Contents

1   UML
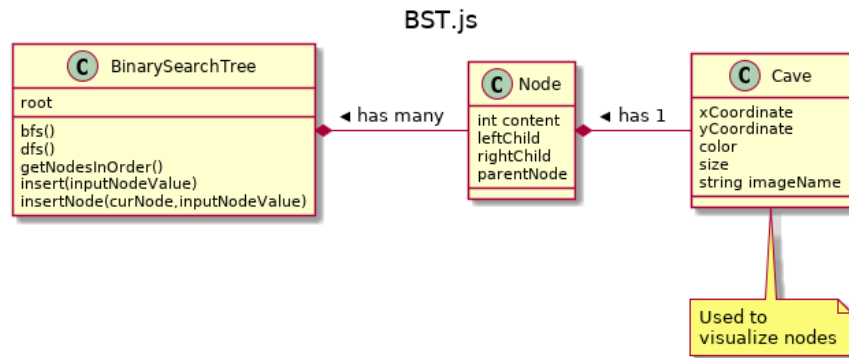
Note these are just my plans which are open to changing.
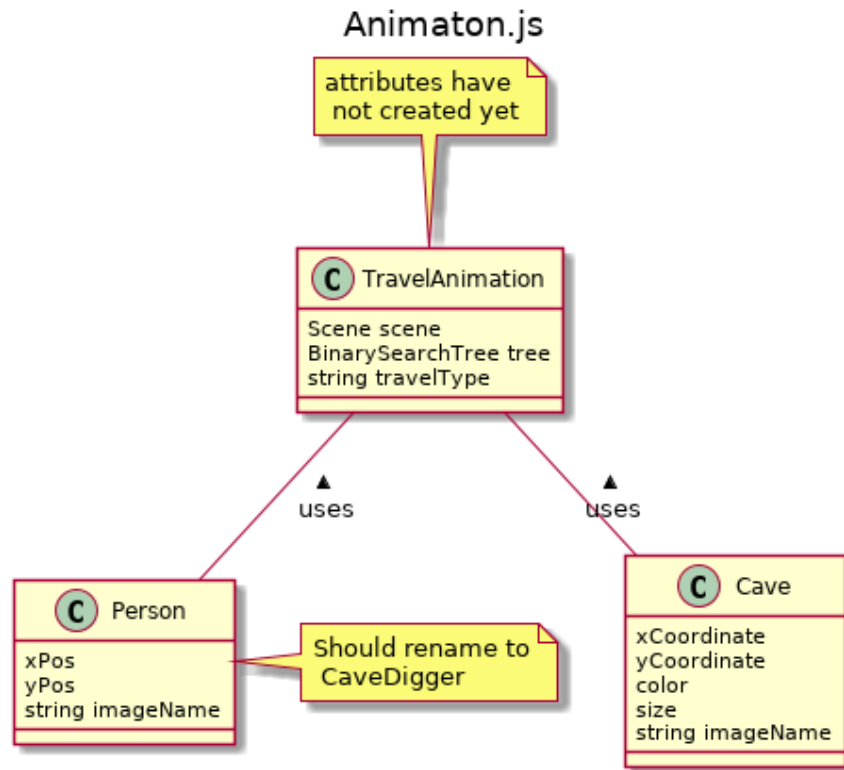
Some of these attributes have not been created yet

1.1   BST.js

I propose we make a new class to store cave attributes like size and color

When we initialize the node we need to set the size, xy positions etc. I think we will add more attributes should they be stored in it's own object

BST.js

BinarySearchTree
root
bfs()
dfs()
getNodesInOrder()
insert(inputNodeValue)
insertNode(curNode,inputNodeValue)

◄ has many

Node
int content
leftChild
rightChild
parentNode

◄ has 1

Cave
xCoordinate
yCoordinate
color
size
string imageName

Used to
visualize nodes

1.2 Animaton

2 Files

- Scene1.js this stores thing onlynnecessary for the first level of thebgame

- Animation.js Holds everything for moving the player

- Cave Holds cave object holds xy coordinates, color and any visual aspects of the

- Person (I think it should be renamed) Our customer needs a cave digger, This is the sprite that travels from cave to cave.

- BST The binary search tree is the backend. It holds the nodes and links between them. It has no visble properties becuae tjose are stored in the Cave object