SideWinder: Detailed Design

<------- Ball.m ------->

Ball Create(){

if(pos ==1){ go down ramp #1;}

else if(pos==2){go down ramp #2;}

else if(pos==3){go down ramp #3;}

else if(pos ==4){go down ramp #4;}

if (ball==1){ generate blue ball;}

else if (ball == 2){ generate yellow ball;}

else if(ball==3){ generate green ball;}

else if(ball ==4){ generate red ball;}

else if (ball==5){ generate bomb;}

<------- SideWinderAppDelegate.m ------->

(BOOL)application:(UIApplication \*)application didFinishLaunchingWithOptions:(NSDictionary \*)launchOptions

sleep( display Default.png for "t" seconds);

-> after splash screen, start the game within the same view.

}

<------- SideWinderViewController.m ------->

(void)viewDidLoad

initiate stimer = 61;

timer = stimer -1;

--> after timer has started

[play music: "SlideDemo.mpg";]

-> initialize Global Arrays{

ballObjectArray;

ballViewArray;

-> (IBAction)Pause{

create pause button action;

if pause button is visible, resume is not;

}

->(IBAction)Resume{

create resume button action;

if resume button is visible, pause is not;

}

->(IBAction)exitGame{

exit(immediately);

}

--> (void)countdown{

if (stimer is less than '0'){

stimer = stimer -1;

seconds.text = display current seconds;

if (stimer is equal to 0){

UIAlertView \*endgame = popup alert showing that game has ended;

exit(following user interaction with alert);

}

-->(void)UpdateProgress{

if(ballgenerate ==1){

generate new ball;

}

-->(void)UpdateBalls{

for(i is equal to 0; i is less than [ballObjectArray count]; increment i by 1){

if(redbumper.frame collides with "redball.png){ add 1 to score; update score;}

if(bluebumper.frame collides with "blueball.png){ add 5 to score; update score;}

if(greenbumper.frame collides with "greenball.png){ add 10 to score; update score;}

if(yellowbumper.frame collides with "yellowball.png){ add 20 to score; update score;}

if(yellowbumper.frame collides with "bomb.png){ subtract score from score; update score;}

}

-->(void) touchesMoved {

if (user moves smaller wheel (parent wheel)){

Rotate bigger wheel (child wheel) at the same time;

}

if(bigger wheel (child wheel) is moved){

Also rotate bumper, bumper frames at the same;

}