SIX GUYS

Analysis Sequence Diagram:

Create New Game

User

:User Interface

:Controller

:System

<<yes>>

newGame

newGame

Create new game

m:Message

<<m:Message>>

Design Sequence Diagram:

Create New Game

User

:User Interface

:Controller

:System

<<yes>>

c:=newGame()

c:=newGame()

<<m:Message>>

Sequence Step Description:

Title: Create new game

Actor(s): User

Precondition: User has selected "yes" at prompt to create new game

Outcome: A new game is started at the start of level one.

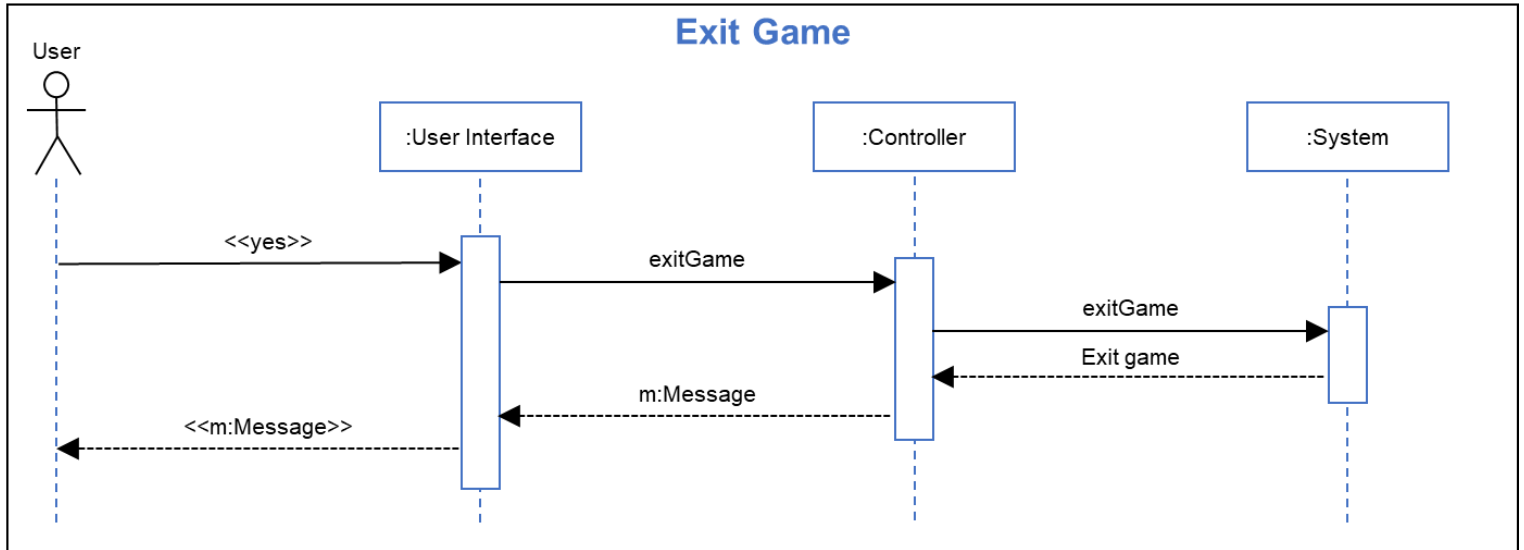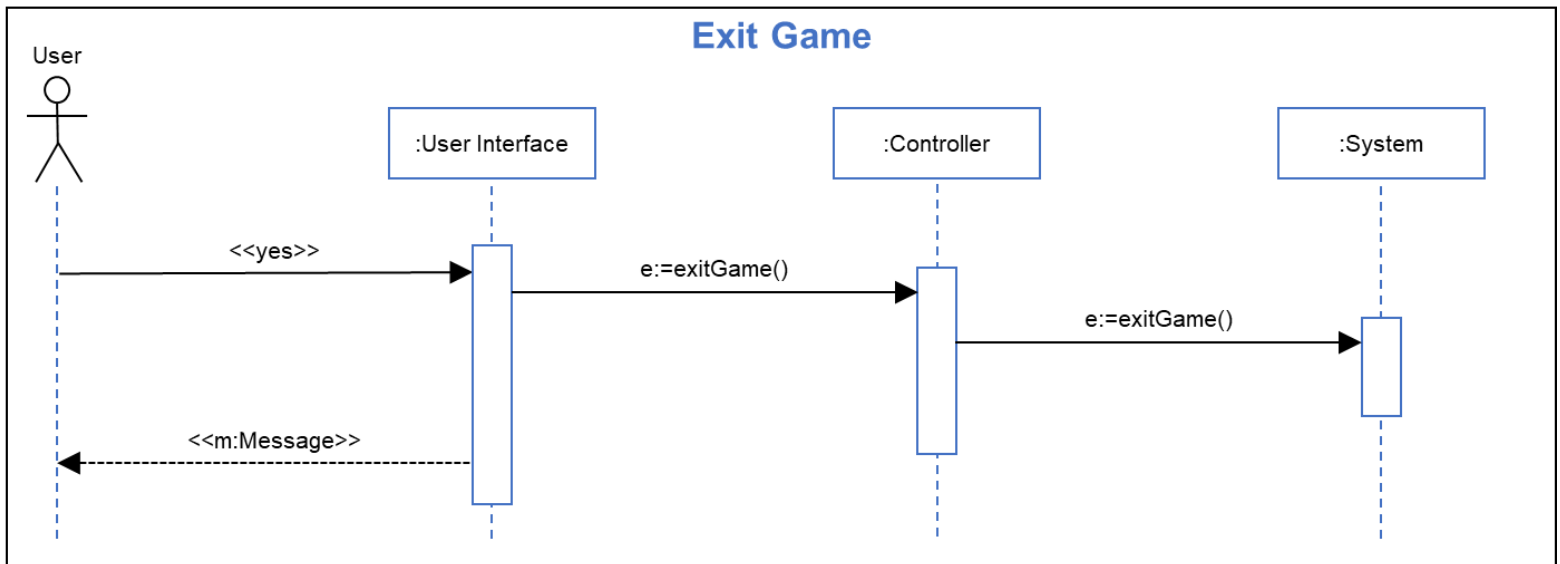| User Actions	System Actions
3. User clicks UI "yes" button	
	4.1. Game UI generates a new game message and sends it to the message controller.
	4.2 Message controller sends the new game call to the game controller.
	4.3 The game controller initializes a new game.
	5/6 The user interface displays the game view

Analysis Sequence Diagram:

Exit Game

Design Sequence Diagram:

Exit Game

Sequence Step Description:

Title: Exit game

Actor(s): User

Precondition: User has selected "yes" at prompt to exit game

Outcome: The current game session is ended and the title screen is shown

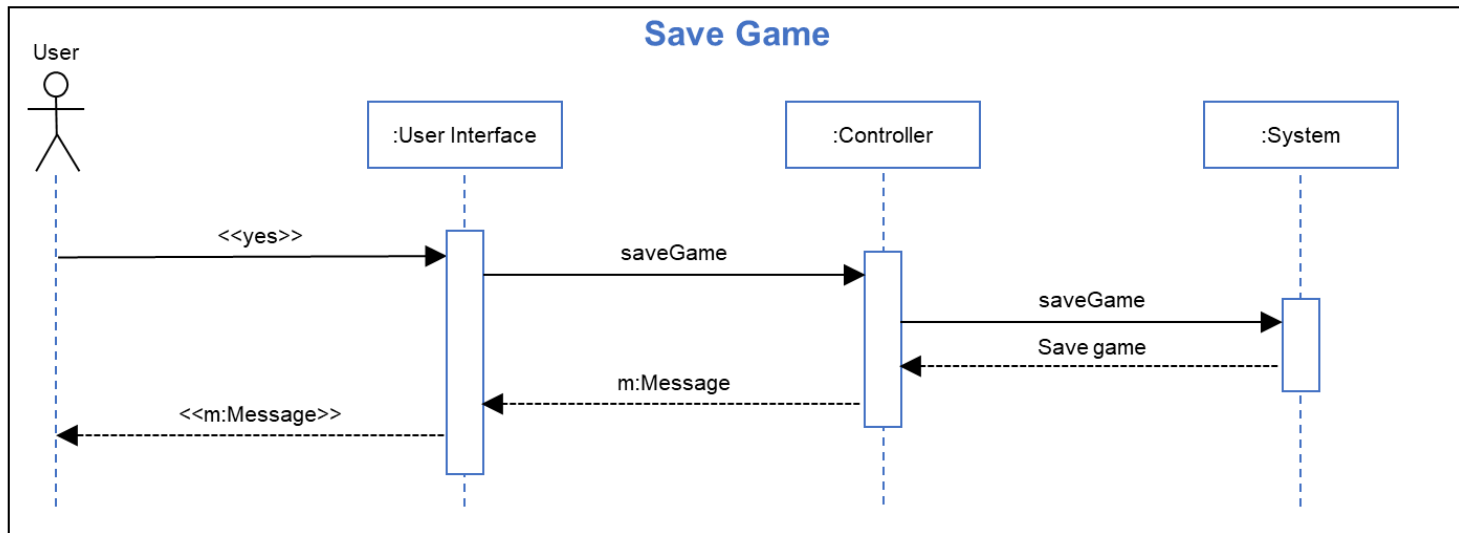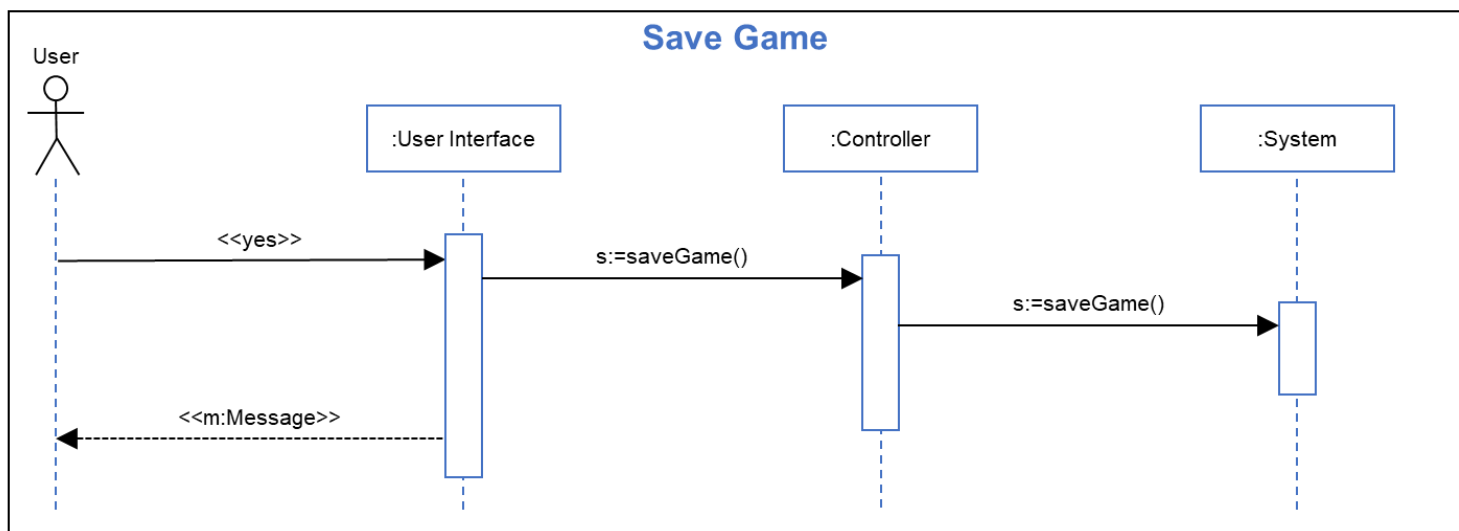| User Actions	System Actions
3. User clicks UI "yes" button	
	4.1. Game UI generates an exit game message and sends it to the message controller.
	4.2 Message controller sends the exit game call to the game controller.
	4.3 The game controller ends the current game.
	5. The user interface displays the initial title screen.

Analysis Sequence Diagram:

Design Sequence Diagram:

Sequence Step Description:

Title: Save game

Actor(s): User

Precondition: User has selected "yes" at prompt to save game

Outcome: The current game session state is saved and the game session is resumed.

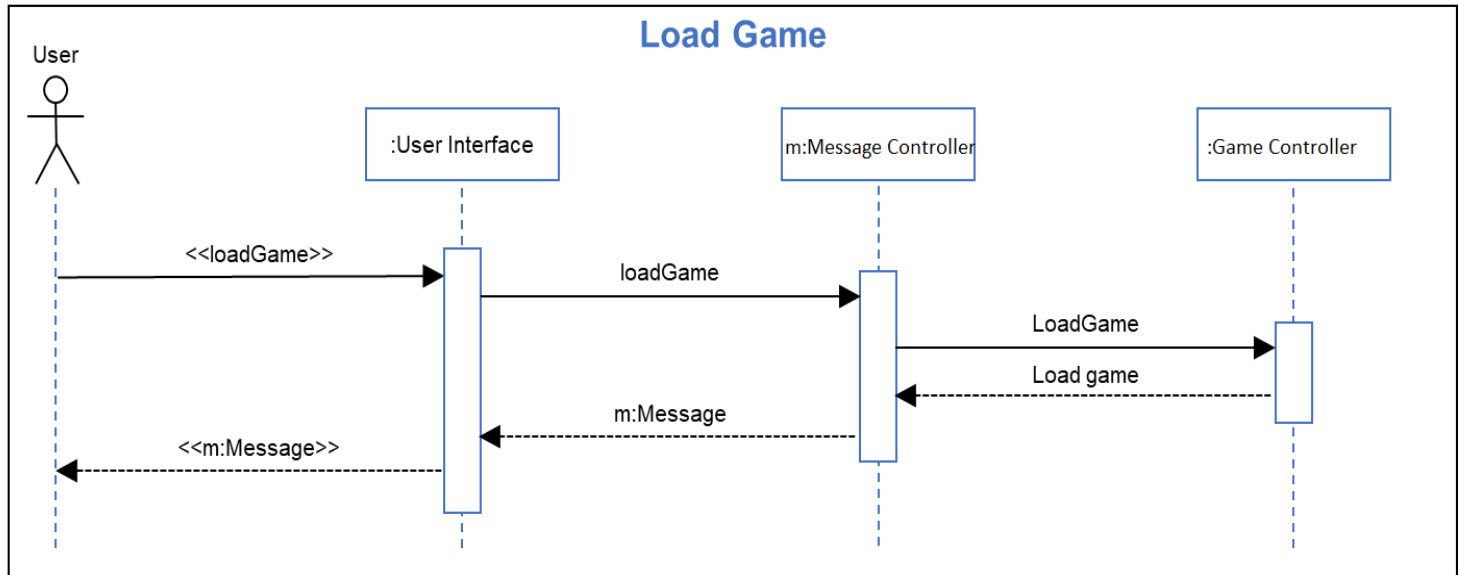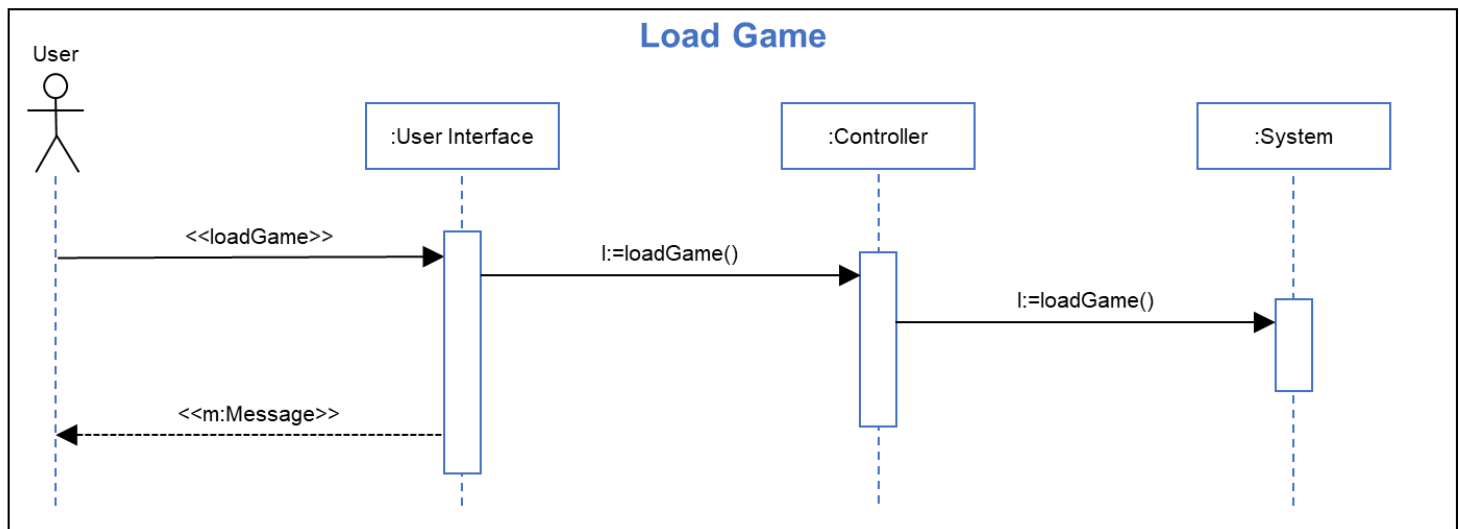| User Actions	System Actions
3. User clicks UI "yes" button	
	4.1. Game UI generates a save game message and sends it to the message controller.
	4.2 Message controller sends the save game call to the game controller.
	4.3 The game controller saves the current game state.
	5. The user interface returns to the game view.

Analysis Sequence Diagram:

Design Sequence Diagram:

Sequence Step Description:

Title: Load game

Actor(s): User

Precondition: User has selected "yes" at prompt to load game

Outcome: The current game session state is saved and the game session is resumed.

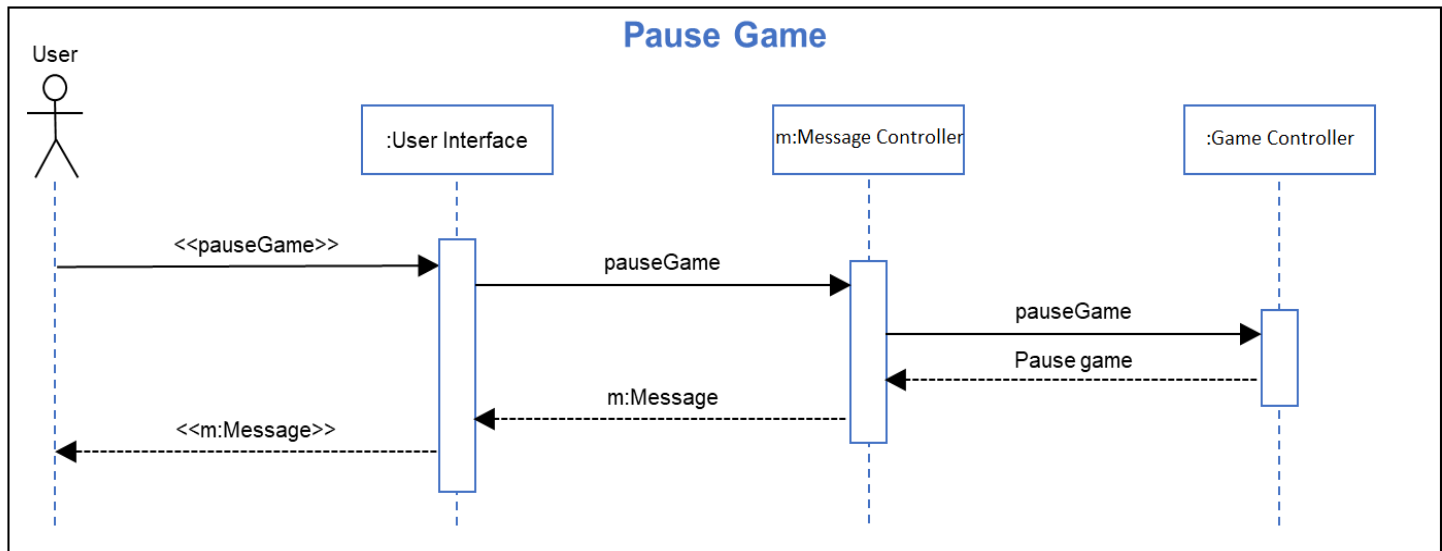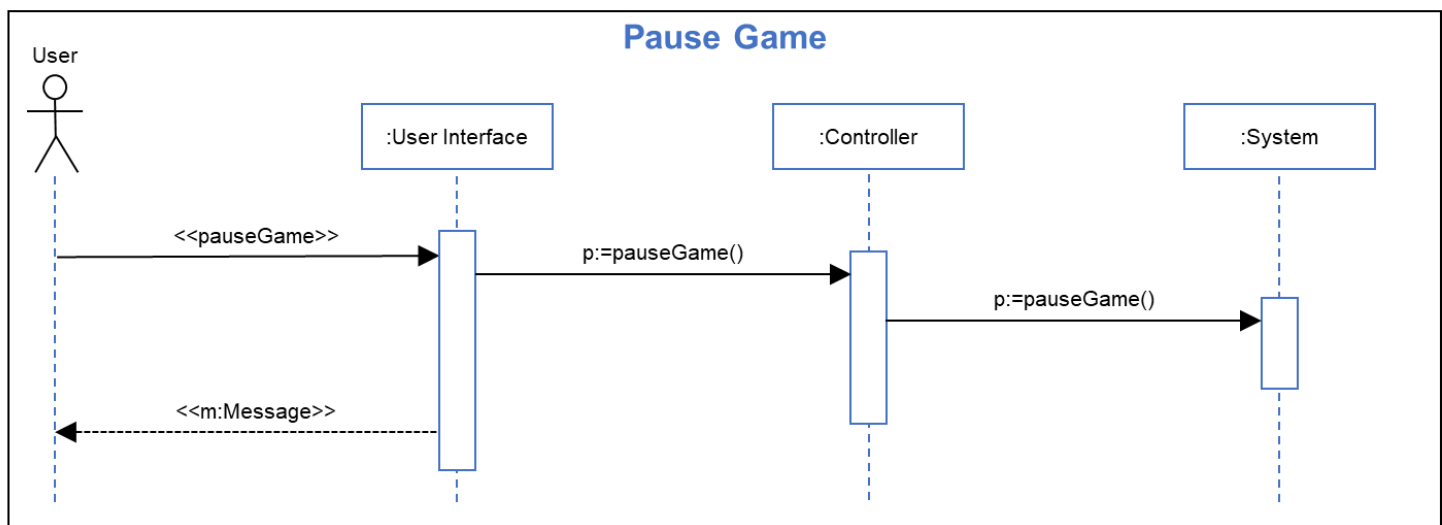| User Actions	System Actions
3. User clicks UI "yes" button	
	4.1. Game UI generates a load game message and sends it to the message controller.
	4.2 Message controller sends the load game call to the game controller.
	4.3 The game controller loads the game data saved previously.
	5/6. The user interface returns to the game view.

Analysis Sequence Diagram:

Design Sequence Diagram:

Sequence Step Description:

Title: Pause Game

Actor(s): User

Precondition: User is playing the game.

**Outcome:** Game is paused, user is notified that the game is paused.

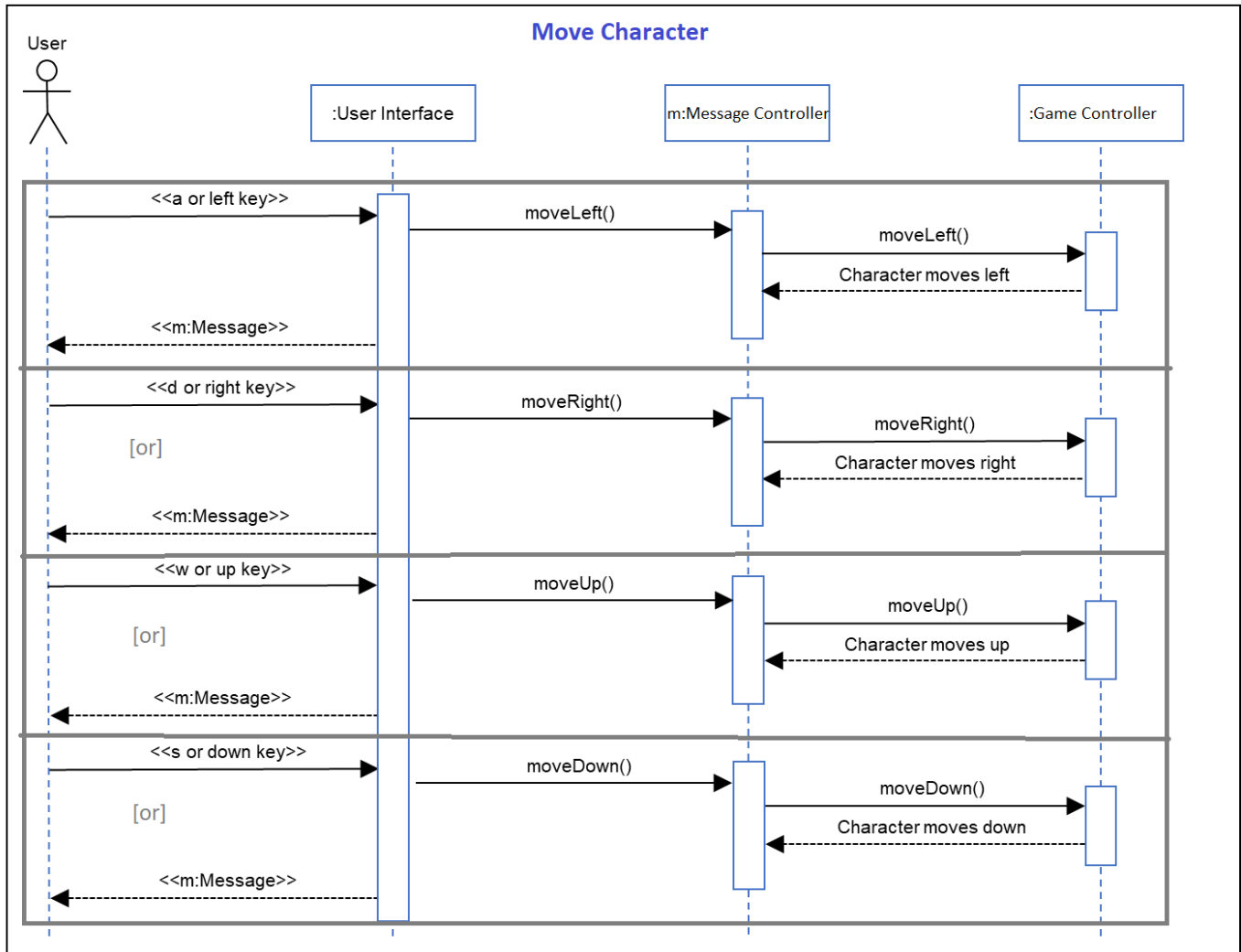| User Actions	System Actions
1. User clicks UI pause button	
	2.1. Game UI generates a pause game message and sends it to the message controller.
	2.2 Message controller sends the pause game call to the system controller.
	2.3 The system controller pauses the game.
	2.4 The user interface displays that the game is paused.

Analysis Sequence Diagram:
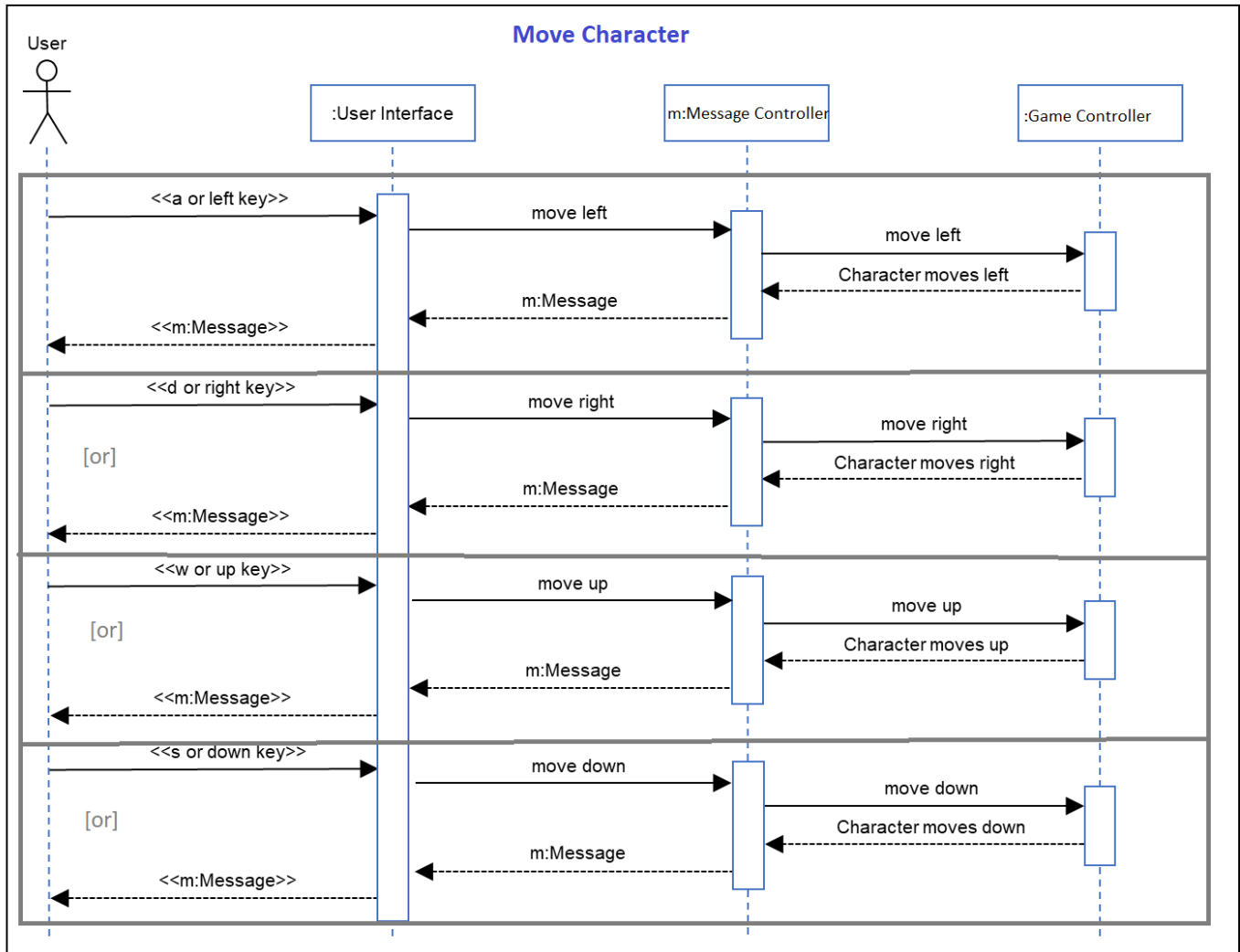
Move Character

Design Sequence Diagram:

Sequence Step Description:

Title: Move Character

Actor(s): User

Precondition: User is in an active play-session, game is not paused.

Outcome: The character moves in the direction desired by the player.

User Actions	System Actions
1. User presses movement key	

System Actions

2.1. If player enters

    (a) a-key, or

    (b) left arrow key

2.1.1. The UI sends a message to the message controller.

2.1.2. Message controller sends a call to the game controller for the to character move left.

2.1.3. The game controller moves the player left.

2.2. If player enters

    (a) d-key, or

    (b) right arrow key

2.2.1. The UI sends a message to the message controller.

2.2.2. Message controller sends a call to the game controller for the to character move right.

2.2.3. The game controller moves the player right.

2.3. If player enters

    (a) w-key, or

    (b) up arrow key

2.3.1. The UI sends a message to the message controller.

2.3.2. Message controller sends a call to the game controller for the to character move up.

2.3.3. The game controller moves the player up. (jump)

2.4. If player enters

(a) s-key, or

(b) down arrow key

2.4.1. The UI sends a message to the message controller.

2.4.2. Message controller sends a call to the game controller for the to character move down.

2.4.3. The game controller moves the player down. (crouch)