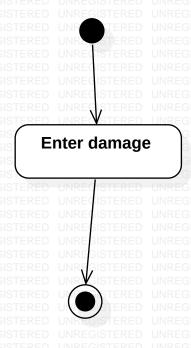
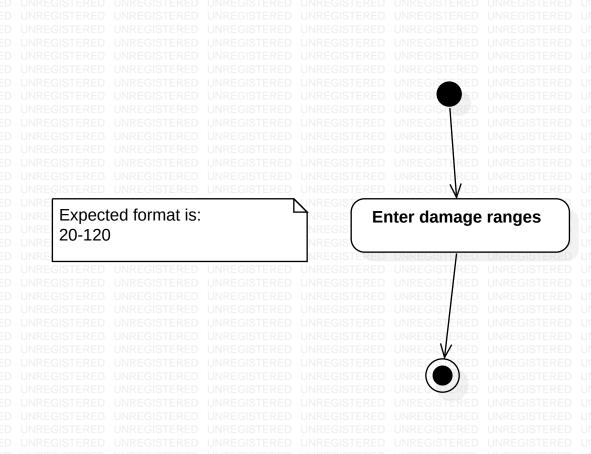


Should add a clear all fields button. Normally doesn't clear Clear all Click "Clear all fields" button fields? all fields when closing graph, so can edit one field if This action is a summarized version No needed. Though to clear all, of 2 use cases: make a button. Enter min and max damage Enter gun damage information into Enter damage ranges appropriate fields The order the fields are filled in doesn't matter. For expected format of fields, check notes on those specific activity diagrams. Click on "Calculate Hits to Kill" button System calculates all different combinations of hits to kill and the range that those combinations can kill up to Can also display a chart of all the data Display with a graph the range those combinations of shots can kill up to shown on the graph Close the graph

Activity Diagram - Calculate hits to kill::Enter min and max damage



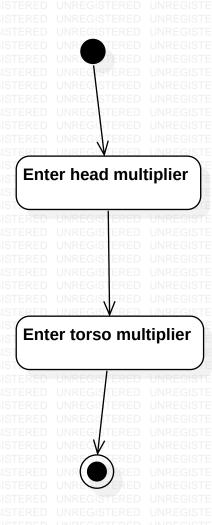
Expected format is: 25-100 or for reverse damage 80-100



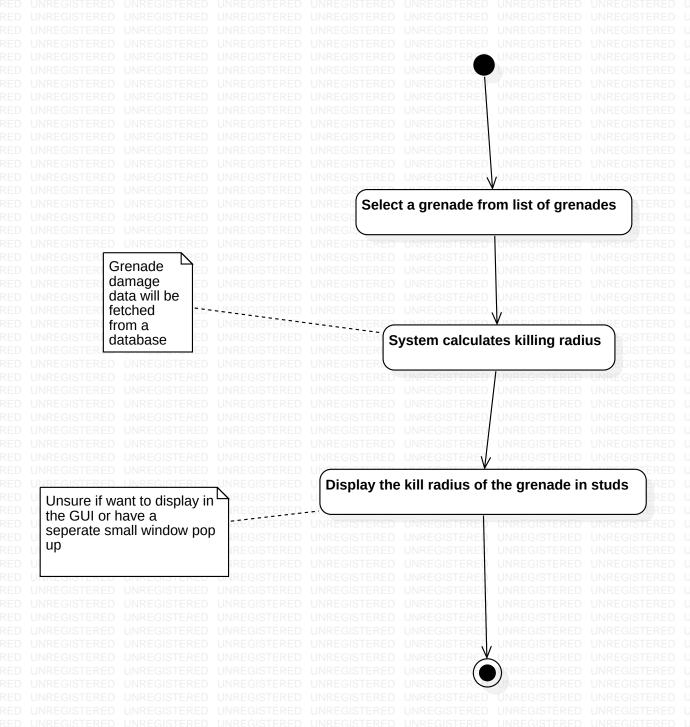
Activity Diagram - Calculate hits to kill::Enter torso and head multipliers

Order fields are filled out does not matter.

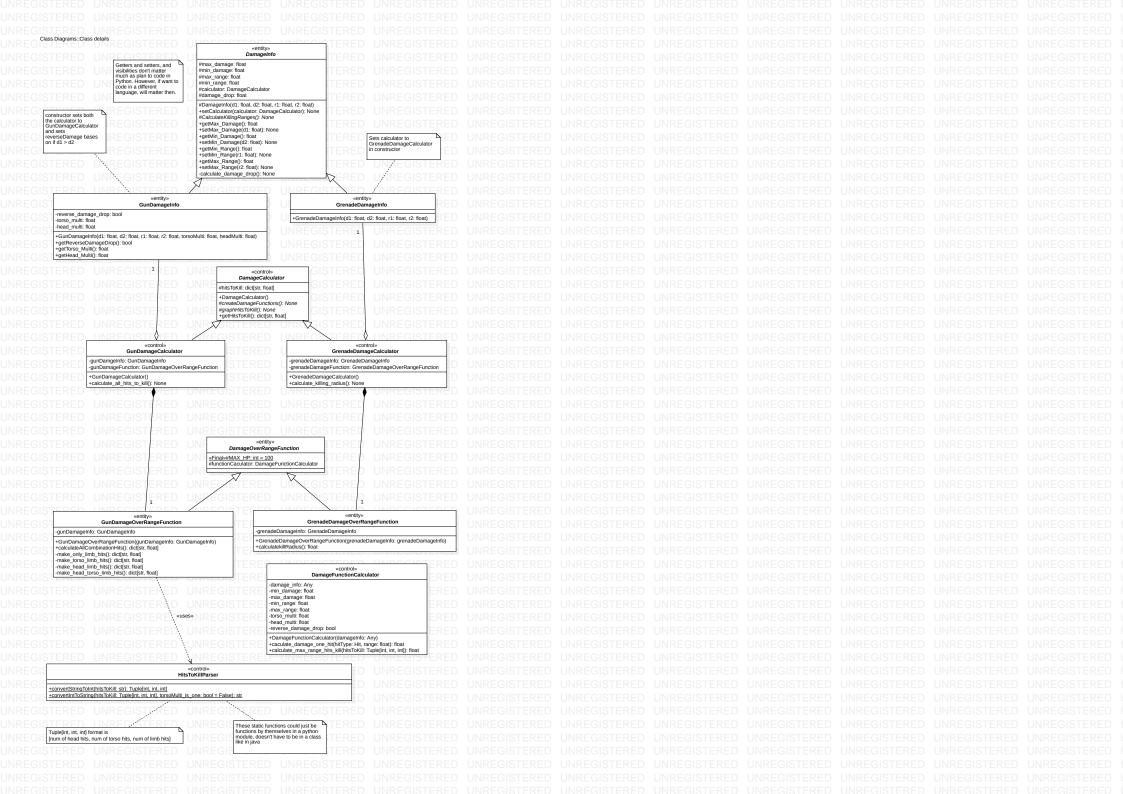
What is shown is just one order this can be done.

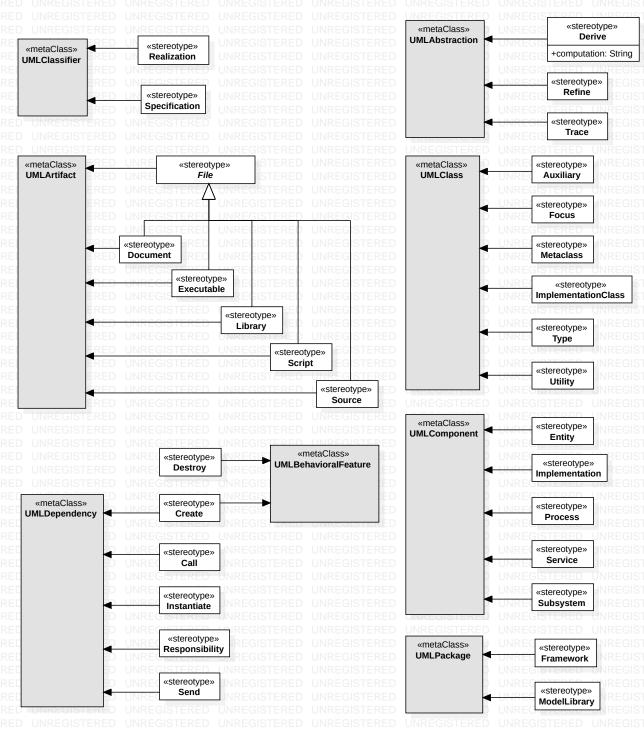


Activity Diagram - All use cases::All use cases



Class Diagrams::Class Relationships Differences between gun and grenade calculations: Grenade only has max damage, min damage and damage ranges. Also need to only calculate what range damage reaches 100. Implementing Strategy Pattern Set pattern in child class constructors Guns have additionally head and torso multis. And need to calculate combinations of hits to reach 100 and what range those combination works up to. Also reverse damage ranges are possible. Conclusion: Seperate damage drop calculations/seperate function generators for damge as a function of range. Though can inherit this virtual function Probably act like an abstract Class helps with converting hits to kill string to numbers and vice versa class «enumeration» Hit (from Phantom Forces damage calculator app) BASE TORSO HEAD





UMLStandardProfile::Robustness Stereotypes

