

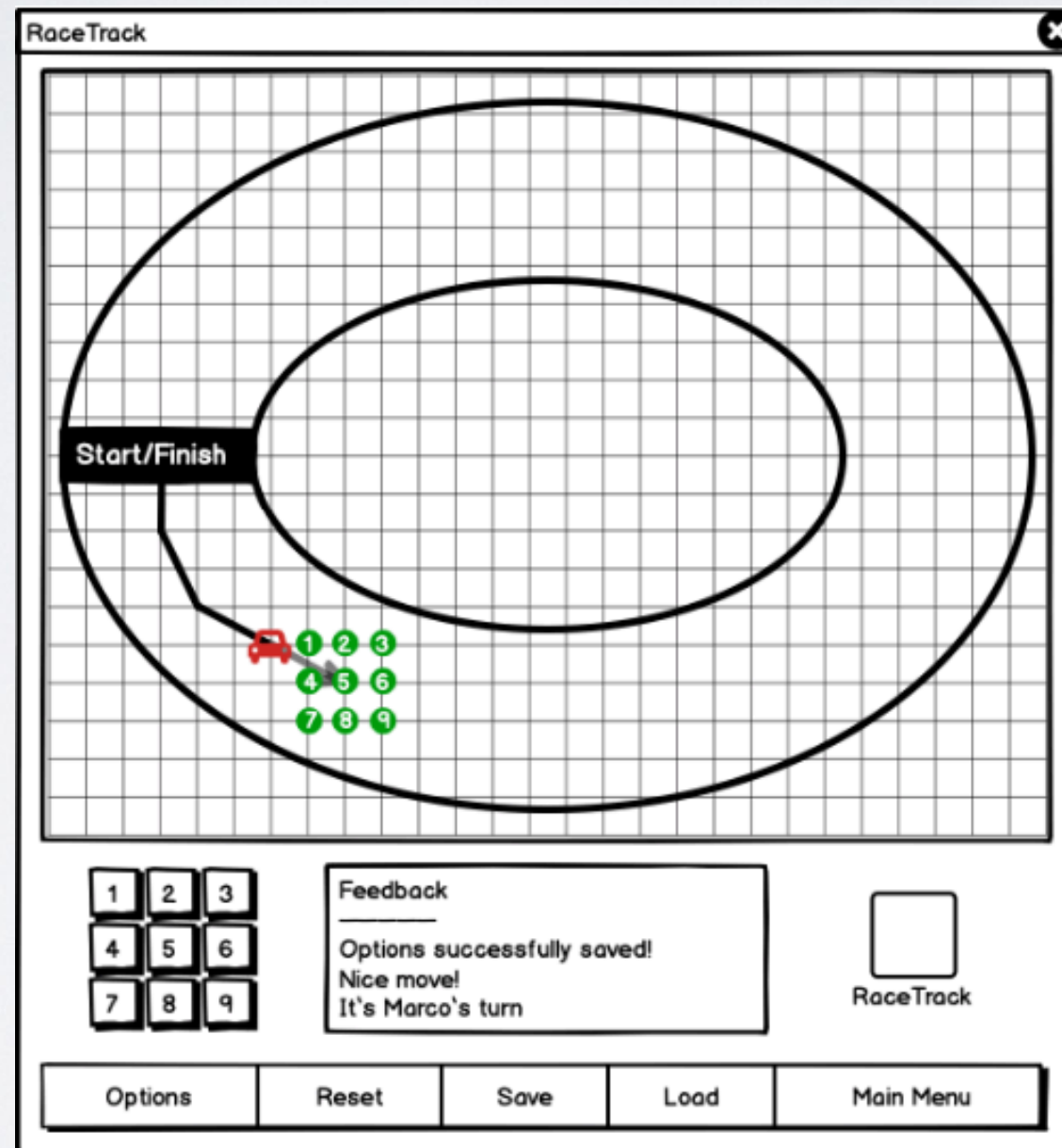
RaceTrack

a product by PathFinder

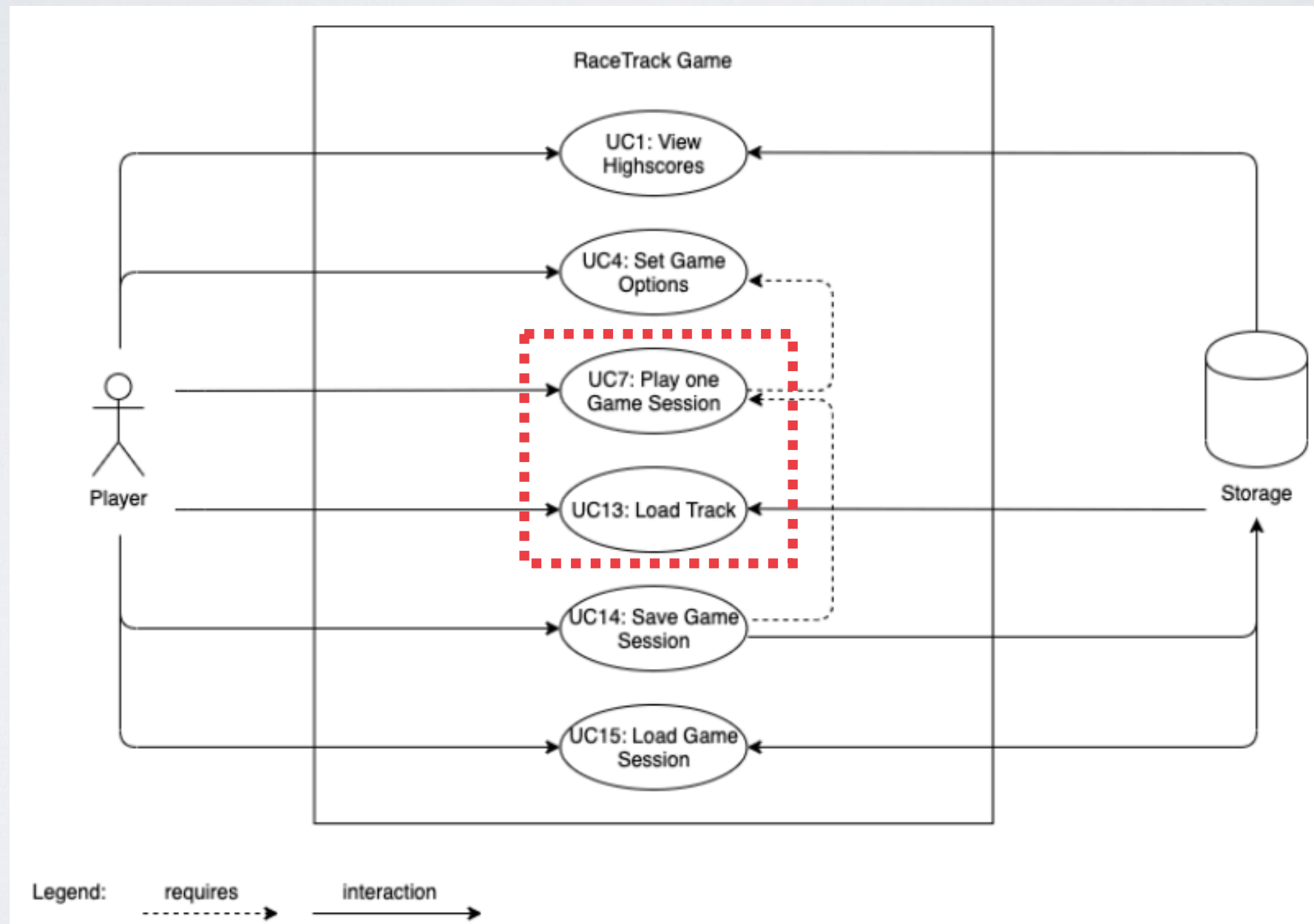
PSIT3-FS20-IT | 8ta_WIN-Team5

Marco Forster, Marvin Tseng, Manuel Berweger, Dan Hochstrasser

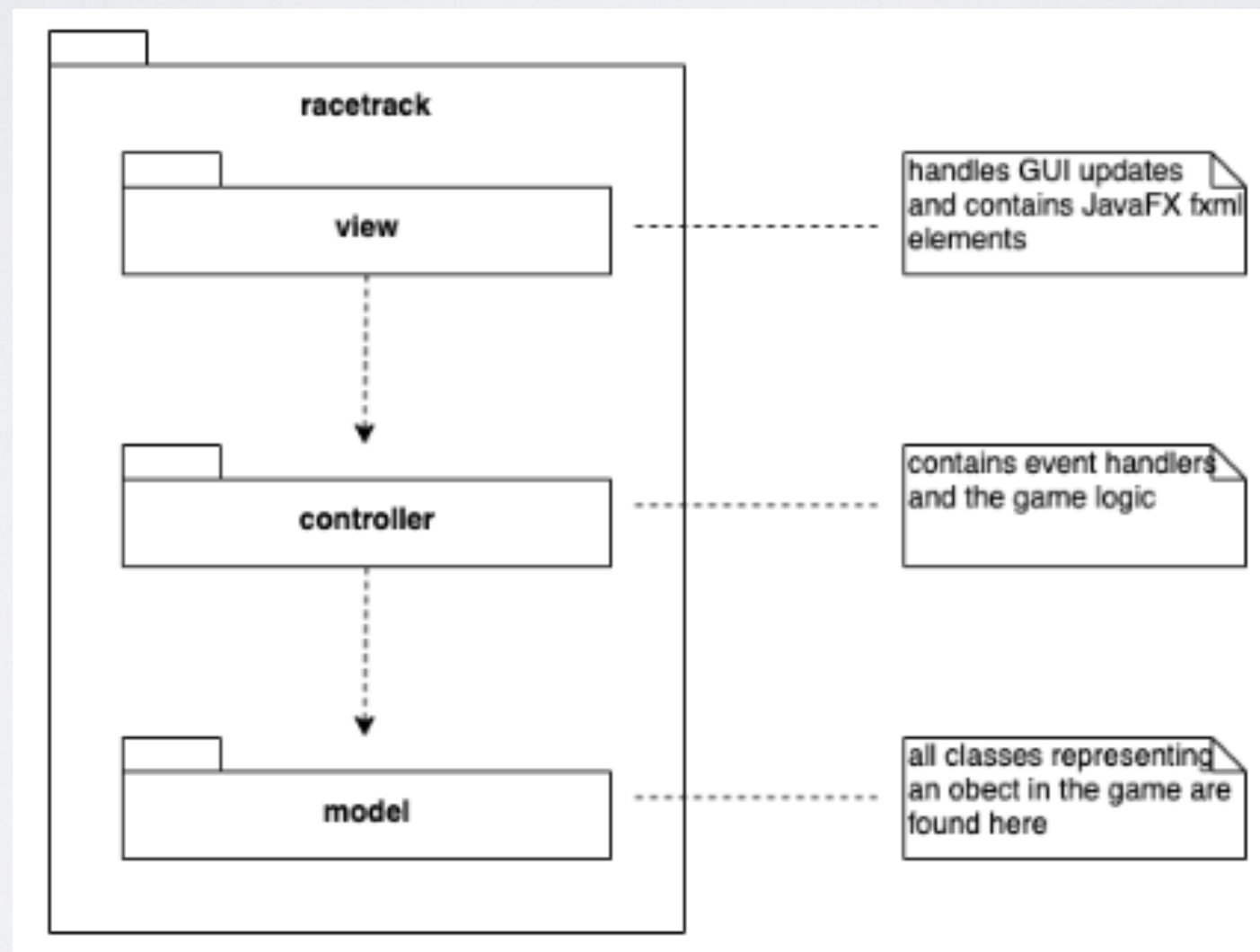
What is RaceTrack again?



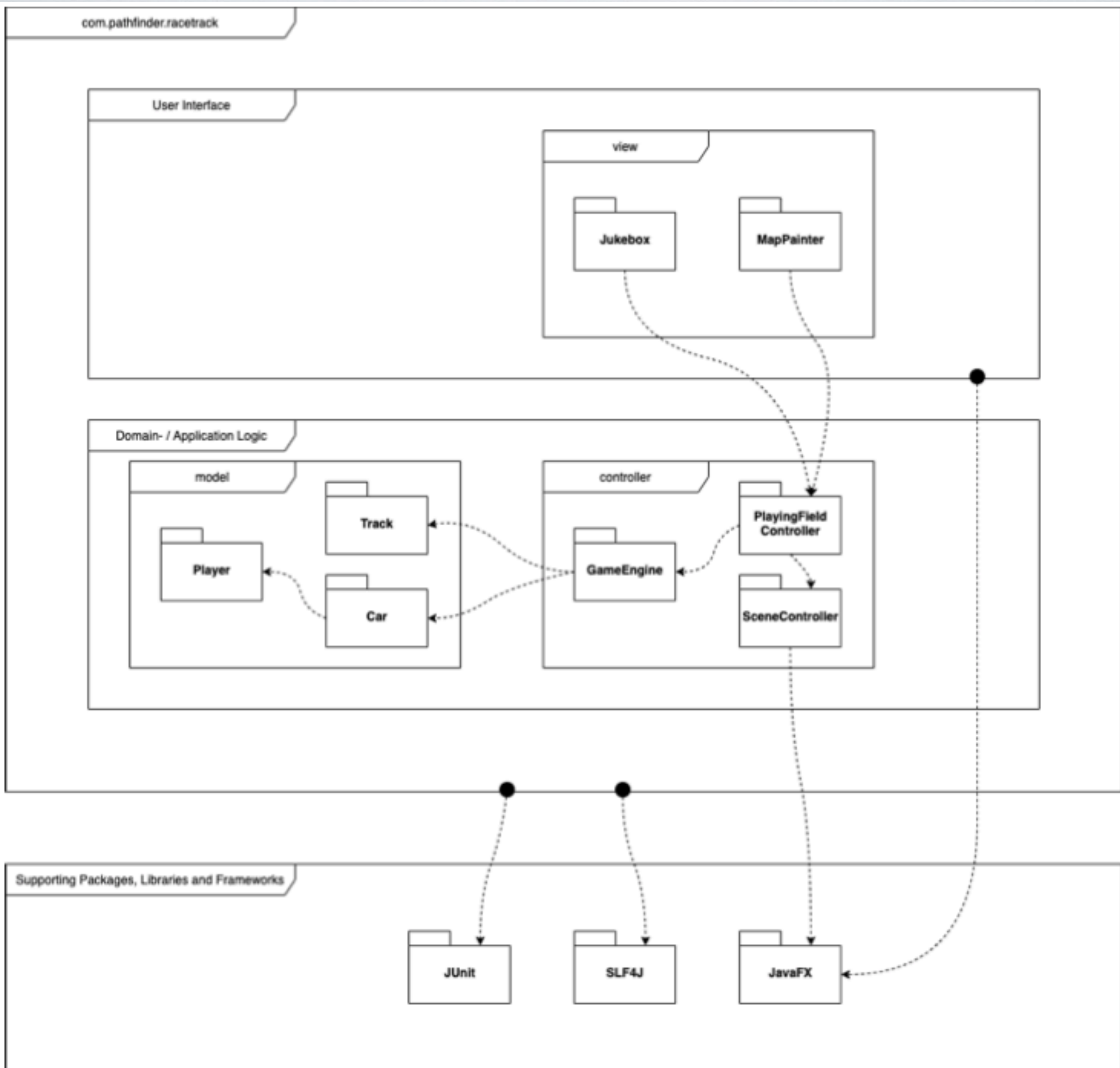
Use Case Model



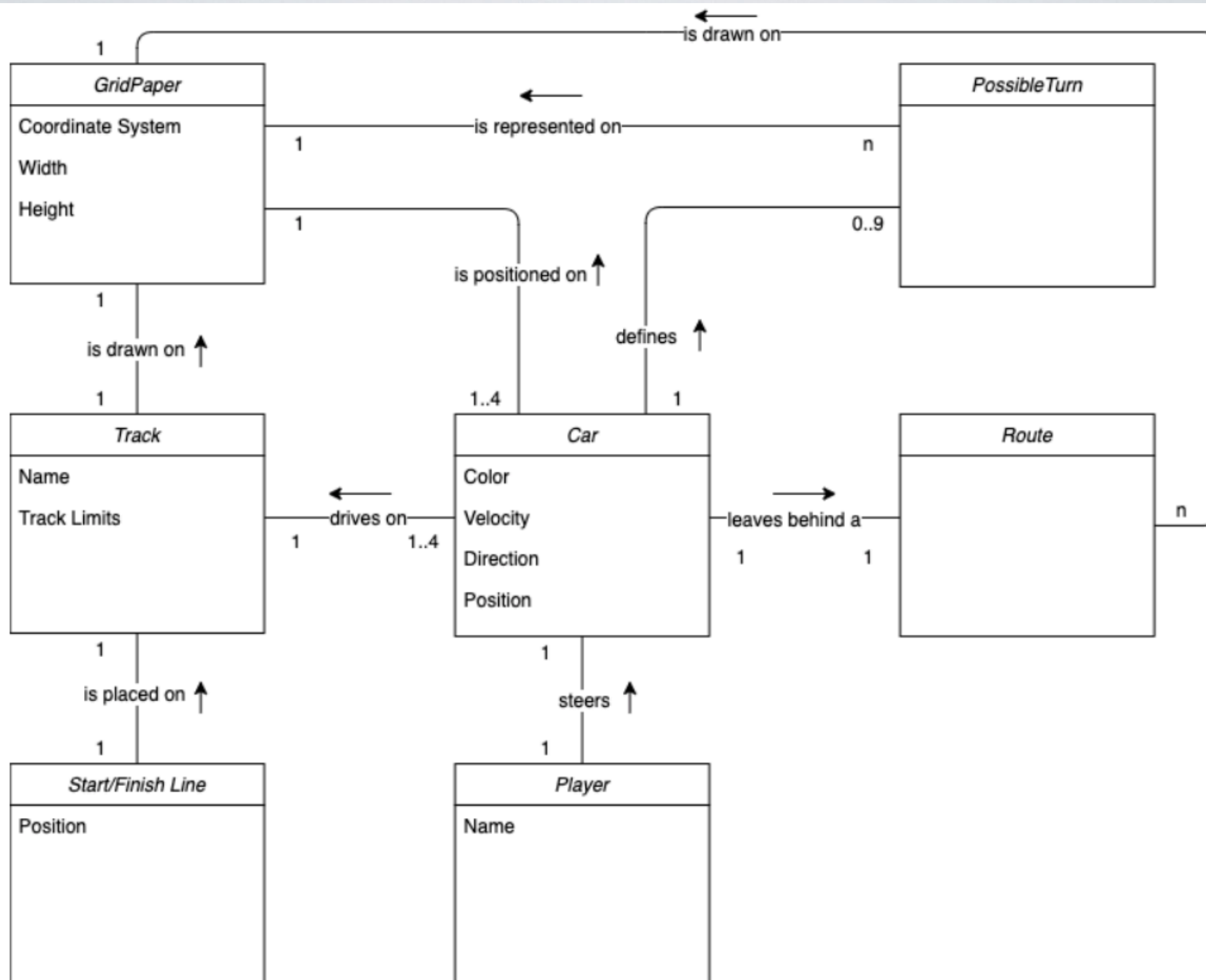
Layered Architecture



Package Diagram

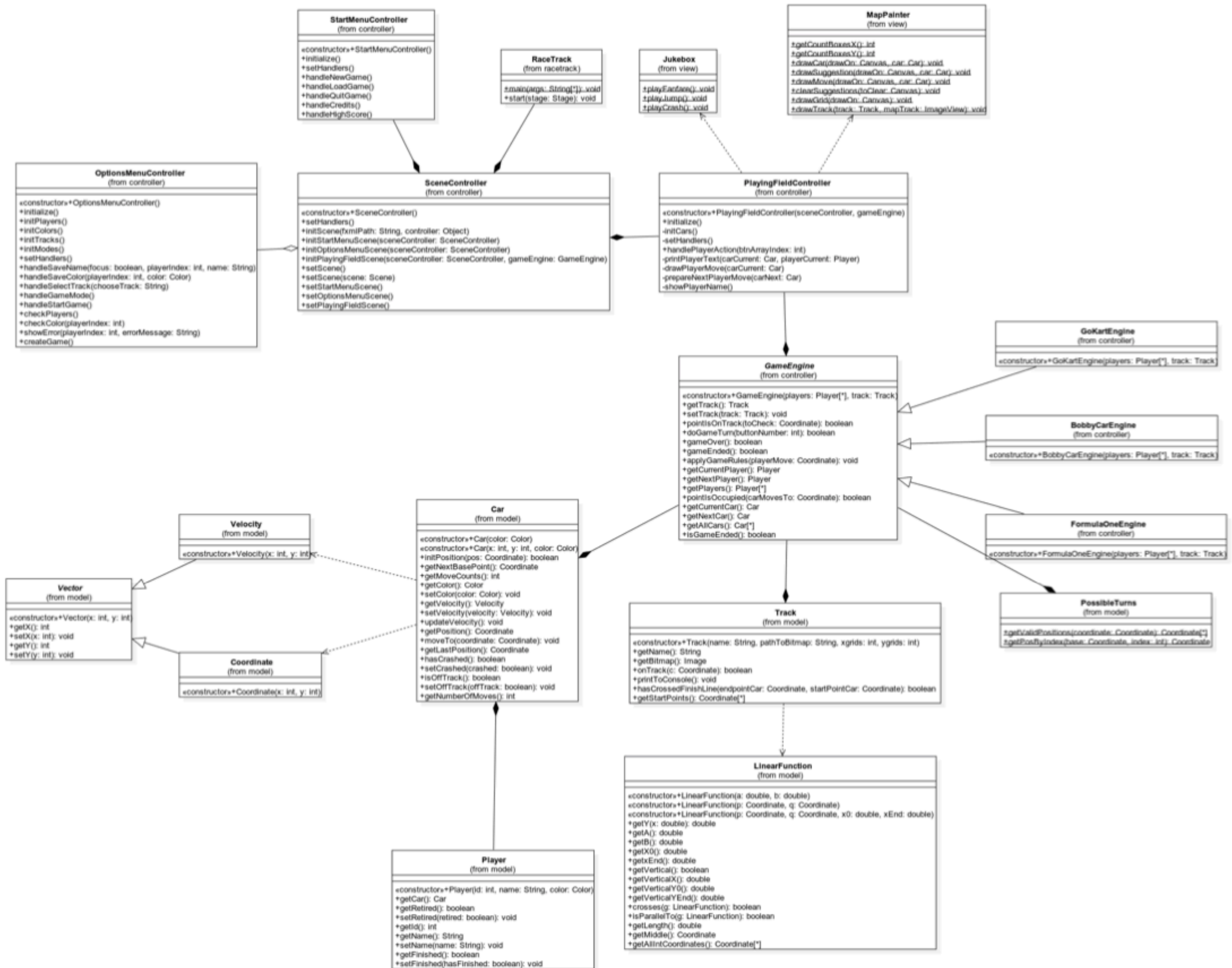


Domain Model



The *Track*, with a *Start/Finish Line* placed on it, is drawn on the *GridPaper*. There are between one and four cars that drive on the *Track*. Each *Car* is being steered by a *Player*. A *Car* is always being positioned on the *GridPaper*. The *Car* defines its *PossibleTurn* through his velocity and direction. Each *PossibleTurn* is represented on the *GridPaper* itself. While driving, the *Car* leaves behind a *Route*, which is also drawn on the *GridPaper*.

Class Diagram



Demo 

Any questions? 🤔

Thank you for your attention 😊