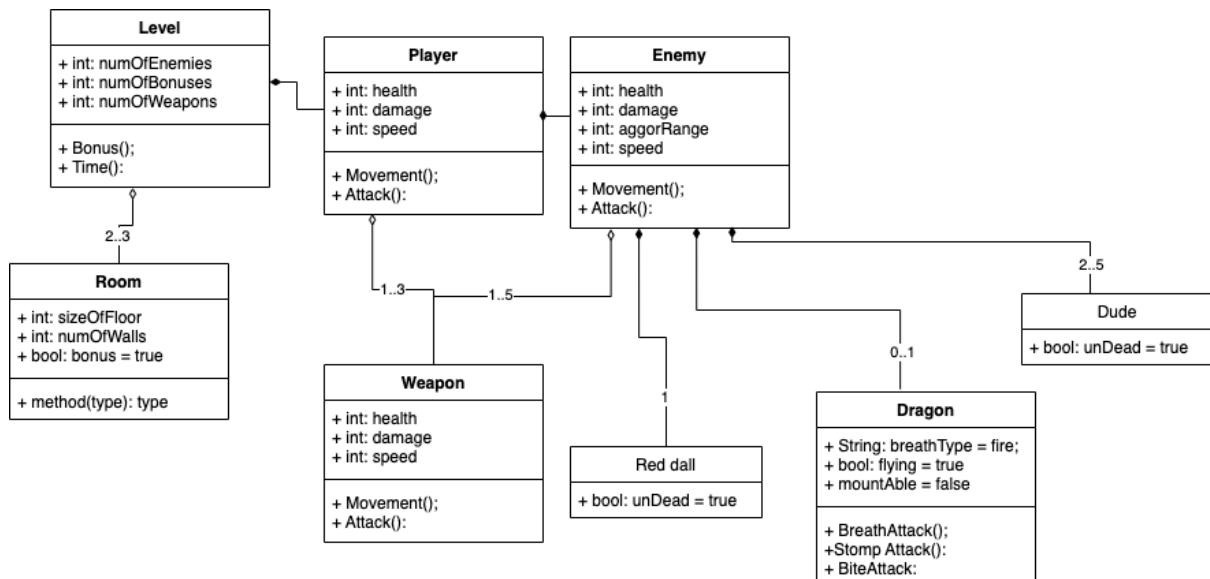Danyil Tymchuk NA

Use straightforward UML use-case diagrams to depict the interaction between an actor and system

1. *UML Diagram*
2. *Actor is defined*
3. *Interactions are defined*
4. *Good Documentation*

1. UML Diagram:

Level
+ int: numOfEnemies
+ int: numOfBonuses
+ int: numOfWeapons

+ Bonus();
+ Time():

2..3

Room
+ int: sizeOfFloor
+ int: numOfWalls
+ bool: bonus = true

+ method(type): type

Player
+ int: health
+ int: damage
+ int: speed

+ Movement();
+ Attack():

1..3   1..5

Weapon
+ int: health
+ int: damage
+ int: speed

+ Movement();
+ Attack():

Enemy
+ int: health
+ int: damage
+ int: aggorRange
+ int: speed

+ Movement();
+ Attack():

2..5

Dude
+ bool: unDead = true

1

Red dall
+ bool: unDead = true

0..1

Dragon
+ String: breathType = fire;
+ bool: flying = true
+ mountAble = false

+ BreathAttack();
+Stomp Attack():
+ BiteAttack:

2. Documentation:

In the level, there are enemies, bonuses, weapons, and rooms, and you also have a timer.

The room has a floor, walls, and bonuses.

Player has health, damage and speed; methodth: Movement and Attack. And he has a weapon.

Enemies has health, damage, aggor range, speed; methodth: Movement and Attack. And they have weapon. Type of enemies: red ball, Dragon, dude