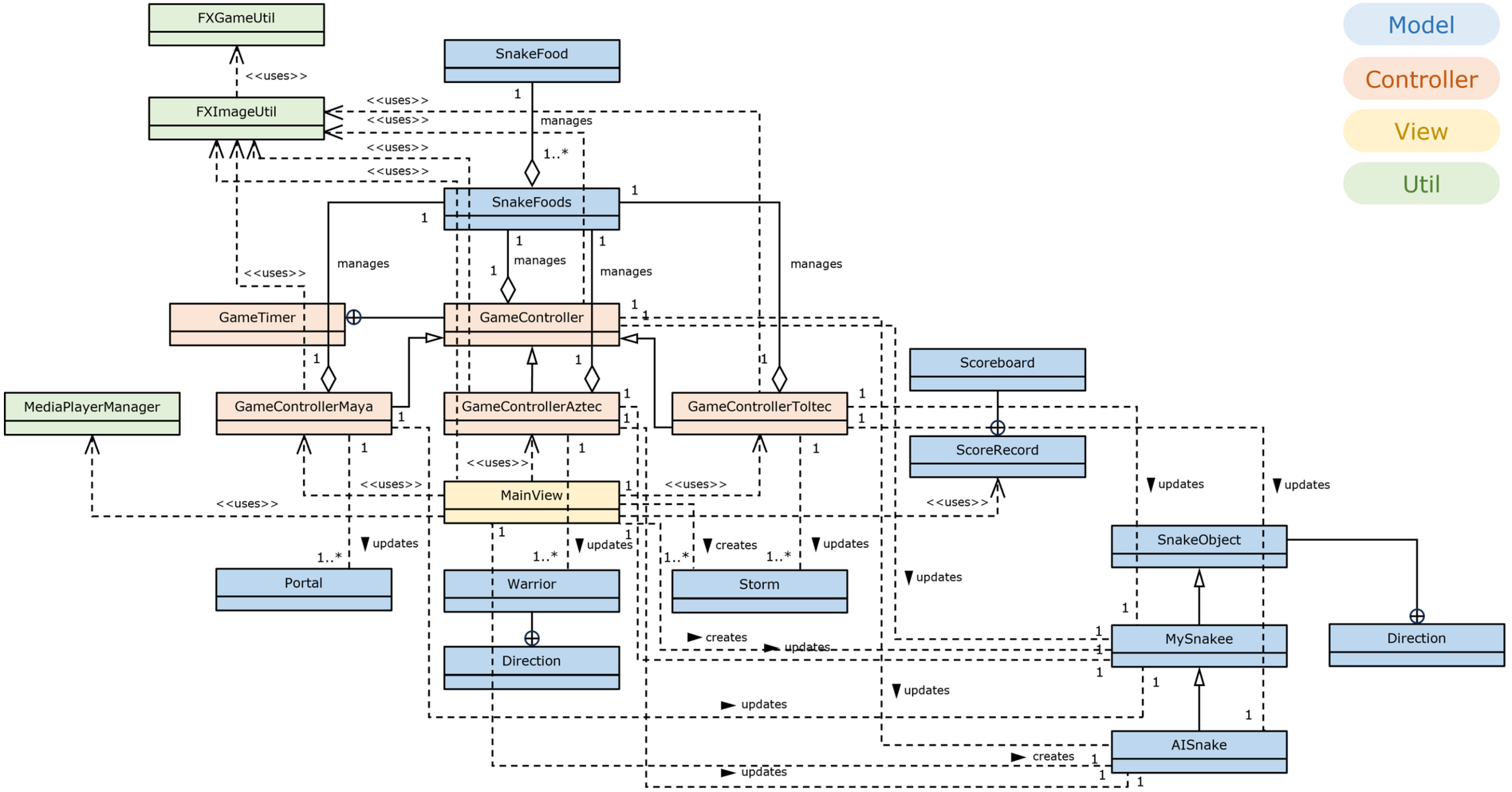
Class Diagram

Project: Snakee Maya
Author: He SUN
Username: scyhs4
ID: 20411847



State Machine Diagram

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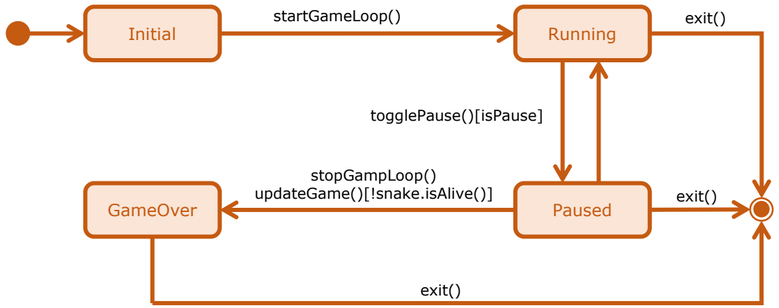
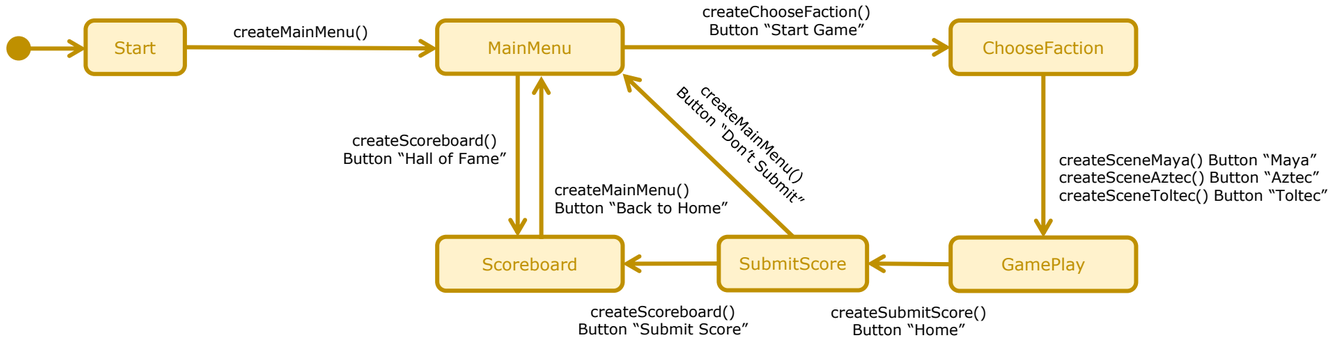
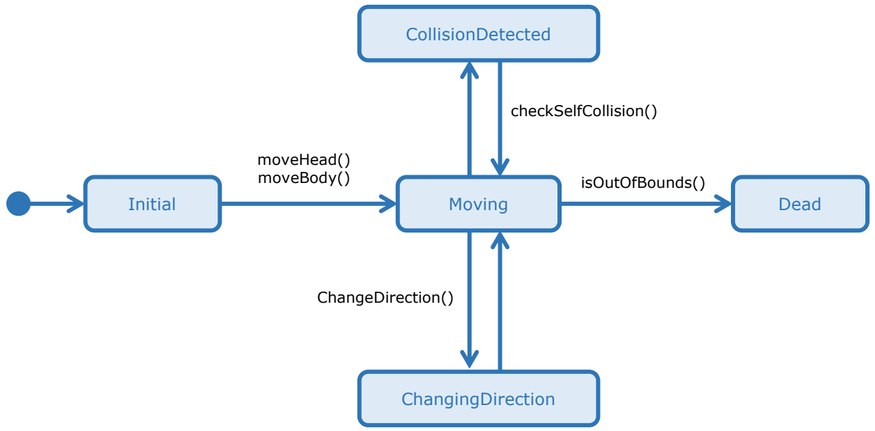


GameController



MainView



MySnakee

This is my state machine diagram for 3 of the model, view and a controller classes. Creating a state machine diagram for Snakee Maya, is beneficial because it:

- ✓ **Visualizes Complex States:** It clearly shows various game states (like pause, play, game over) and transitions between them, making complex state management easier to understand.
- ✓ **Highlights Event-Driven Transitions:** It illustrates how user actions or system events lead to changes in the game state, which is essential for interactive applications.
- ✓ **Facilitates Communication:** The diagram aids in explaining the game's logic to team members who may not be familiar with coding, enhancing team collaboration and understanding.
- ✓ **Aids in Maintenance and Scalability:** By mapping out states and transitions, the diagram helps in identifying where new features can be added with minimal impact on existing functionality.