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1   Member

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2   Introduction

Our project is a game that use funny buttons to reach the goal unmber.

3   Design Viewpoints

3.1   Logical Viewpoint

3.1.1   Background Class

Background Class will show background.

Background
-int: height
-int: width
+Background()
+getHeight()
+getWidth()
+setHeight(int height)
+setWidth(int width)

3.1.2   Button Class

Button Class will allow users to click.

Button
-int: height
-int: width
+Button()
+getHeight()
+getWidth()
+setHeight(int height)
+setWidth(int width)

3.1.3   Main Menu Button Class

Main Menu Button Class will allow users to enter Level Menu From Main Menu.

Main Menu Button
+MainMenuButton()
+GoLevelMenu()

3.1.4   Main Menu Background Class

Main Menu Class will show users main menu.

Main Menu Background
-Menu Button: Start
+MainMenu()

3.1.5   Level List Button Class

Level List Button Class will offer users to enter chosen level.

Level List Button
-static int: total
-int: id
+LevelListButton()
+GoLevel()

3.1.6 Level Menu Background Class

Level Main Menu Class will show users levels.

Level Menu Background
-Level List Button[]: LevelListButtons
+LevelMenu()

3.1.7 Modify Button Class

Modify Button Class will change state in level.

Level List Button
String: description
+ModifyButton()

3.1.8 Level Background Class

Level Class will show level and allow user to play it.

Level
-int: id
-int: state
-int: goal
-int: move
-Modify Button[]: ModifyButtons
+LevelBackground()

3.2 Extend Viewpoint
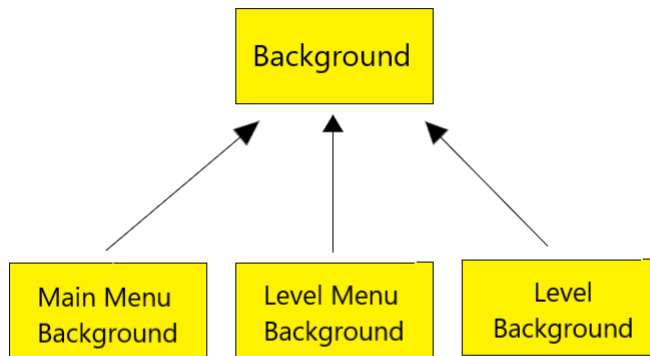
3.2.1 Background Extend
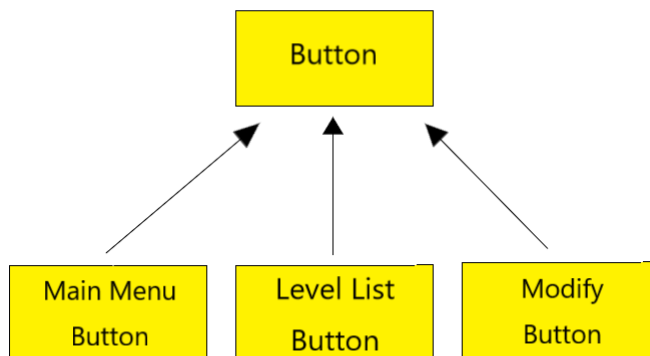
Figure 1: Background Extend

3.2.2 Button Extend

Figure 2: Button Extend