**High/Low Level Design**

**Class Diagrams**: Diagram of Enemy Ships:

Graphical user interface, application

Description automatically generated

Items/Power Ups:

Table

Description automatically generated with low confidence

Player Ship:

Text

Description automatically generated with low confidence

General User:

Graphical user interface, application

Description automatically generated

Level Design/Entity Placement:

Graphical user interface, text, application

Description automatically generated

Options Settings:

A picture containing graphical user interface

Description automatically generated

**Descriptions of our architecture**:

We are using a monolithic architecture, as this is a game with no need to interact with external programs or databases. As such, we have a single program on the host machine doing all the work.

**The Hardware we're using:** A computer, support will be included for Mouse/Keyboard and controller

**UI Other interfaces:** Several UI mockups

Main Menu Screen: Start game, Options, Exit

Graphical user interface

Description automatically generated with low confidence

Average gameplay screen: hp (shields, energy?), score, time.

A picture containing graphical user interface

Description automatically generated

//Level Select Menu (Set levels or procedural generation?): Level Boxes/Difficulty

A picture containing website

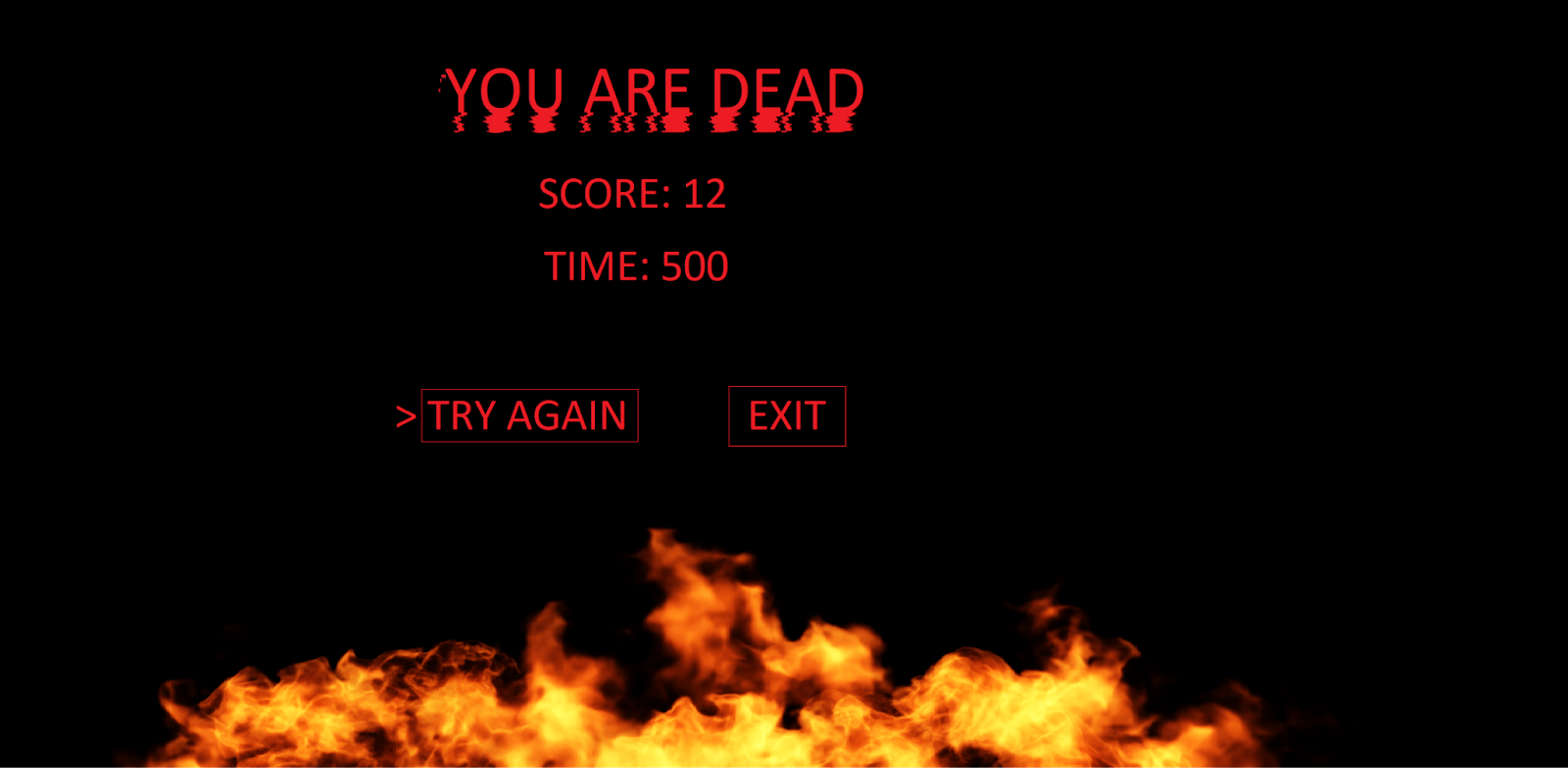
Description automatically generated

Upgrade menus: Available Upgrades,

Graphical user interface

Description automatically generated

Game Over screen: Restart/Continue to Level Select



Pause Menu: weapon/boosts/other items in owned, Exit To Title Screen

Diagram

Description automatically generated with low confidence

Options Menu: Options boxes

Text

Description automatically generated

**Outputs:** .txt file for save games and high scores