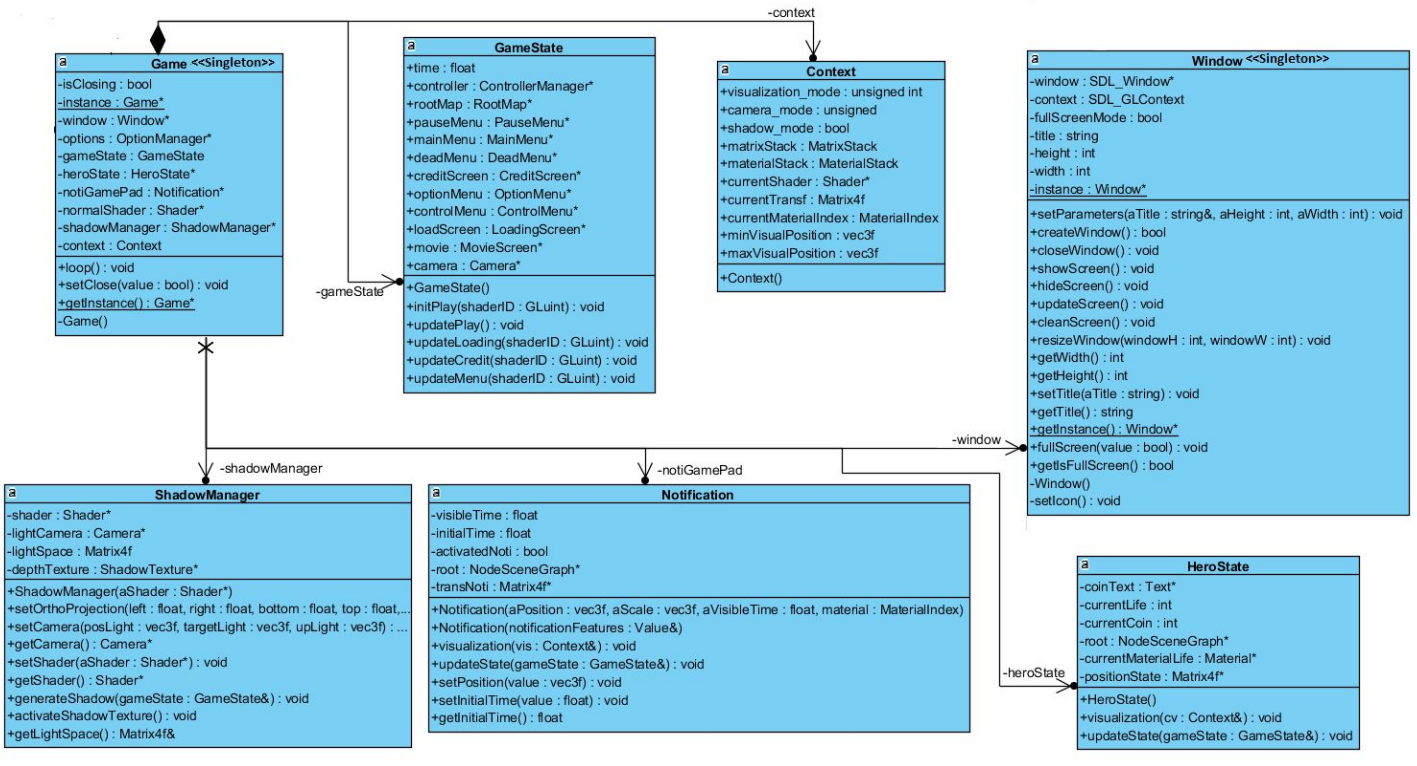

Figura 01 Diagrama de clases de partida

2. Objetos 3D

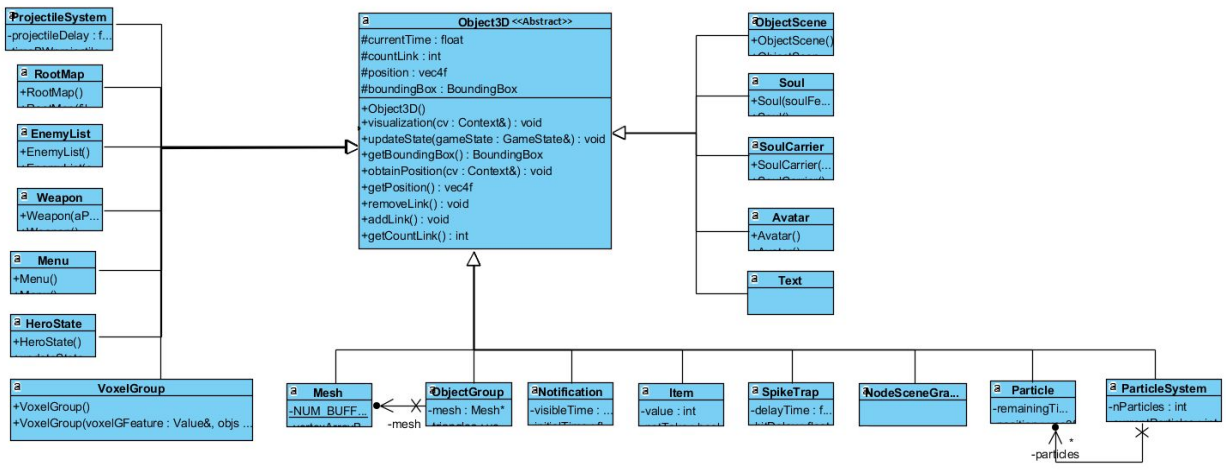

Figura 02 Diagrama de clases de objetos 3D

3. Avatar

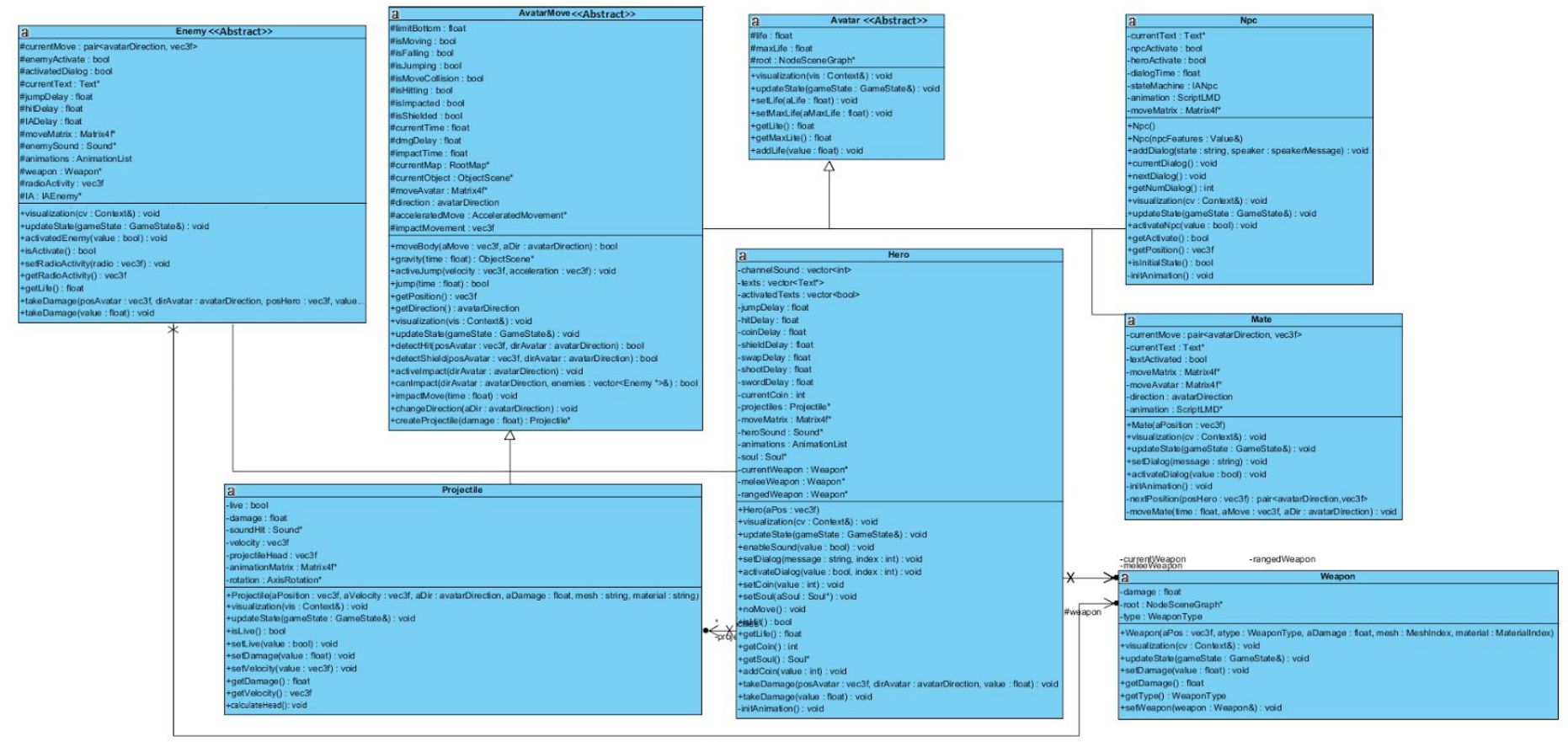

Figura 03 Diagrama de clases de avatar

4. Enemigo

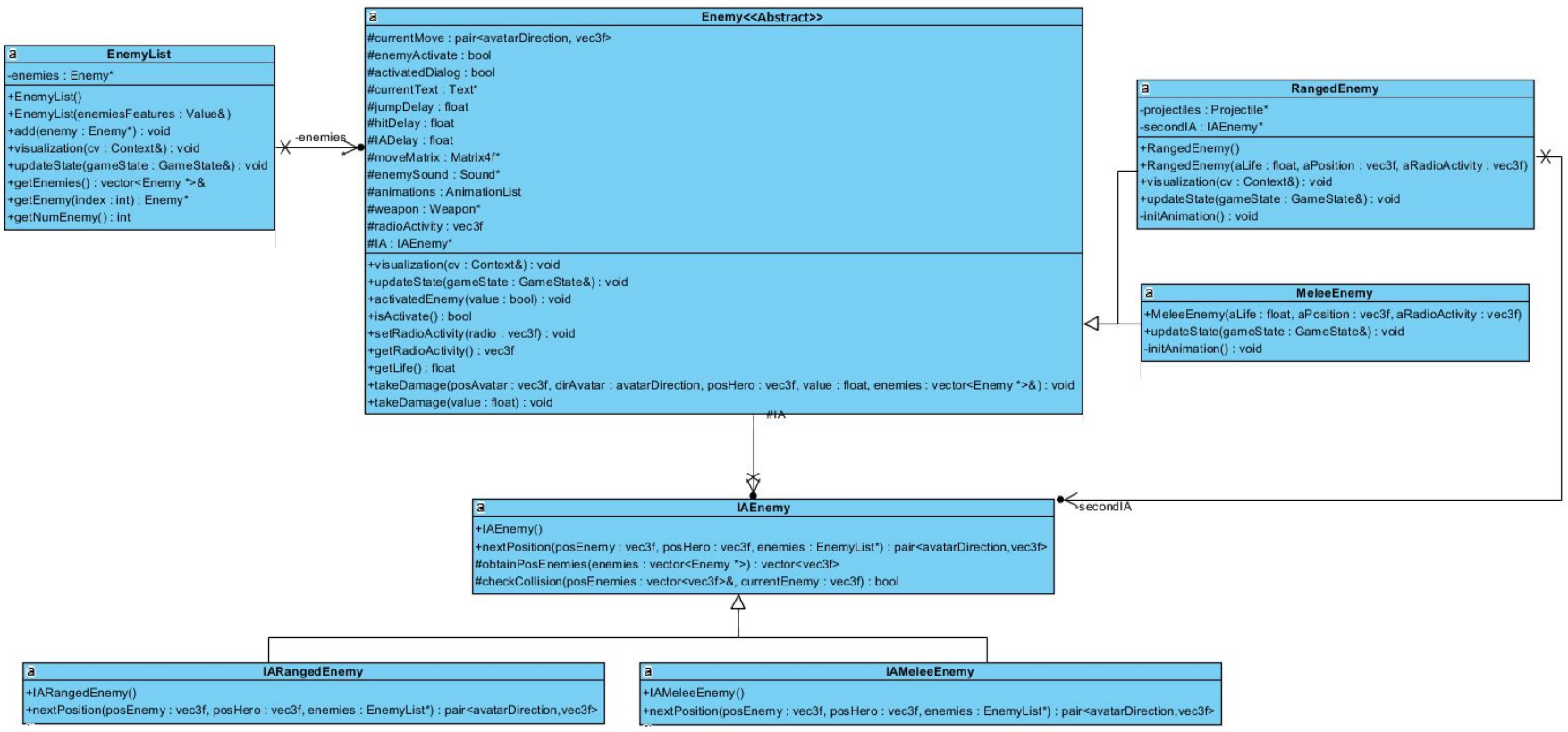

Figura 04 Diagrama de clases de enemigo

5. Npc

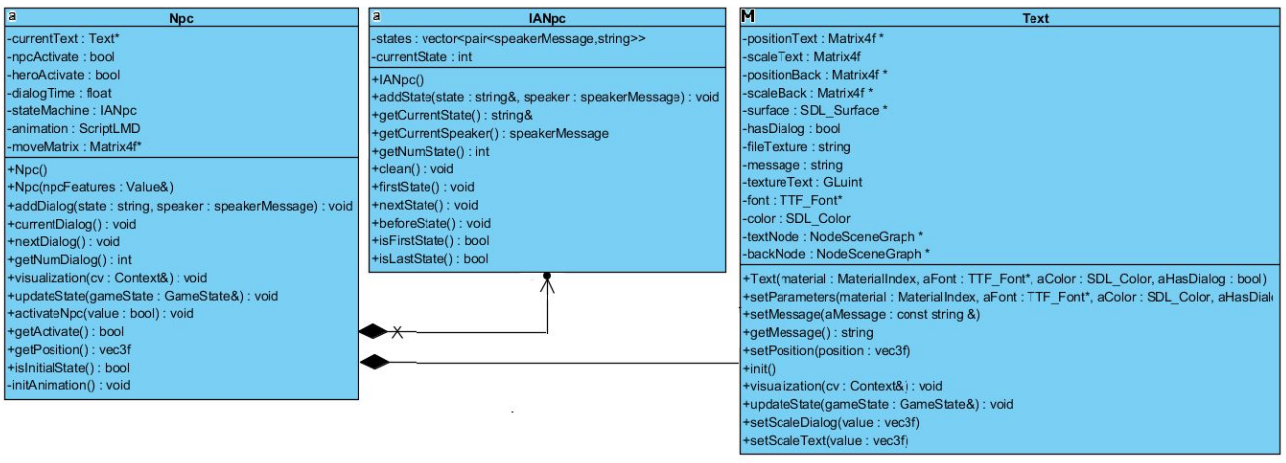

Figura 05 Diagrama de clases de npc

6. Menú

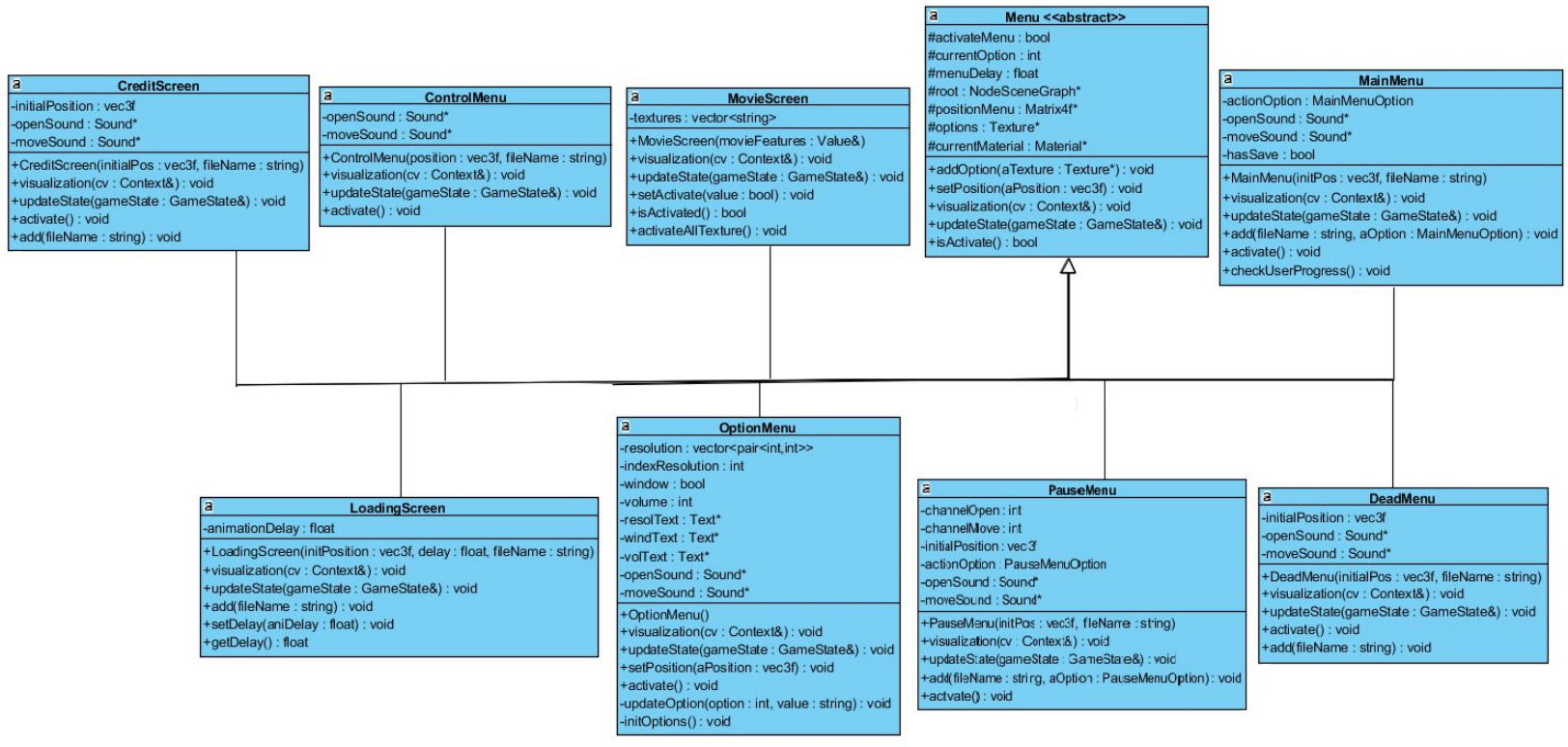

Figura 06 Diagrama de clases Menú

7. Matriz

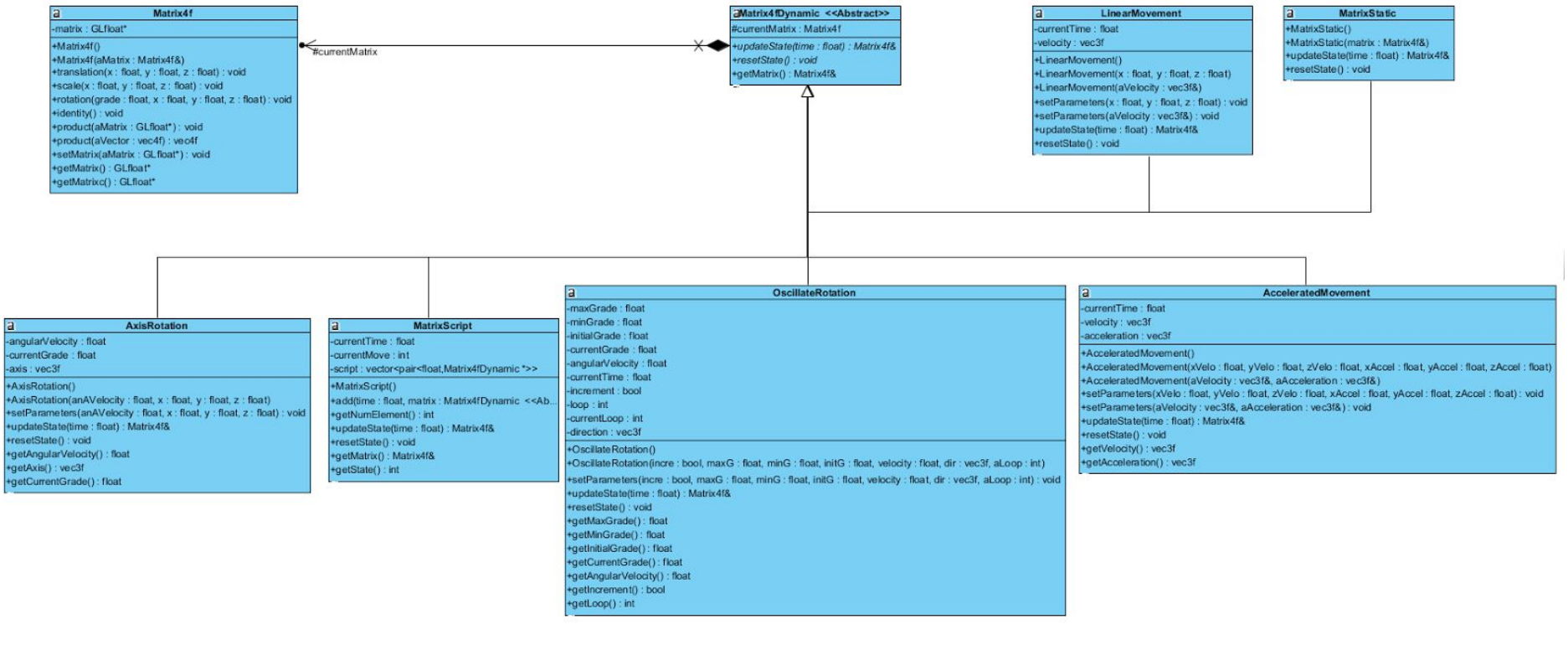

Figura 07 Diagrama de clases del sistema de matrices

8. Animación

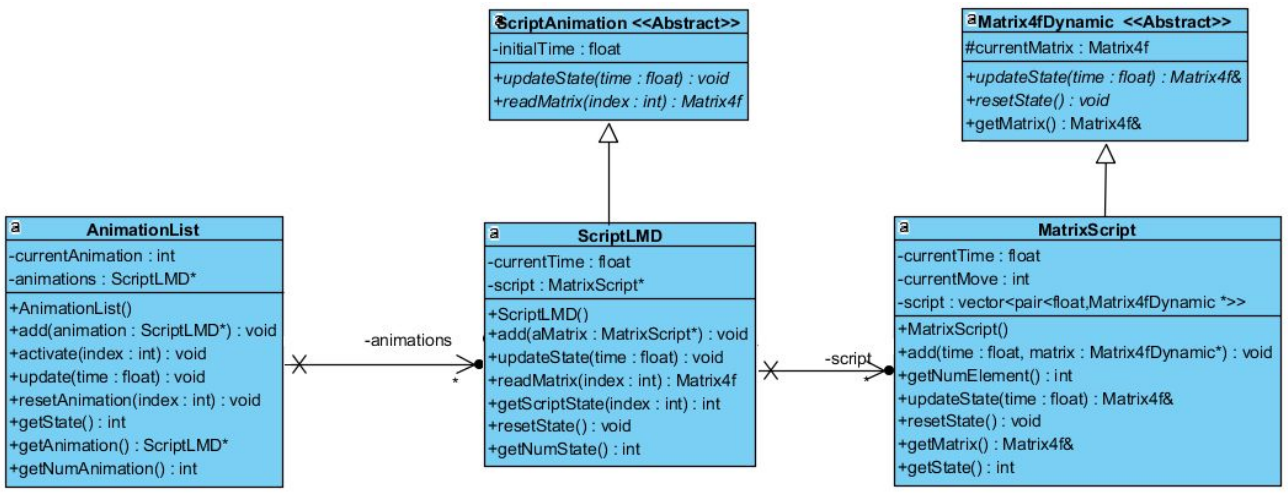

Figura 08 Diagrama de clases del sistema de animación

9. Contexto

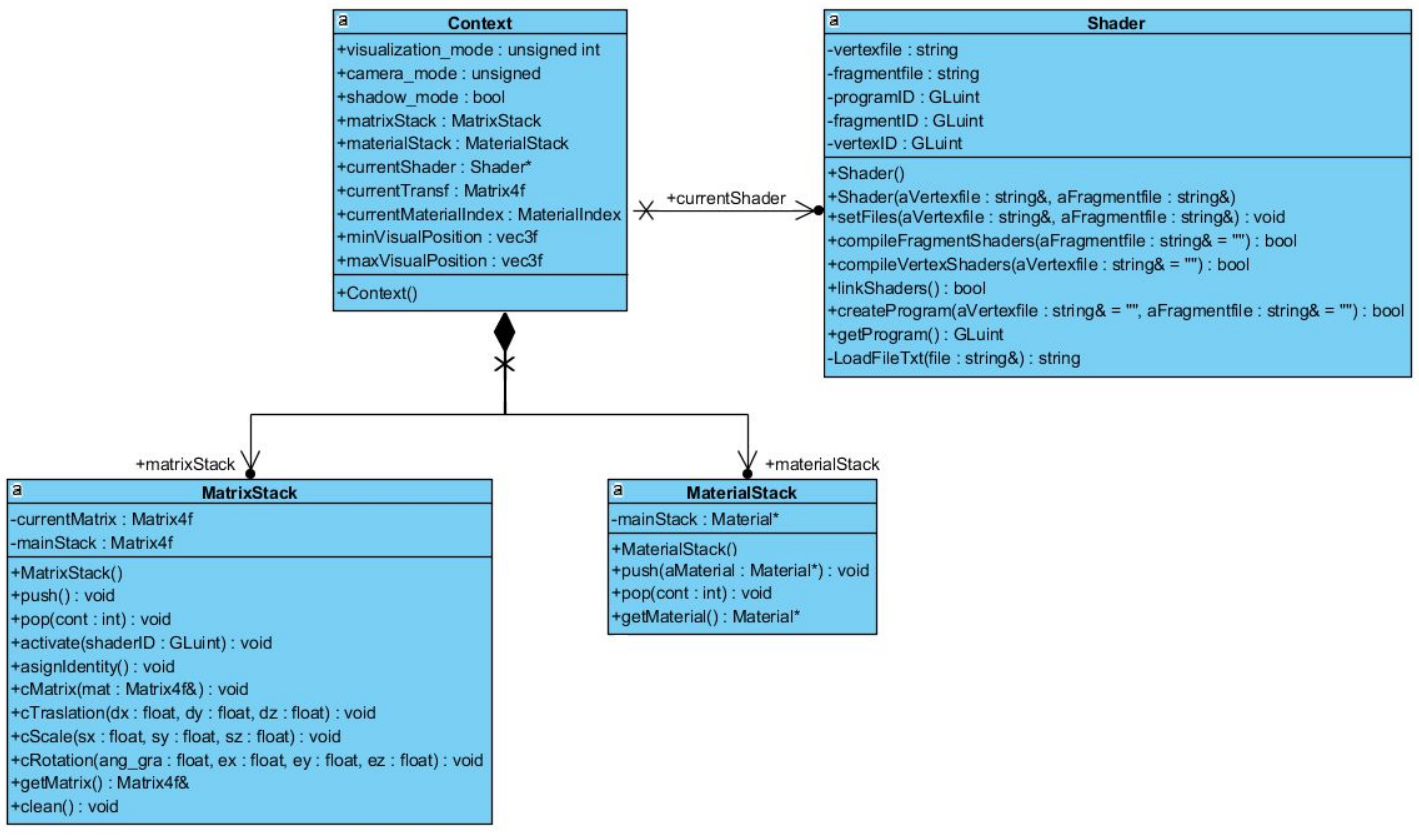

Figura 09 Diagrama de clases del contexto

10. Estado de juego y camara

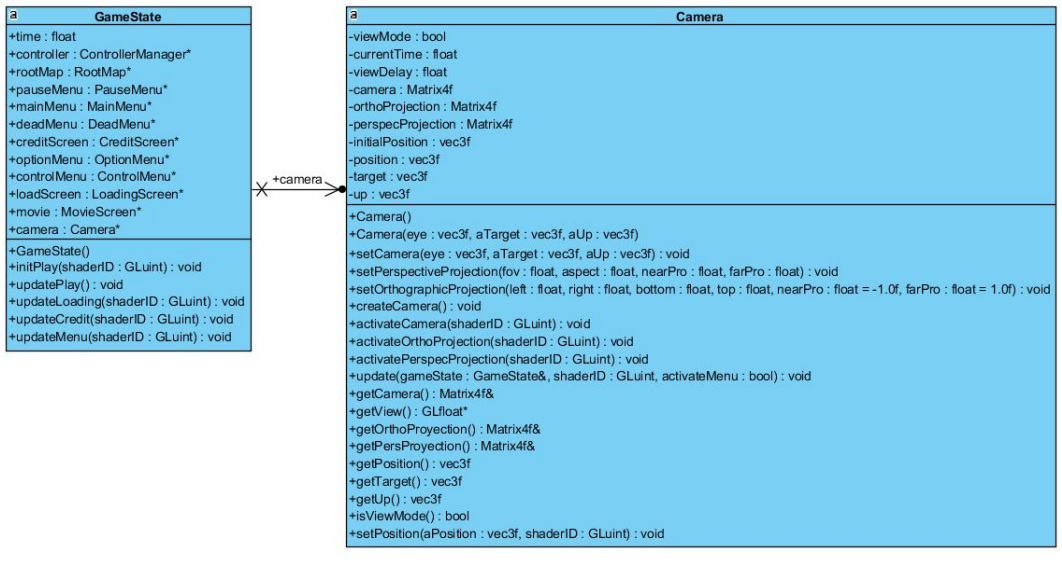

Figura 10 Diagrama de clases de estado de juego y camara.

11. Objetos en la escena

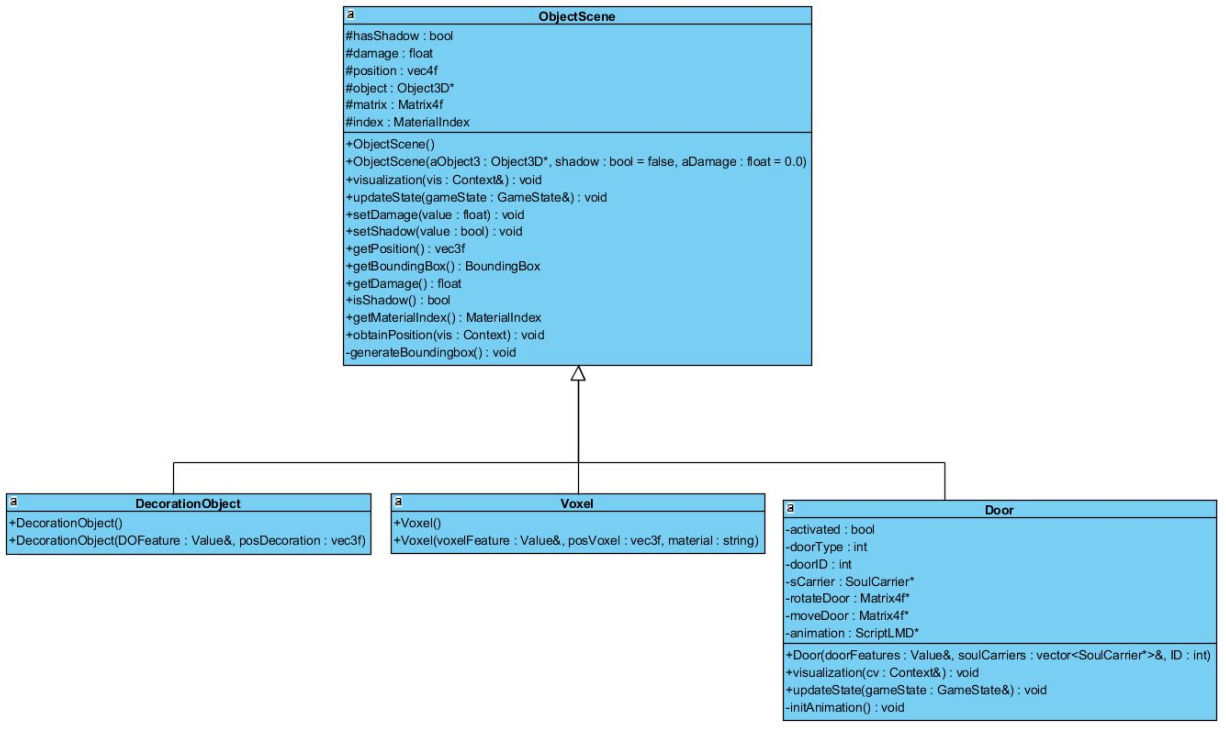

Figura 11 Diagrama de clases de objeto en la escena

12. Escena

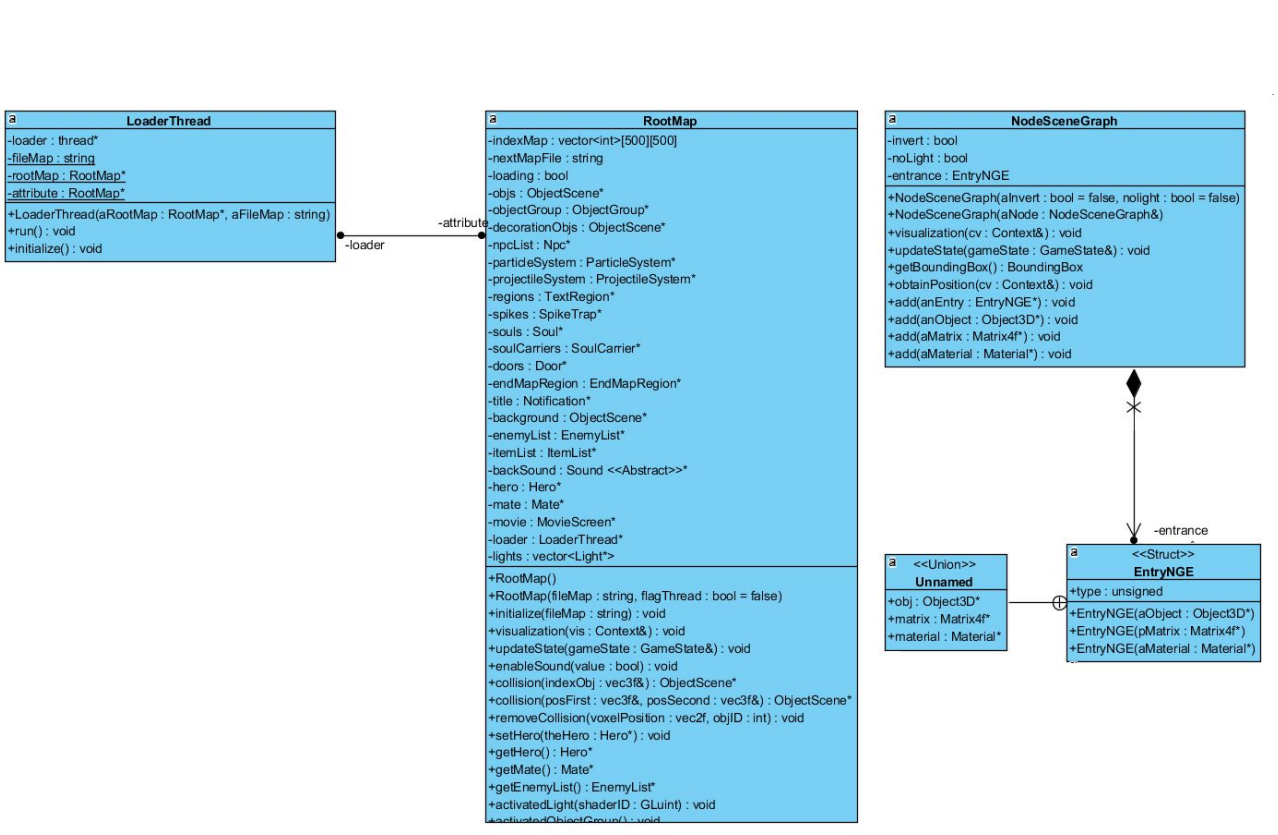

Figura 12 Diagrama de clase de escena

13. Sistema de puertas

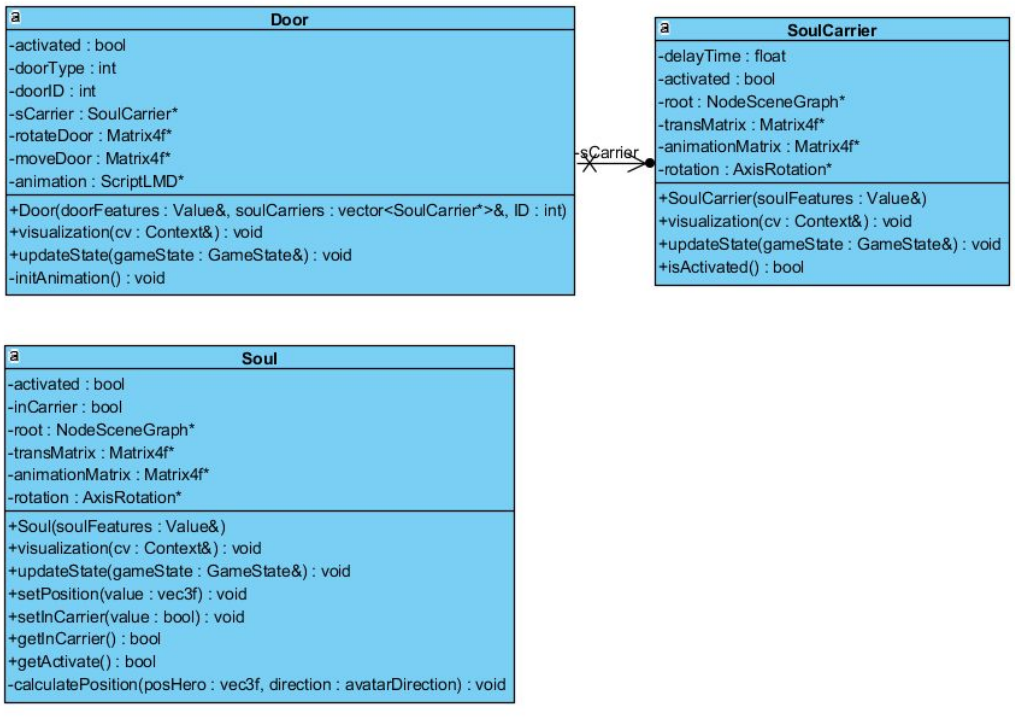

Figura 13 Diagrama de clases del sistema de puertas

14. Sistema de partículas/proyectiles y objetos

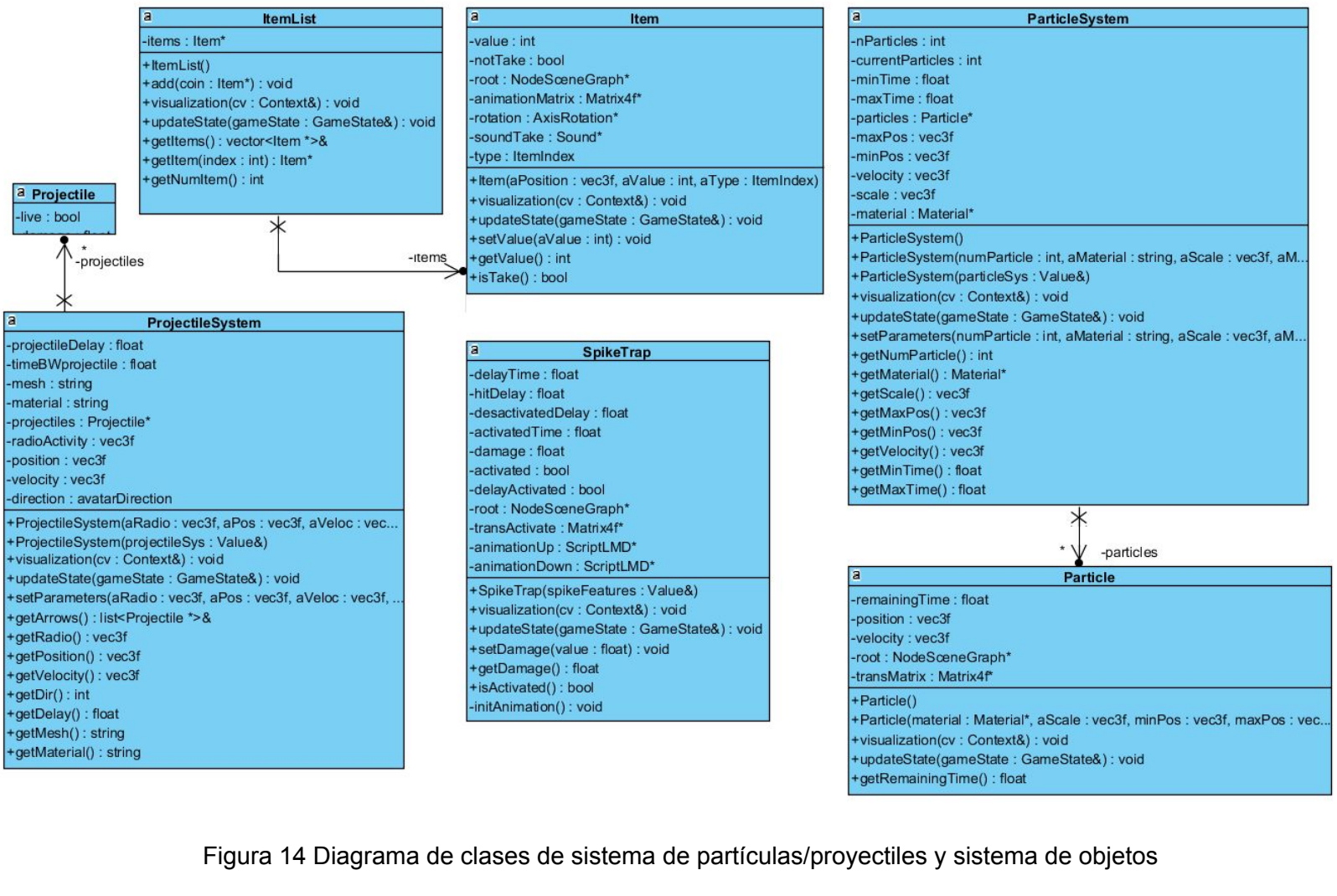

Figura 14 Diagrama de clases de sistema de partículas/proyectiles y sistema de objetos

15. Malla

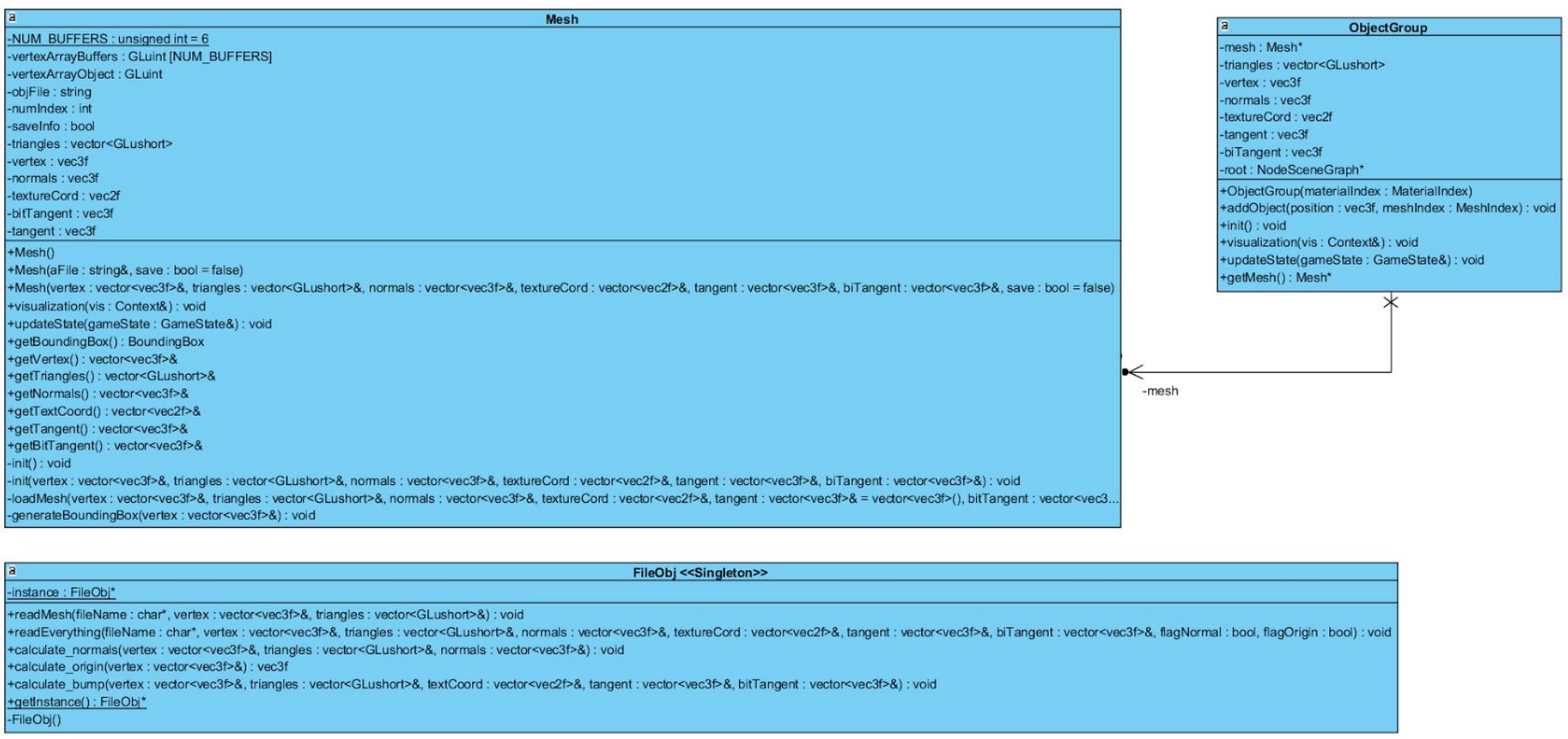

Figura 15 Diagrama de clases de sistema Mesh

16. Material

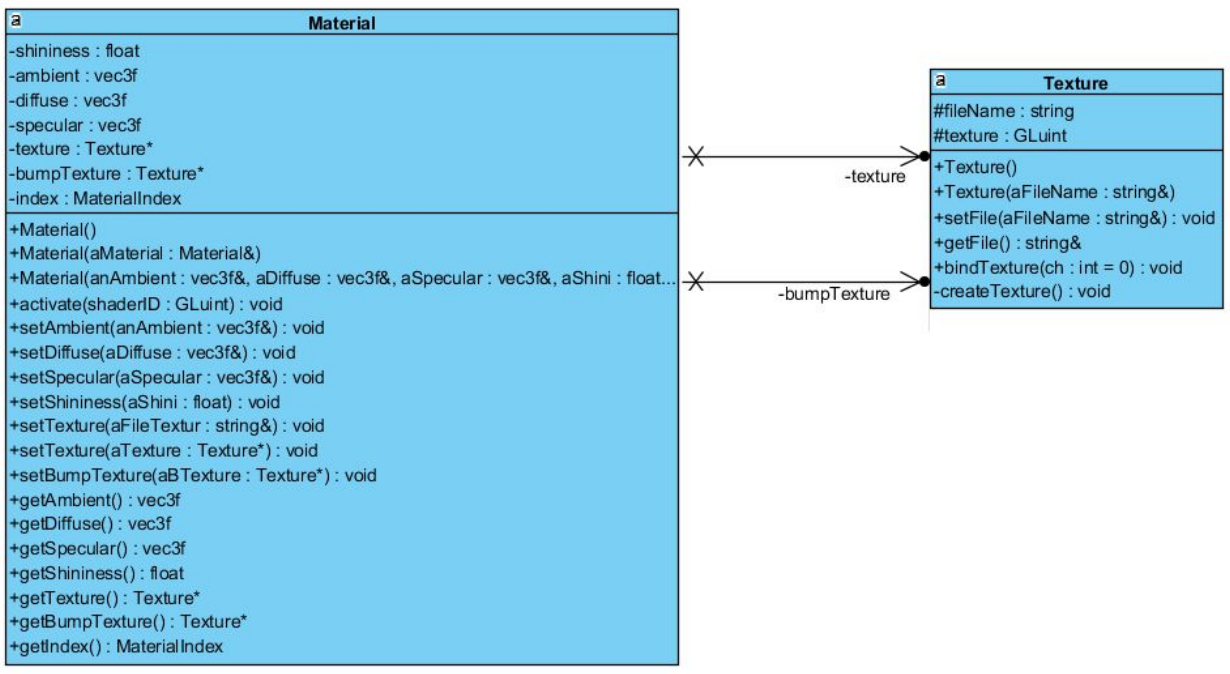

Figura 16 Diagrama de clases de Material

17. Iluminación

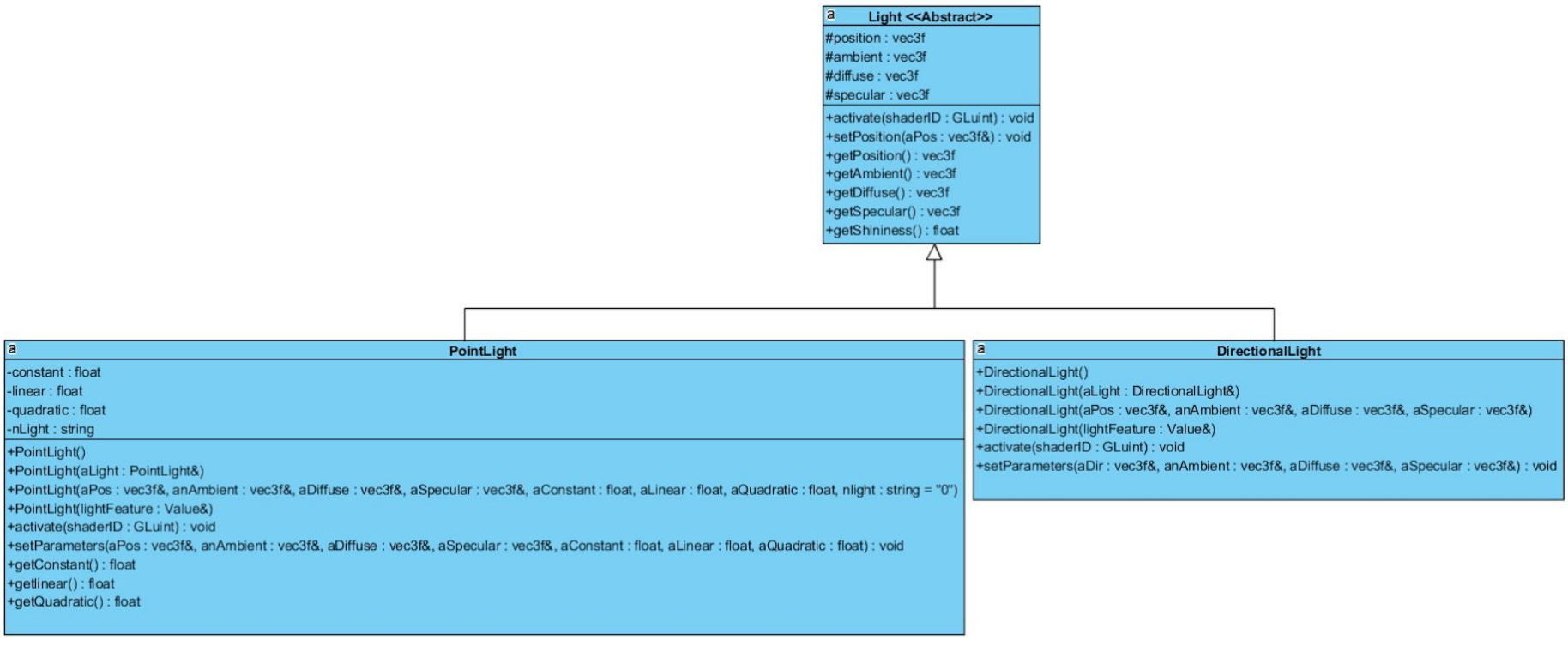

Figura 17 Diagrama de clases de iluminación

18. Sombras

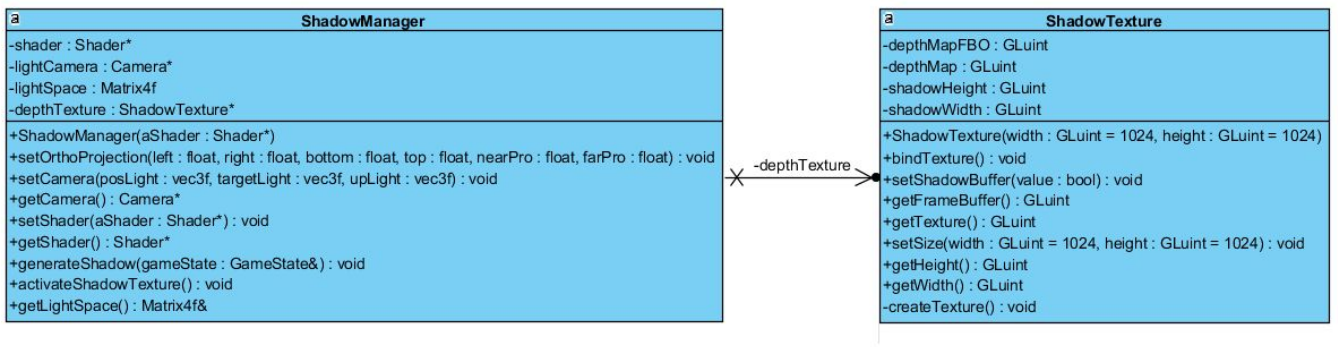

Figura 18 Diagrama de clases de sombras

19. Región

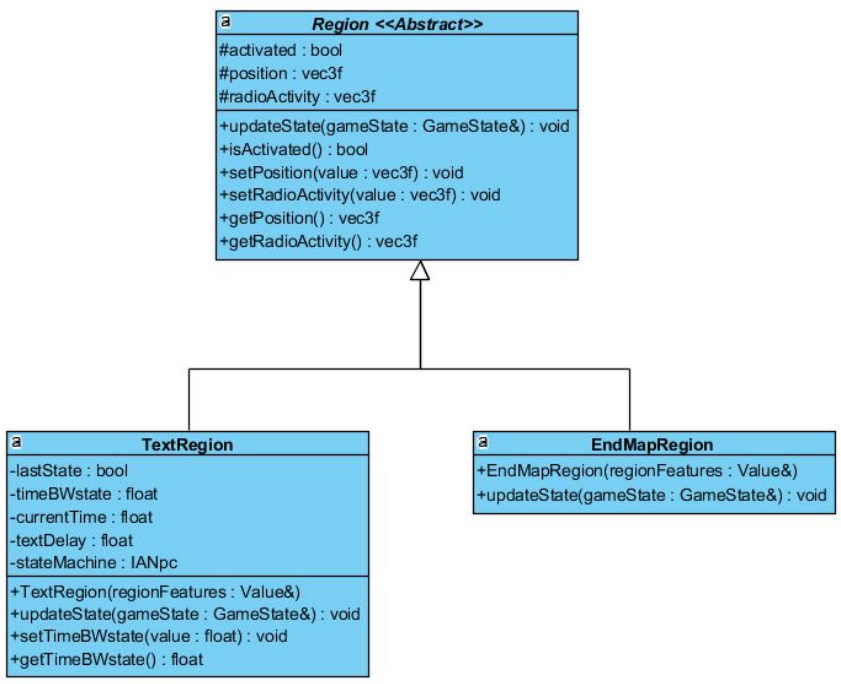

Figura 19 Diagrama de clases de región

20. Sonido

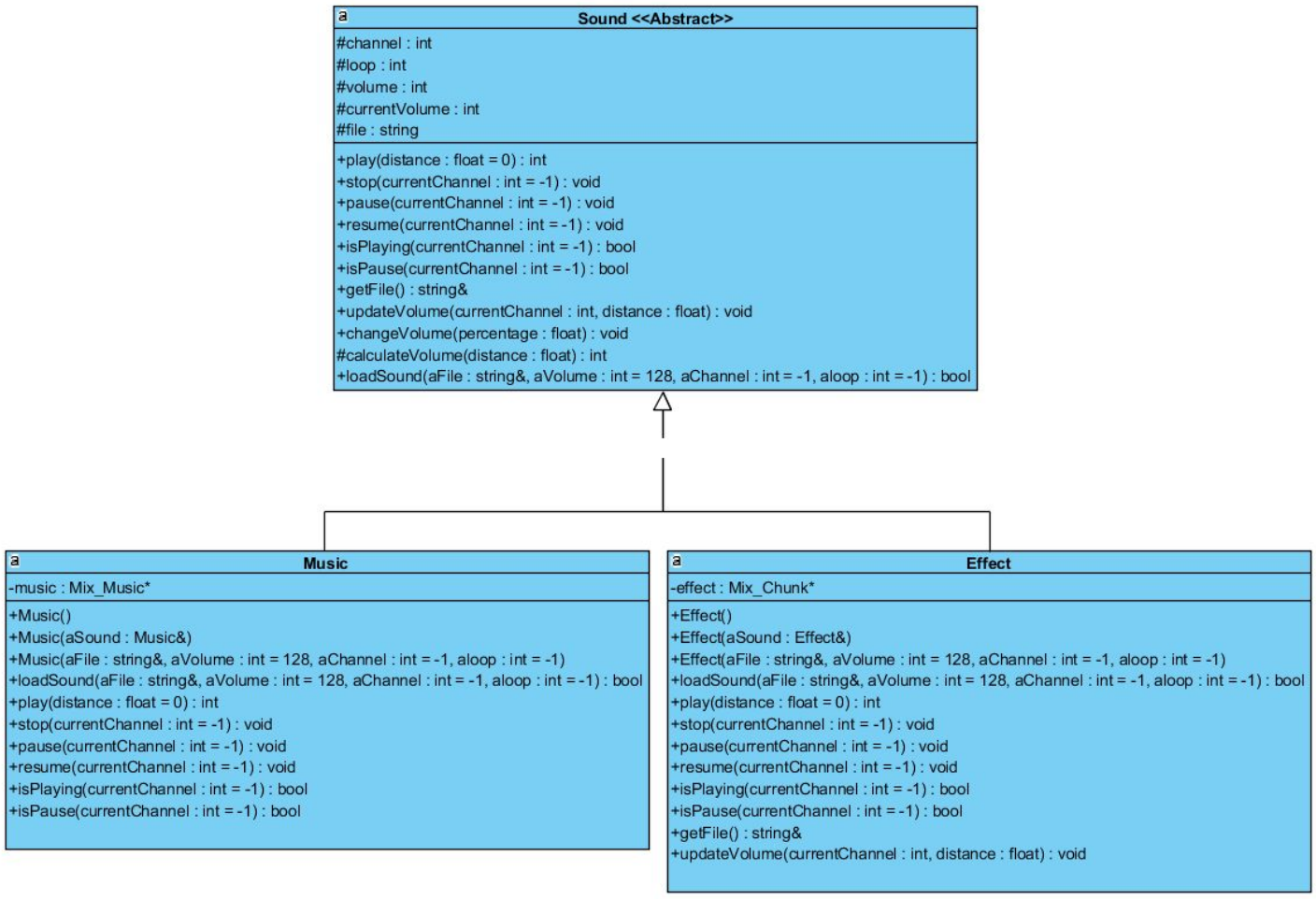

Figura 20 Diagrama de clases de sonido

21. Colección

Figura 21 Diagrama de clases de colección

22. Gestor de ficheros

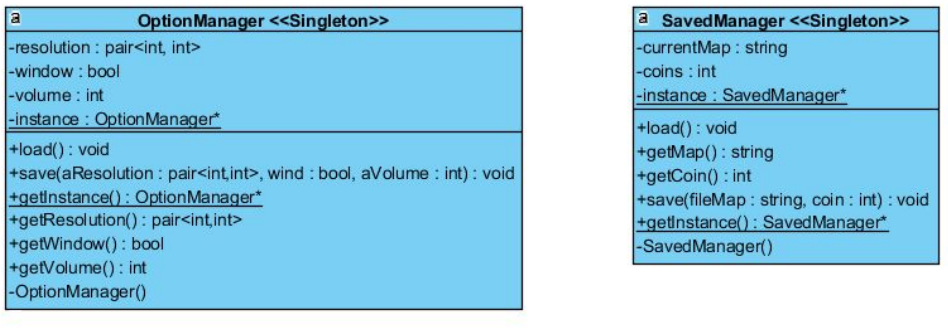

Figura 22 Diagrama de clases de Gestor de ficheros

23. Controlador

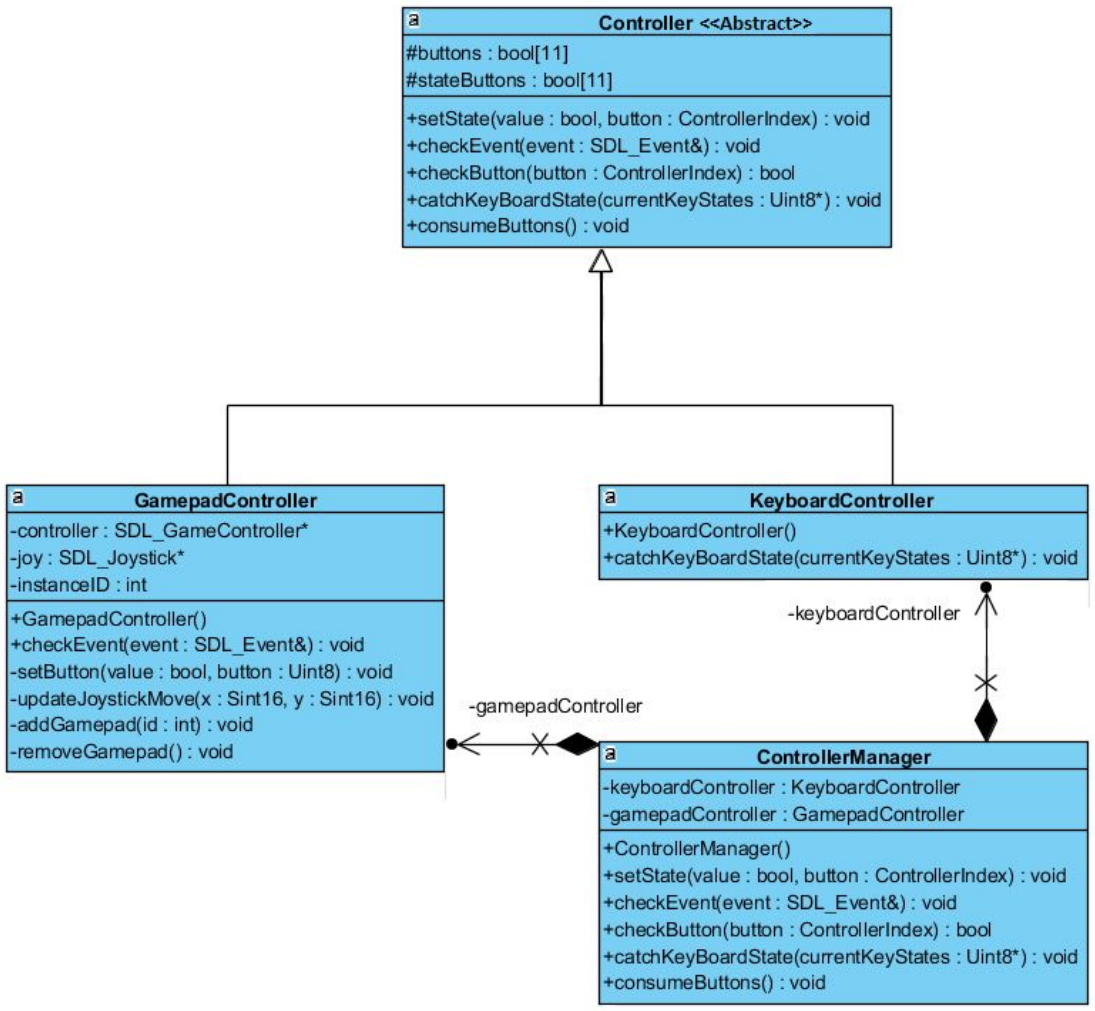

Figura 23 Diagrama de clases de controlador