# Documentation

## Abstract

* Objective of this project: to programm a game of dodgeball
* Two teams
  + Enemy team consisting completely of AI, the other of one player and rest AI
* One ball thrown at the enemy team, that rebounds on the walls
* Rules:
  + The ball can be caught
  + If not caught and the ball hits a player, the player ‘dies’
  + The game continues, until one team has no more players

## Class Structure

Follow the classic package structure

|  |  |
| --- | --- |
| Package Model   * Model.App * Model.Game * Model.Player   + Model.HumanPlayer   + Model.AIPlayer * Model.Projectile | Package Util   * Util.Constant |
| Package Controller   * Controller.GameController * Controller.PlayerController   + Controller.HumanPlayerController   + Controller.AIPlayerController * Controller.ProjectileController | Package View   * View.PlayerView * View.ProjectileView * View.Sprite |

## Librairies utilisées