

# MODIFICATIONS MADE IN THE UML

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

## **1. Introduction of Game Levels Class**

The Class is essentially responsible for two main Game Modes i.e. “Campaign Mode” or the “Game Developer Mode”. The class is responsible for the *Level Zombie Wave* Builder functionality of the game. Each Level Wave has its a different zombie limit that is to be incremented with progression to the next zombie wave. The Game Level class allows the functionality of the game and with a separate level model class helps in decoupling the software elements. The Game Level class also provides the functionality of saving/loading the Game Level Data of the player. Furthermore, Game Levels Class also provides the functionality of Game Level Builder (Developer Mode) which allows the user to select the type and number of zombies for the game level.

## **2. Introduction of Game Level Builder View Class (Class Extends JFrame)**

The class is responsible for the Level Builder functionality of the game. The Class provides a Graphical User Interface for the Developer Mode functionality. The GUI prompts the user for the selection of the different types of zombies and the number of zombies for the game level. A separate GUI allows an enhanced user experience and more user-friendly approach for the level builder functionality.

## **3. Introduction of Main Menu Class for the Game (Class Extends JFrame)**

The class is responsible for the provision of different options of the Game. The Main Menu Page offers a Title Page functionality for the game, prompting user the “Campaign Mode” or the “Game Developer Mode” options.

## **4. Introduction of XMLParser Class (Class Extends Default Handler)**

The class is responsible for reading the XML File that contains the saved data for the game levels. The user can save the game and the game level data is saved onto a separate XML file. The XML Parser class extends the Default Handler Class and supports the functionality of reading the XML file data, exporting it and loading the game level data back into the game that has been stored previously. The XML Parser class is used by the Game Level class to read and extract the Game Level data from the file (Dependency Relationship).