C Sc 335 Analysis and Design Artifacts for Final Project

1. Team Name:	Etcetera	

2. Team Members: Caleb Short Autyon Revov
Tanner Bernth Robert Worlters

3. Candidate Objects or Class Hierarchies

List the most important objects, or the name of an inheritance hierarchy, and the main responsibility.

Candidate Object	Single Responsibility in 1 or 2 sentences
CameGUI	Starts the same, handler I/O.
Game	Coordinater rystems.
Entropystem	Provides abstract classes for the entitles.
GraphicView	Represents game array Using a sprite sheet.
World	Store array of tile objects.
DecisionTree	provides obstract AI functionality with tecls ion tree implementation.
WorldGenerator	Iterates on array of size h, generating Tile Objects. Returns a World object.
Tile	Holds the state of a single place on the map.

Rob Walters Caleb Short Tanner Bernth Artyon Perov Etcetera eam Game Abstract Class Entity - Int ID + get(ID) + generateID - World world - Game GUI +play() + end () Decision Tree - binary tree +decide() +wait () Game GUI World - braphic Vieww -Tile[] tiles + get Input() + uplate Tile (x,y) + getTile(4,4) + initialize() Worldownson - intsize - State + ge+storte() + build World() Graphic View + destra, World() + SetTile () -Image image +dran Image() + drowAMI mages()

Caleb Short Character Dier Rob Walters Tanner Berth Arthom Perov World GameGUI Entits System Game Ent its (Graphic View) tick update upolate 1 is Alive faise get Emtities setWorld. thinsstokendu draw