Figure 3: Dynamic Design Model of Editor States

SWEN30006 SMD Project 2 Dynamic Design Model
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Controller.getInstance()

e.getActionCommand().equals("start_game")

[argNum != 1]

Blank Edit Mode

controller.loadSelectedFile(selectedFile)   controller.saveFile()

[argNum == 1 && argsEditor[0].endsWith(".xml")] /
controller.loadSelectedFile(file)

[compositeABCDLevelCheck.checkLevel(currentModel, fileName) == false]

Map Edit Mode

[hasPacmanBeenHit == true ||
hasPacmanEatAllPills == true]

e.getActionCommand().equals("start_game")

[compositeABCDLevelCheck.checkLevel(currentModel, fileName) == true] /
process.start()

Map Test Mode

[argNum == 1 && !argsEditor[0].endsWith(".xml")] /
gameTesterFacade.testGame(argsEditor)

[compositeABGameCheck.checkGame(gameFiles, directoryName) == false]

Game Test Mode

[compositeABCDLevelCheck.checkLevel(currentModel, fileName) == false]

[hasPacmanBeenHit == true ||
hasPacmanEatAllPills == true]

[hasPacManBeenHit == false && i < formattedFiles.size()-1]

[hasPacManBeenHit == true || i == formattedFiles.size()-1] / controller.resetEditor()