**7.4 Exercises**

3.

Begin Game

Options

Resume

Begin Game

3.

Begin Game

Begin Game

Hit pause

Kill a zombie

Get eaten

3.

Start from last checkpoint in level

Pause game

Increase score

Pause Game

Restart from last save point

Quit game

Upgrade/switch weapons

Check inventory

3.

Back to title screen

Options to upgrade/switch weapons

Show inventory

Restart from last save point

End Game

Retrn to title screen

Title Screen

4. a) The first type of UML is a Class diagram. It is designed to show that axes and swords are both classified as types of weapons in this particular game. It also shows that whether or not something is classified as a weapon depends on three factors; whether or not it has a blade, can be gripped, or has a sheathe.

The second type is a use case diagram. It is designed to show the flow of the first menu screen of the game, where the first thing the player must do is select a profile option, then enter their name or select a character sprite to fulfill the requirements needed to start the game.