

# MODIFICATIONS MADE IN THE UML

Author: Muneeb Nasir

The following is the list of all the changes made in the UML design:

## **1. Introduction of Zombie, Sunflower and Peashooter subclasses**

The subclasses inherit from Piece class (SUPER class). The above-mentioned subclasses represent the specific game pieces for the PLantVsZombie game. Each game piece subclass has its own unique set of characteristics i.e. Name, ShortName, Health, Attack and Cost.

## **2. View replaced the Main class and Controller replaced GameBoard class**

The GameBoard class was the main logic behind the console-based input version for the PLantVsZombie game. The design is based on the MVC pattern thus replacement of the GameBoard class with the Controller Class and the introduction of the View i.e. GUI Display. The View class is responsible for the GUI and visual output for the game.

## **3. PlantPieces Enumeration class removed**

The subclasses replaced the functionality for the PlantPieces enum class which was responsible for listing the game pieces. Also, the Piece class name field type was changed from PlantPiece to String type

## **4. The introduction of ActionListener Interface and JFrame Super Class**

The Controller class uses the method from ActionListener interface for executing accordingly with user commands and selections. View extends JFrame. The JFrame is the hierarchy root for the Swing-based PlantsVsZombie GUI.