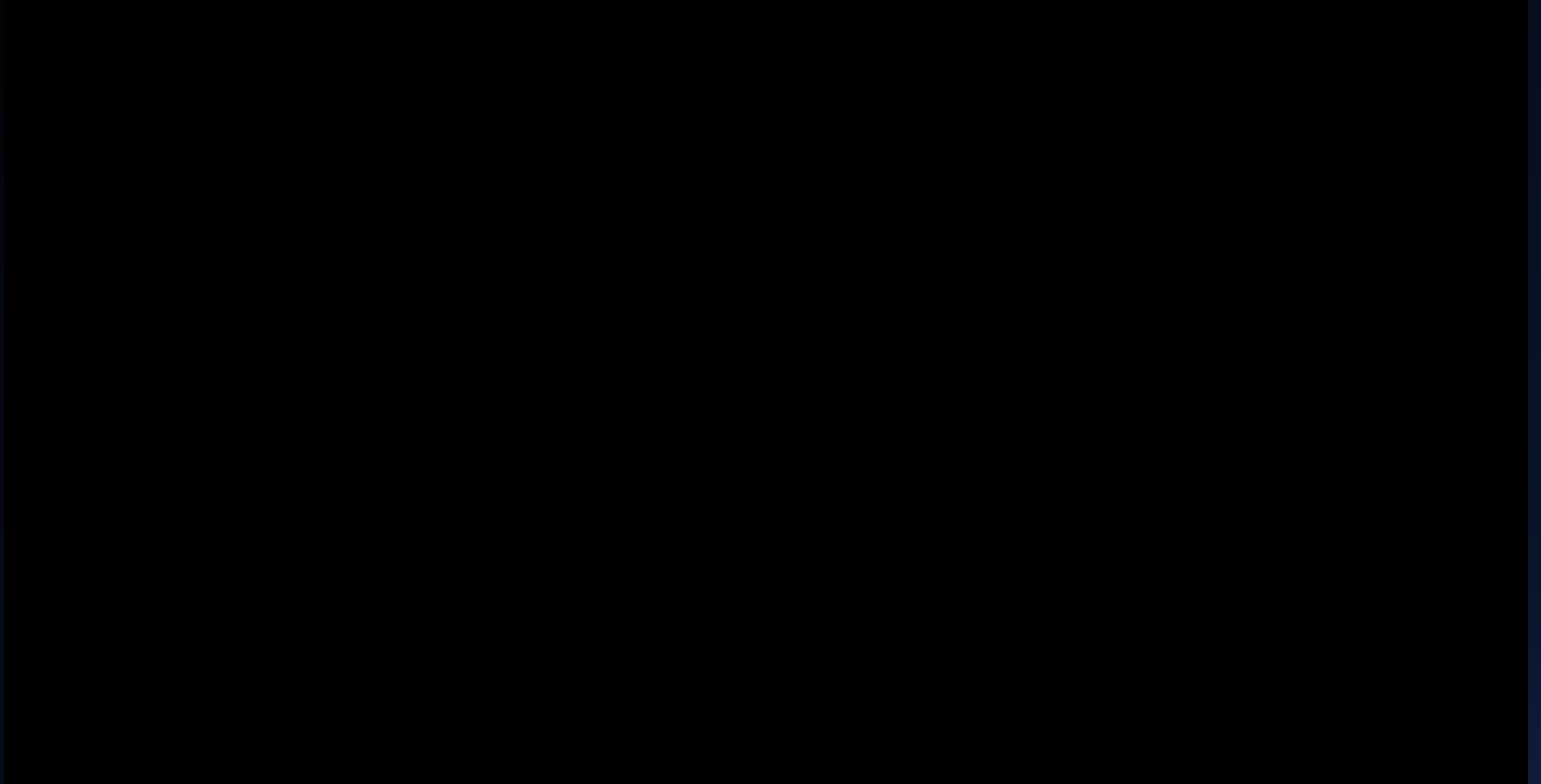# Java: Type Speed Game

BY
BRADY AUEN
NICK NOCELLA
AND PETER HUYNH
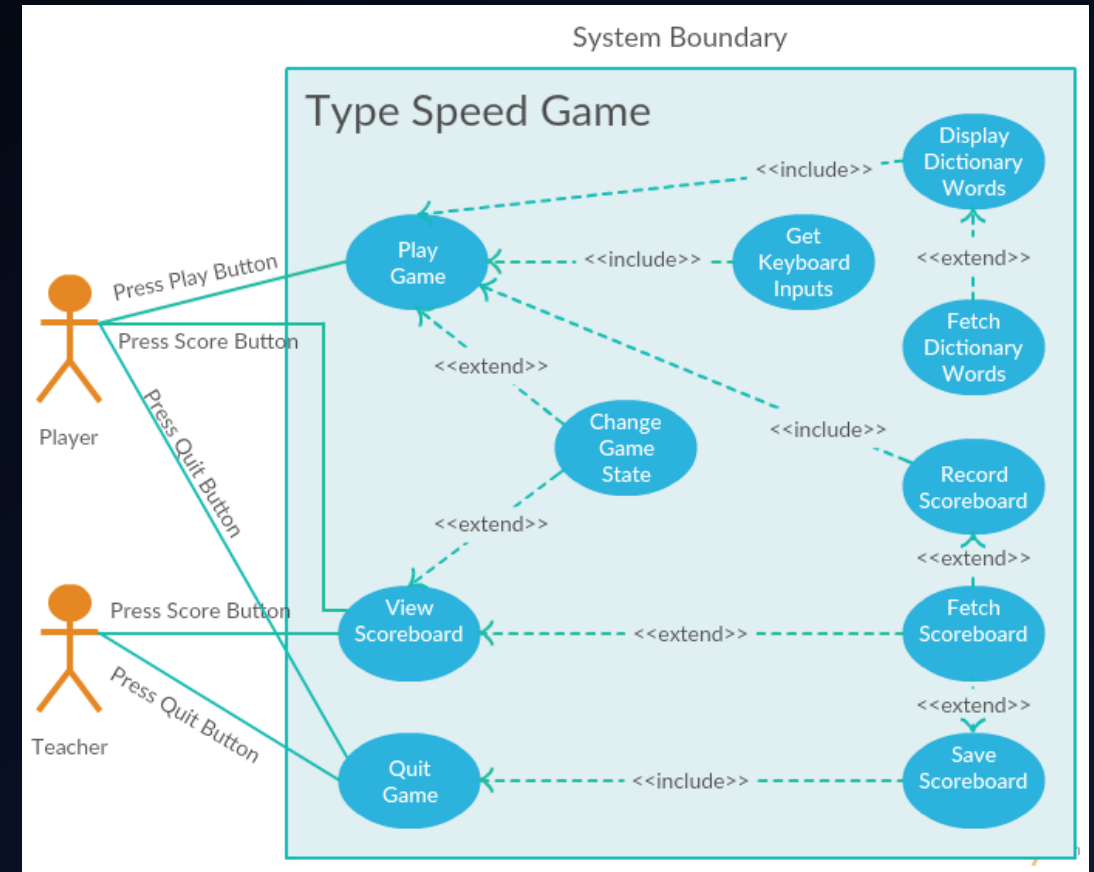
Video Demo

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.