1 Preface

The latest version is in
`https://github.com/JavaFxFjuKaLiLi/Software-design-description`

Contents

2 Member

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3 Introduction

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

4 Design Viewpoints

4.1 Logical Viewpoint

4.1.1 Background Class

Background Class will show background.

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

4.1.2 Button Class

Button Class will allow users to click.

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

4.1.3 Main Menu Button Class

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

Main Menu Button
+MainMenuButton()
+GoLevelMenu()

4.1.4 Main Menu Background Class

Main Menu Class will show users main menu.

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

4.1.5 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()

4.1.6 Level Menu Background Class

Level Main Menu Class will show users levels.

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

4.1.7 Modify Button Class

Modify Button Class will change state in level.

Level List Button
String: description
+ModifyButton()

4.1.8 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()

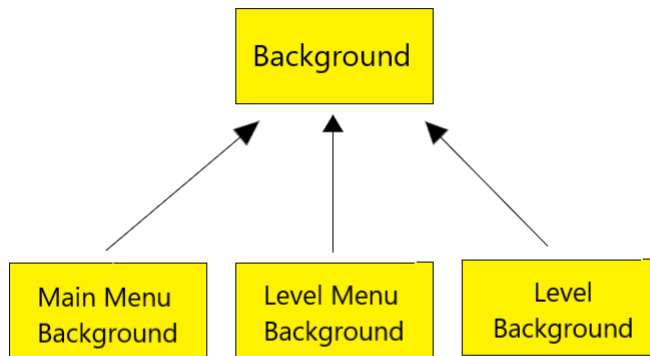## 4.2 Extend Viewpoint

4.2.1 Background Extend

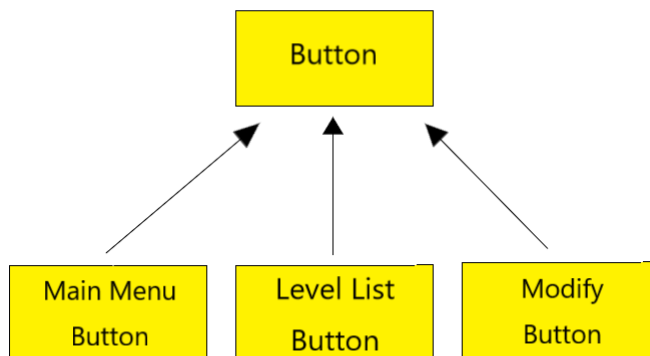Figure 1: Background Extend

4.2.2 Button Extend

Figure 2: Button Extend