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| Registration |
| This class gets people into the event |
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UML Diagram:

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| Competition |
| This is for all competitive activities |
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| Shooting Event |
| Class for shooting competition |
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In this simulation, there will be a shooting competition with multiple courts. These courts will have one person on at a time, there will also be registration, with multiple places to register by last name. Each person will register then, wait in line to be able to shoot on one of the four hoops, there will be lay-ins, free-throws, three-pointers, and half-court shots available all worth increasing amount of points but drastically different chances of making them. Everyone who has been able to shoot by the time the event is over will be put in a priority queue and displaced from first to last. The idea with this project is that it will also be able to add more competition events in the future, like maybe a trivia game about the history of Portland and the Trail Blazers. The user will be able to pick how long the event will be, how long the time to shoot will be, how much time passes between people shooting, how long it takes to register, and how many half courts are able to be used. At the end, the program will display how many people participated in this event.