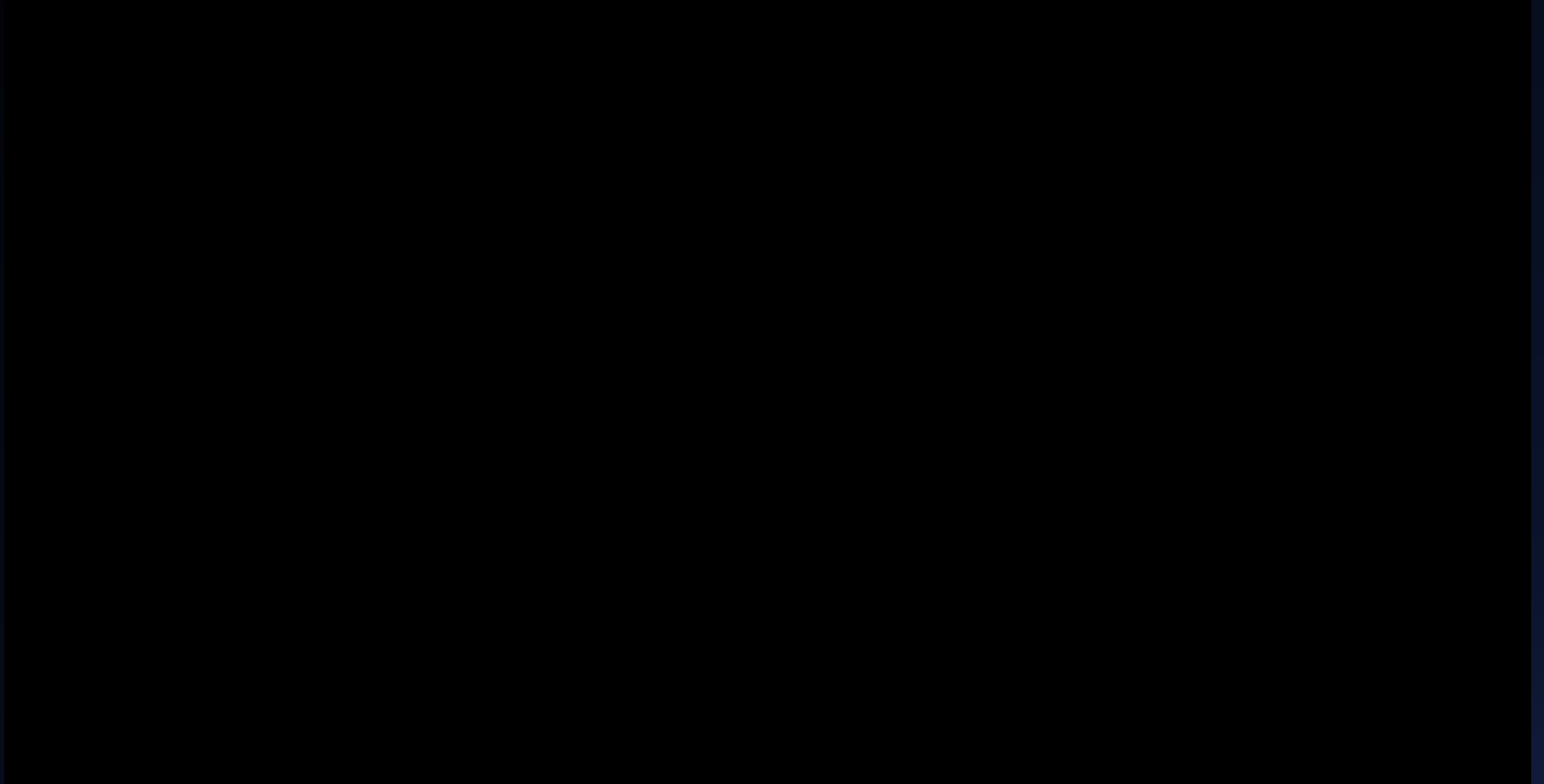


Java: Type Speed Game

BY

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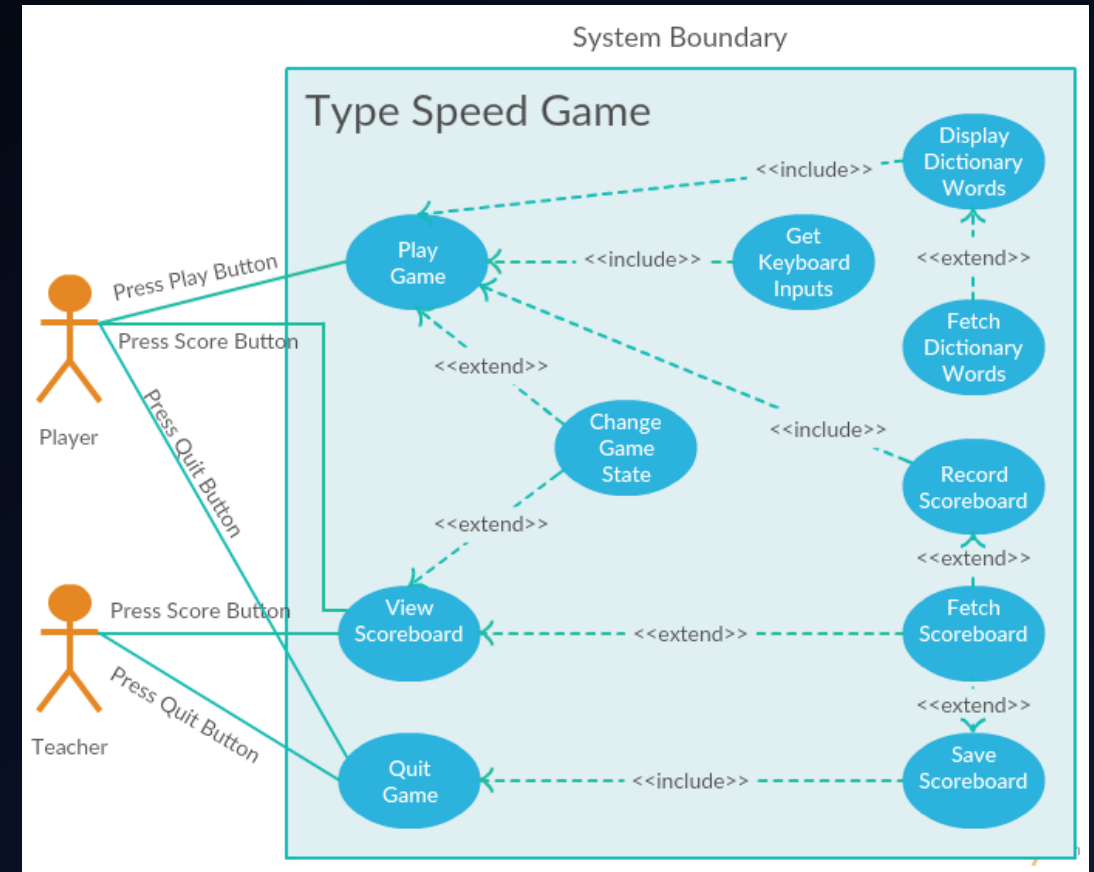
Video Demo



Use Case Diagram

THREE MAIN INTERACTIONS

- Play Game
 - Starts main game state
- View Scoreboard
 - Starts leaderboard state
- Quit Game
 - Exits program and saves score



Design Patterns

STATE DESIGN PATTERN

- One-To-Many Dependencies between objects.
- When one object changes state, all its dependents are notified and updated.

