

C Sc 335 Analysis and Design Artifacts for Final Project

1. Team Name:

Etcetera

2. Team Members:

Caleb Short

Autyam Renu

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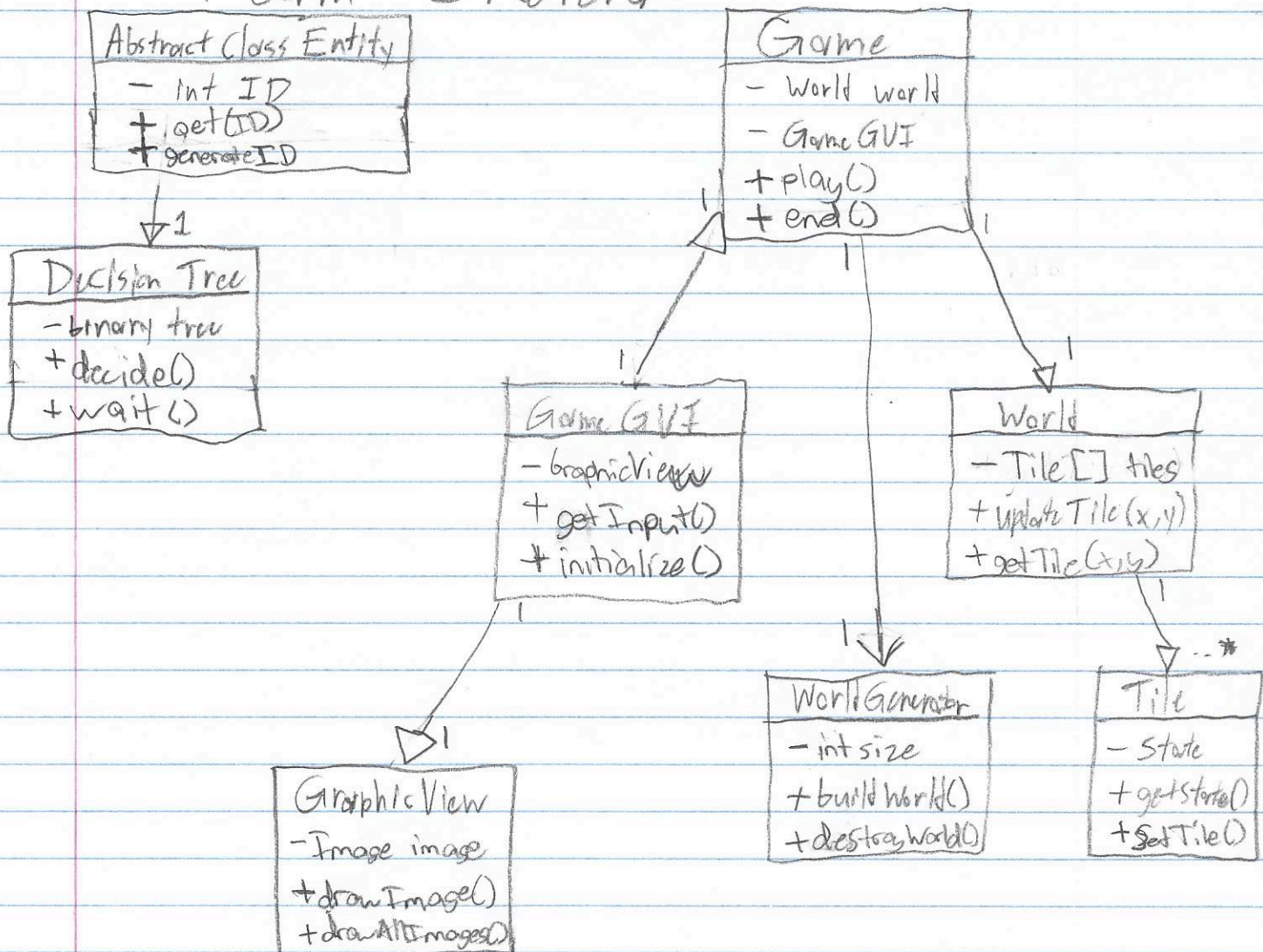
3. Candidate Objects or Class Hierarchies

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
GameGUI	Starts the game, handles I/O.
Game	Coordinates systems.
EntitySystem	Provides abstract classes for tile entities.
GraphicView	Represents game array using a sprite sheet.
World	Store array of tile objects.
DecisionTree	Provides abstract AI functionality with decision tree implementation.
WorldGenerator	Iterates an array of size n, generating Tile objects. Returns a World object.
Tile	Holds the state of a single place on the map.

Rob Walters
Caleb Short
Tanner Bernth
Artyom Perov

Team Etcetera



Character Die

Caleb Short
Rob Walters
Tanner Benth
Artiom Perov

