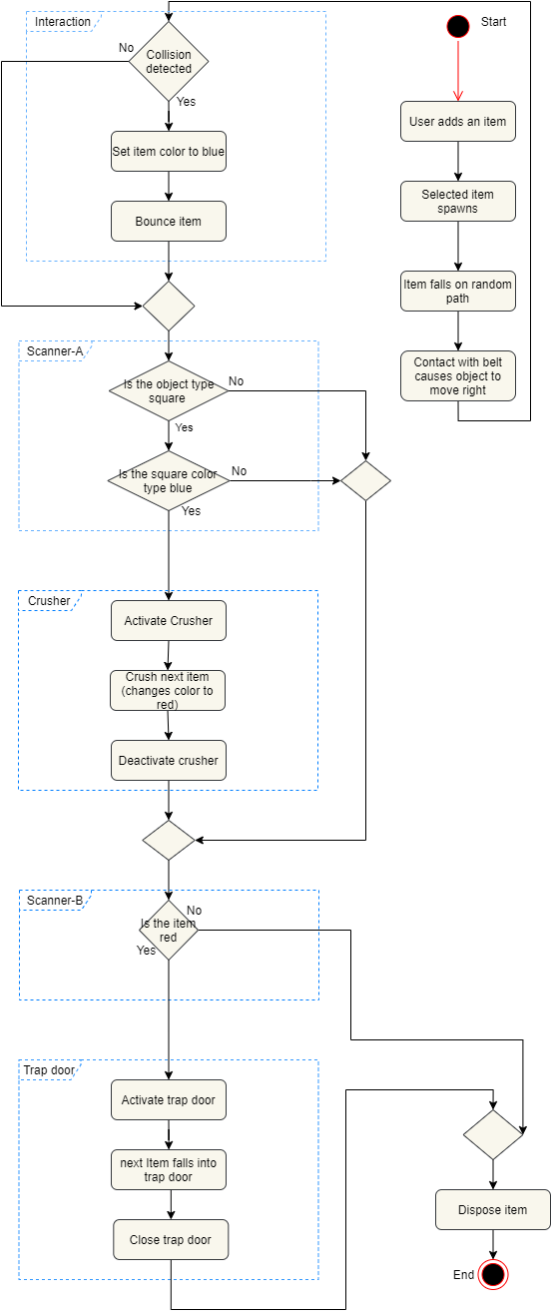


Blue ball factory design document

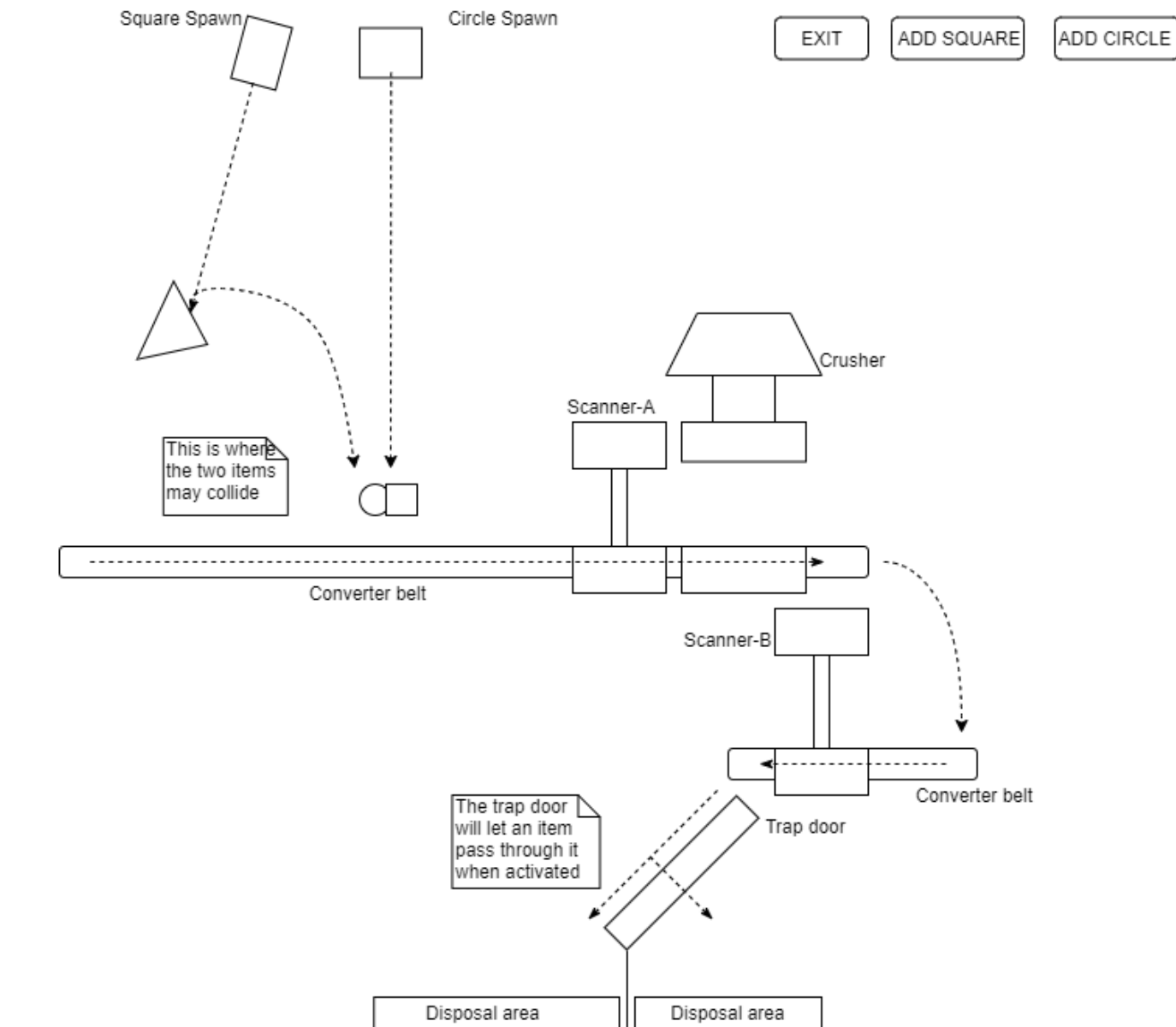
I am creating a blue ball factory. This factory will:

- The Ball will have the colour Cyan
- The Square will have the colour Green
- If the items collide, they will turn Blue
- The square is heavy
- The ball is light
- When an item hits a stationary item, the item will bounce off the stationary item
- When an item hits the conveyor belt it will move
- The ball will bounce more when they collide as the ball is lighter
- There are pipes, triangles, conveyor and walls are these are all stationary.
- The game will be designed in a retro style. Black background with white characters. Only show the outline of the objects except for the ball and square.
- The user can Exit, add a square and add a ball.
- If the scanner-A detects an item that is blue and is a square, it will activate the crusher. The crusher will make the item turn red
- If Scanner-B detects a red item, the trap door will allow the detected item to fall through the trap door

Activity Diagram:



Wireframe diagram:



Class diagram

