UML

Game

+ Game()
+ ~Game()
+ void keypress (Event, window)
+ Bool init()
+ void update (window)
+ void update mainmenu (window)
+ void update game (window)
+ void update game over (window)
+ void loading screen (window)
+ void collision check ()
+ void set player tag (tag)
+ int get player tag ()
+ int get game state ()
+ void set player1 x pos ()
+ int get player1 x pos (posx, posy)
+ int get player1 y pos ()
+ int get player2 pos x ()
+ void set player2 pos y ()
+ int get player2 pos (posx, posy)
+ int get line1 length ()
+ int get line2 length ()
+ int line1 x ()
+ int line1 y ()
+ int line 2 x ()
+ int line 2 y ()
+ void set line 2 pos (posx, posy)
+ void set line1 pos (posx, posy)

− double start time
− double current time
− double start time2
− double current time2
− RectangleShape rectangle1
− RectangleShape rectangle2
− Vector<Line> LineVector
− vector<Line> LineVector2
− RectangleShape play
− RectangleShape quit
− Font font
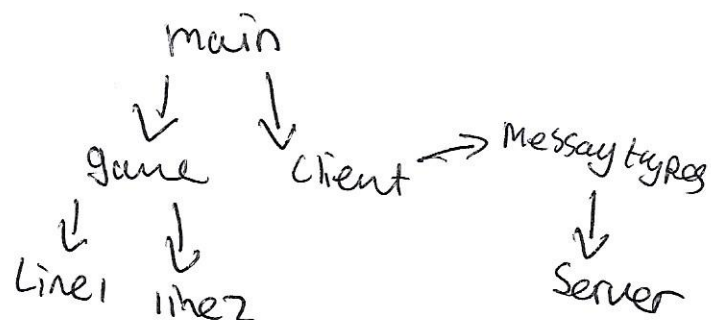− Text waiting
− Text text
− Text gameover
− Text menu quit

GameState

enum mainmenu
enum Game
enum GameOver
enum Connecting

main → game
main → client → Message types
game → Line1
game → line2
client → Server

− Text return mainmenu
− Text Player1
Text Player2
String last key pressed
String last key pressed2
String winner
int number stored line
int number stored line2
int PlayerTag
bool first run