



BreakDown of UML diagram

**GameController:** Will manage the users inputs (button presses), tracks when pre snap system is being used



**DefensiveMastermind:** Manges lock on mechaniscm target selectionm and behavior mode setting (how the defender acts)

**PlayerLock:** The lock onto the offensive player, it also includes the behavior of the player as well

**Denfensive player:** The defender who can lock onto an offensive player, this determined by who the player has their switch cursor on, and apply a specific behavior mode.

**OffensivePlayer:** The player being locked onto, whose movements and routes the defender anticipates.



**BehaviorMode:** Defines the defensive Behavior discussed: TightLock, LooseCover, RunAnticipation

**UIIndicator:**Provides visual feedback to the player about the current lock and behavior mode



5/6/2025  
**CHEICK LY**

Loyola UNI of Maryland

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Loyola UNI of Maryland