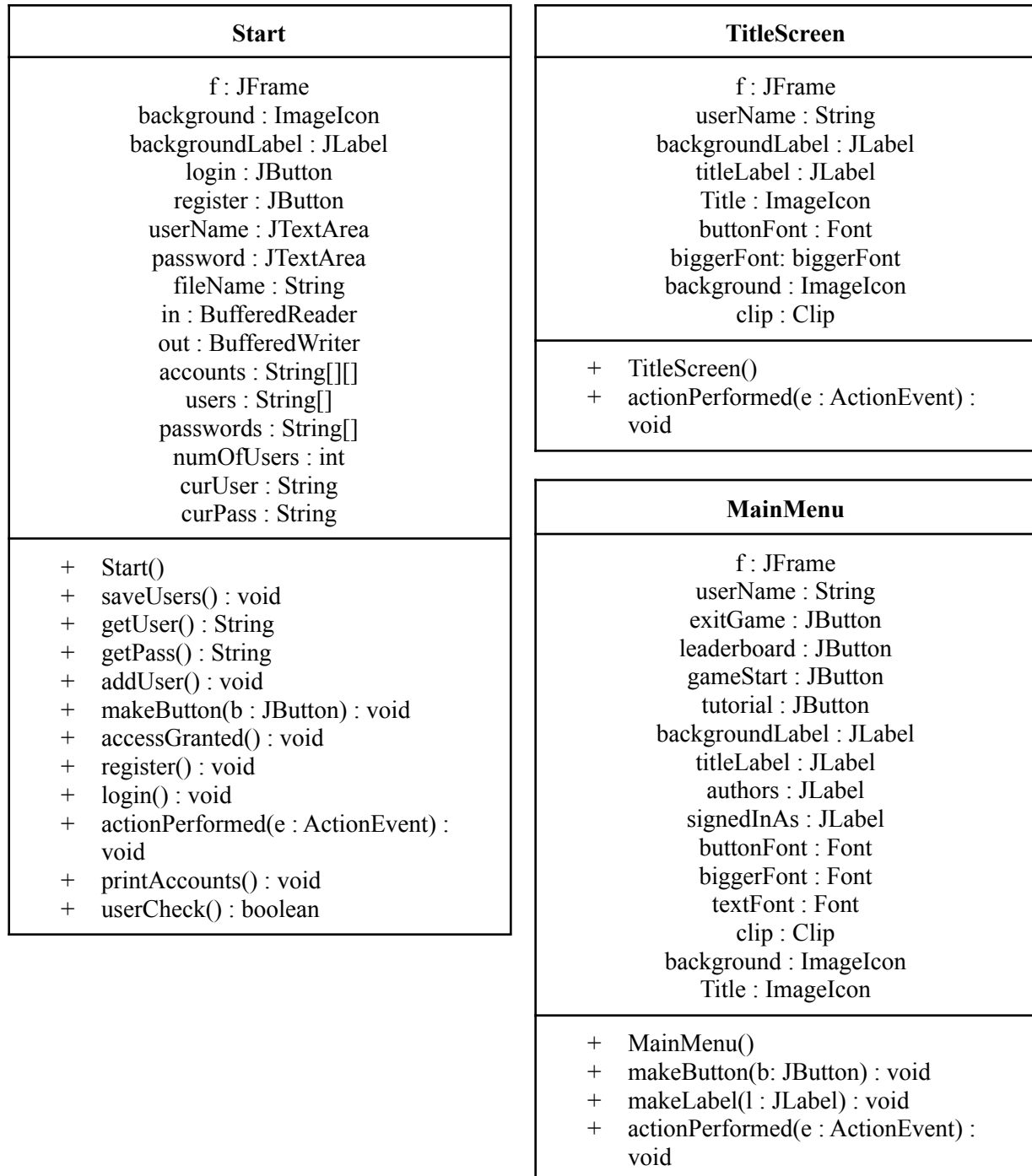


Our Lost Friend

UML Diagrams



Project Functionalities

Start/Login Page:

- The user is presented with two text areas, one for their username and one for their password
- If they do not have an account then they are able to register for a new account
- If they do they are sent to the main menu
- Account information will be stored in a text file named “accounts.txt”
- User will input this information for the first time when signing up
- User will re-enter this information when logging in to the game

Main menu:

- User is shown four buttons on a main menu where they will choose to either
 - View the leaderboard
 - Exit the game
 - See the instructions on how to play the game
 - Start the game
- In the top right corner, there will be a notification stating the account that the current instance is logged into.

Leaderboard (Not yet implemented)

- High scores of each account will be stored on a text file named “scores.txt”
- High scores will be displayed on screen when the player goes to view the leaderboard in game

Game Exit:

- Exits the game

Tutorial Game: (Not yet implemented)

- Gives backstory for the game
- Tells the user the objectives that they must achieve to complete a level
- Also tells the player how to gain more points
- Also includes details of the different mechanics of each level
- The goal of the game is to survive and find your lost friend
- To survive the user is to progress through each level while avoiding both monsters and obstacles
- The user will gain points just by surviving (1 point per second alive)
- The user will gain additional points for each monster they kill (5 points per kill)

Game Play: (Not yet implemented)

- After the player presses play the user will be immediately taken into the first level
- In the levels of this game, the player must progress by moving to the right and avoiding being hit by enemies.
- To kill enemies the player must jump on top of an enemy
- The player will complete the level when he or she reaches the end and the screen is no longer moving to the right
- After the first level is completed the player will be taken to the next level
- The players score will saved on the last level and will be saved on the leaderboard under the player's account name
- If the player dies in the game they have the option to either go to the main menu or restart the level

Flow Chart

