

# Sequence Diagram Modifications

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In addition to the list of changes made to the Sequence Diagram below, the sequence diagrams were split into smaller sections as per the suggestion of the previous TA who marked milestone 3. Thus, within the Sequence diagram folder you will find 5 sequence diagrams.

The diagram "Sequence Diagram PVsZ - Milestone 4.pdf" is the official sequence diagram and references the other sequence diagrams at the end. The "Main class" sequence diagram is included within the official sequence diagram. The "Load", "Save", "Undo" and "Redo" are sequences diagrams referenced by the official sequence diagram.

This splitting of sequence diagrams ensures that the official sequence diagram isn't too large and confusing to understand.

## List of changes:

1. Added MainMenu class which initiates the game upon user input.
2. Added Load and Save buttons to Main.
3. Added timer() and Gamelevels() to Controller creation.
4. Removed UpdateVeiw() method from Controller.
5. Runtime methods, movingZombie(), removeUpdate(), addingZombie() were refactored.
  - (a) Methods refactored through the use of board2GUI() method.
  - (b) board2GUI() method removed all the calls to Veiw from within the classes and made it so only board2GUI() interacts with the view.
6. Created Load Game Diagram.
7. Created Save Game Diagram.
8. Created Undo move Diagram.
9. Created Redo move Diagram.
10. Added stack pushes to the Undoboard.