**Catalogue**

**Use Case Diagram**

|  |  |  |  |
| --- | --- | --- | --- |
| **Use Case** | **Initiating Actor** | **Input** | **Result** |
| Command Engine | Player | report command | Engine reports its status, remaining coolant and if its cooling a room the rooms status and temperature. |
| refill command | Engine will refill coolant to max if it is stationed. Will do nothing if it is not. |
| recall command | Set engines status as stationed. |
| go to room command | Engine status switched to on-call, the room given is associated with the engine. |
| Clear Shell | Player | clear command | Shell is cleared of previous written lines. |
| Get Room Report | Player | room report command | Lists the amount of rooms in the different states derived from their temperature. |
| Get Room List | Player | room list command | Rooms are listed with their respective numbers, temperatures and states. |
| Quit | Player | quit command | Game ends and end screen is displayed with the room report. |
| Cool Room | Tick Delegate | coolant amount | Room cools by an amount relative the amount of coolant released. Coolant does not go beyond 0. |
| Add Rooms To Delegate | Motel | temperature of neighbouring rooms | If the temperature of a room exceeds 149 degrees the adjacent rooms heat up methods are added to the delegate. |
| Heat Up Room | Tick Delegate | heat room methods | All rooms added to the delegate are heated by the amount stated per tick. |
| Check Game End | Tick Delegate | room’s can heat up bools, delegate members | If the delegate is empty and none of the rooms can heat up the game ends. |

**Class Diagram**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Class** | **Operation** |  | **Attributes** |  | **Purpose** |
| Command | +IsUnknown() |  | +CommandWord |  |  |
| +SecondWord |  |
| + ThirdWord |  |
| +FourthWord |  |
| Command Word |  |  |  |  |  |
| Constants |  |  |  |  |  |
| Fire Engine |  |  |  |  |  |
| Game |  |  |  |  |  |
| Input Handler |  |  |  |  |  |
| Motel |  |  |  |  |  |
| Parser |  |  |  |  |  |
| Program |  |  |  |  |  |
| Room |  |  |  |  |  |