Trail Renderer TDD - Ben Delaney-Brownlow - C00199438

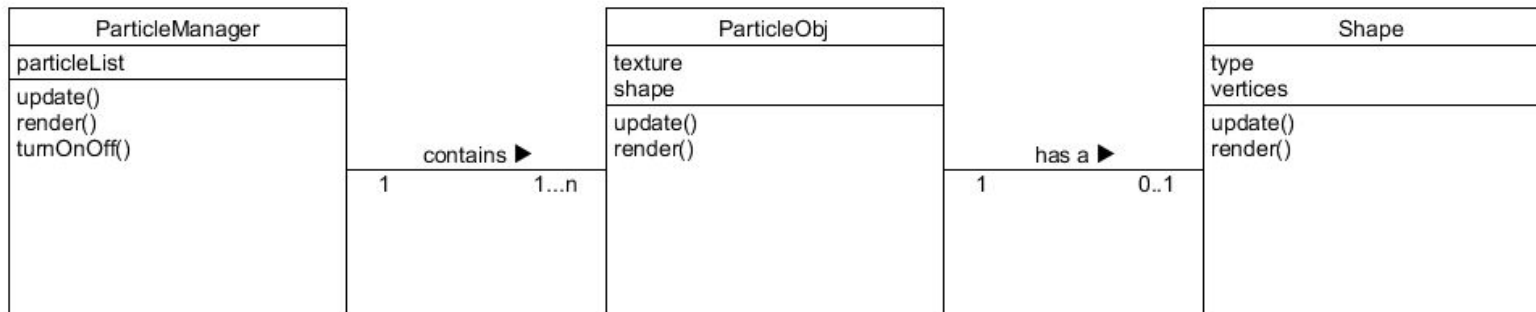Github URL: https://github.com/BenDB925/RWM3

CRC Cards

ParticleManager	
• Knows it's settings • Create the particleObjs according to it's settings • Update the particleObjs • Render the particleObjs • Calculate the particleObjs colour throughout their life • Create/Hold the preset trails • Start/Stop particle emission • Knows all it's particleObjs	• Shape • ParticleObj

ParticleObj	
• Creates itself according to the settings given by ParticleManager • Updates itself • Decides if it's ready to respawn • If it's rendering a texture: know the texture, render that texture • If it's rendering a Shape: know the Shape, call update on the Shape, call render on the Shape	• Shape • ParticleManager

Shape	
• Know it's type • Know it's vertices' positions • Know it's rotation • Know it's colour • Can Update itself • Can Render itself	

Class Diagram

ParticleManager
particleList
update() render() turnOnOff()

contains ▶
1   1...n

ParticleObj
texture shape
update() render()

has a ▶
1   0..1

Shape
type vertices
update() render()

Sequence Diagram of Creation and Updating