

Abschlussaufgabe: Konzept

Im Rahmen der Veranstaltung Entwicklung Interaktiver Anwendungen 2
an der Hochschule in Furtwangen

Soccer Game

In Zusammenarbeit mit Karen Josten und Rebecca Räschke

Julia Helena Käppeler

Matrikelnummer: 264560

Studiengang: MKB 4

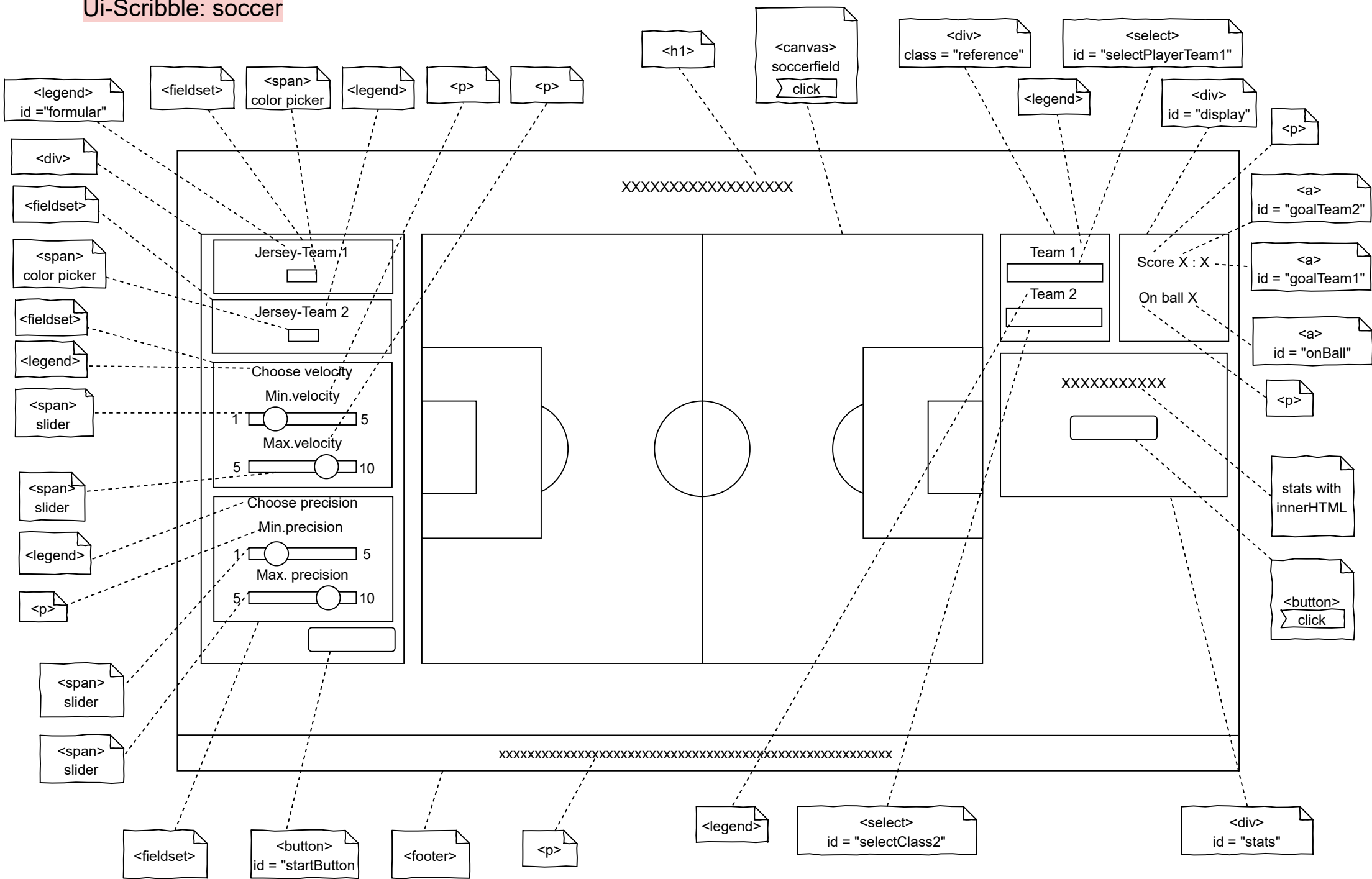
julia.helena.kaeppler@hs-furtwangen.de

Abgabe: 19.07.21

Use-Case-Diagram



Ui-Scribble: soccer



UI-Scribble: soccerfield

canvas: rect, fillStyle = "green"

linesman

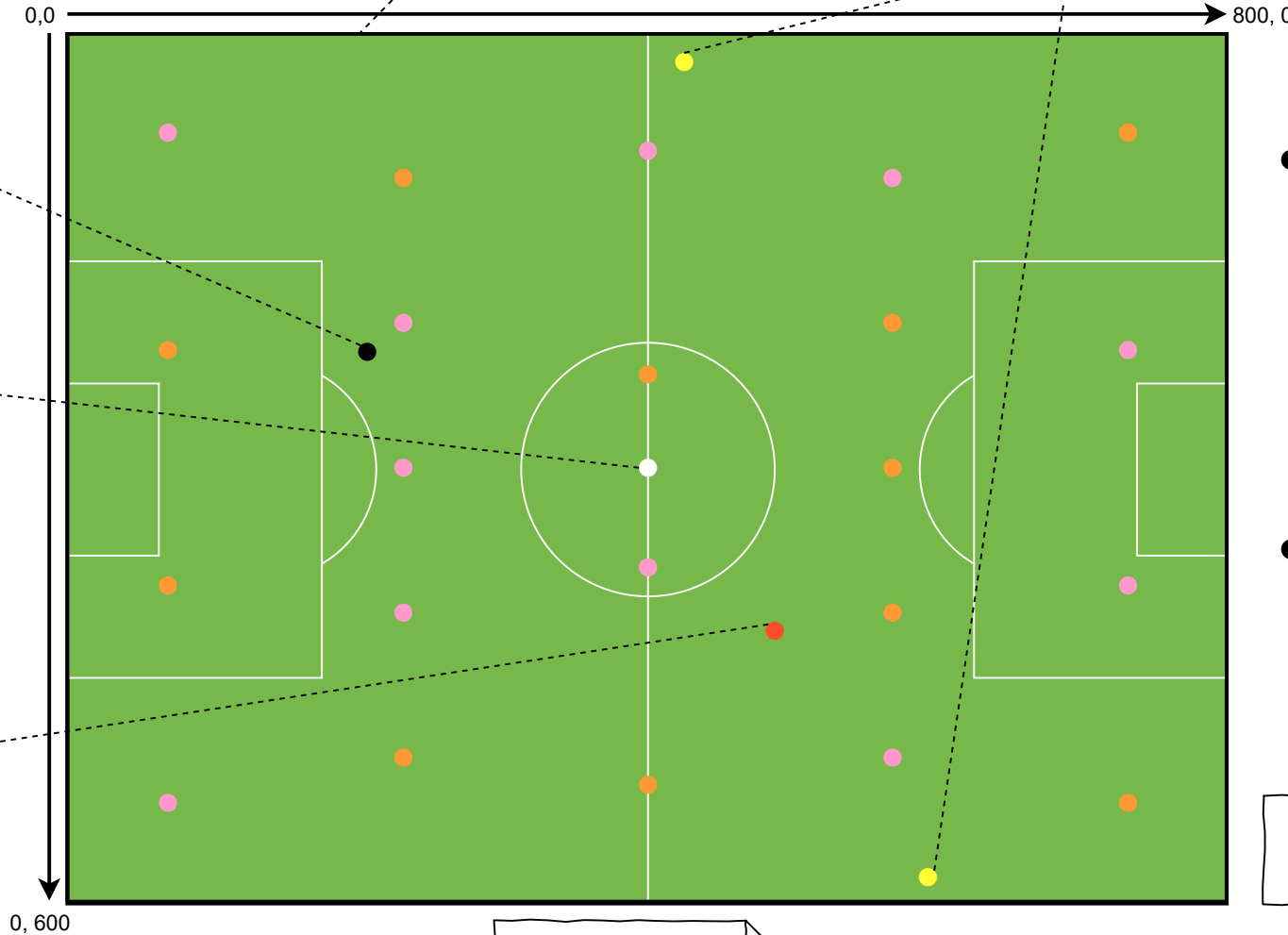
moveTo
(0, canvas.height/2-150)

lineTo
(0+150, canvas.height / 2 - 150)

ball

center
point

referee



penalty area left

lines
strokeStyle = "white"

lineTo
(0+150, canvas.height / 2 + 150)

lineTo
(0, canvas.height / 2 + 150)

moveTo
(0,
canvas.height / 2-50)

lineTo
(0,
canvas.height/ 2 + 50)

goal area left

lines
strokeStyle = "white"

lineTo
(0 + 50,
canvas.height / 2 - 50)

lineTo
(canvas.width - 50,
canvas.height / 2 - 50)

lineTo
(0+50,
canvas.height/2+50)

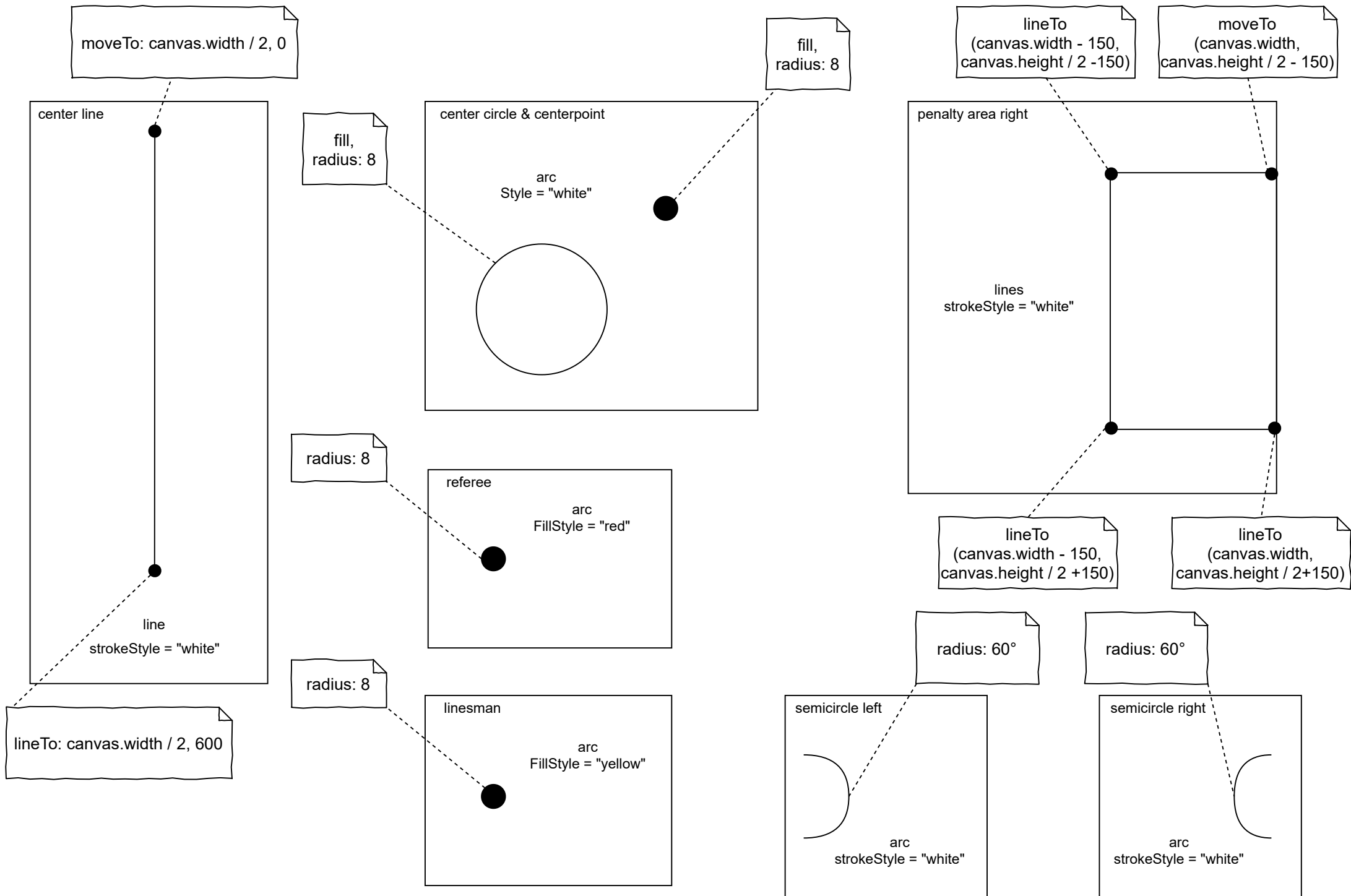
goal area right

lines
strokeStyle = "white"

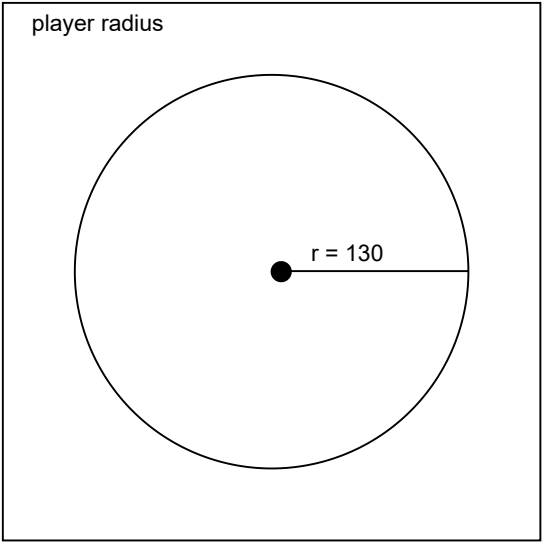
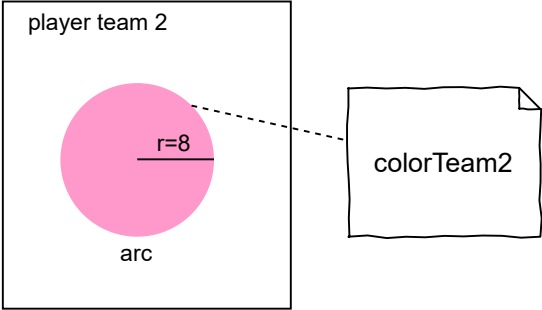
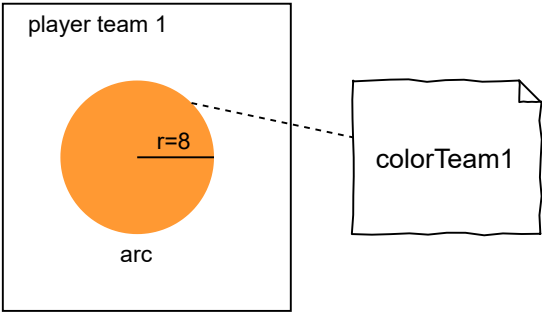
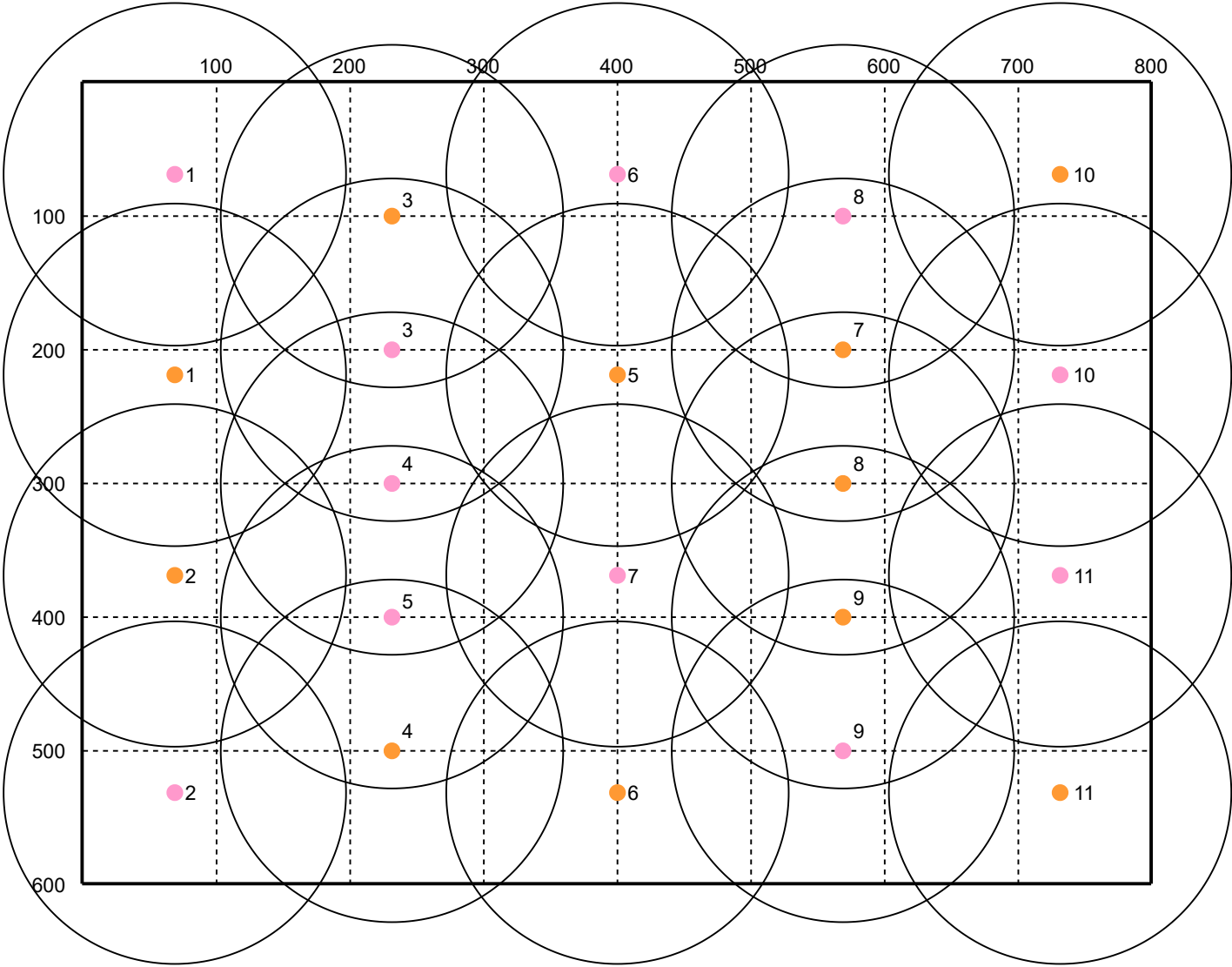
moveTo (canvas.width,
canvas.height / 2 - 50)

lineTo
(canvas.width,
canvas.height / 2+50)

lineTo
(canvas.width-50,
canvas.height / 2+50)



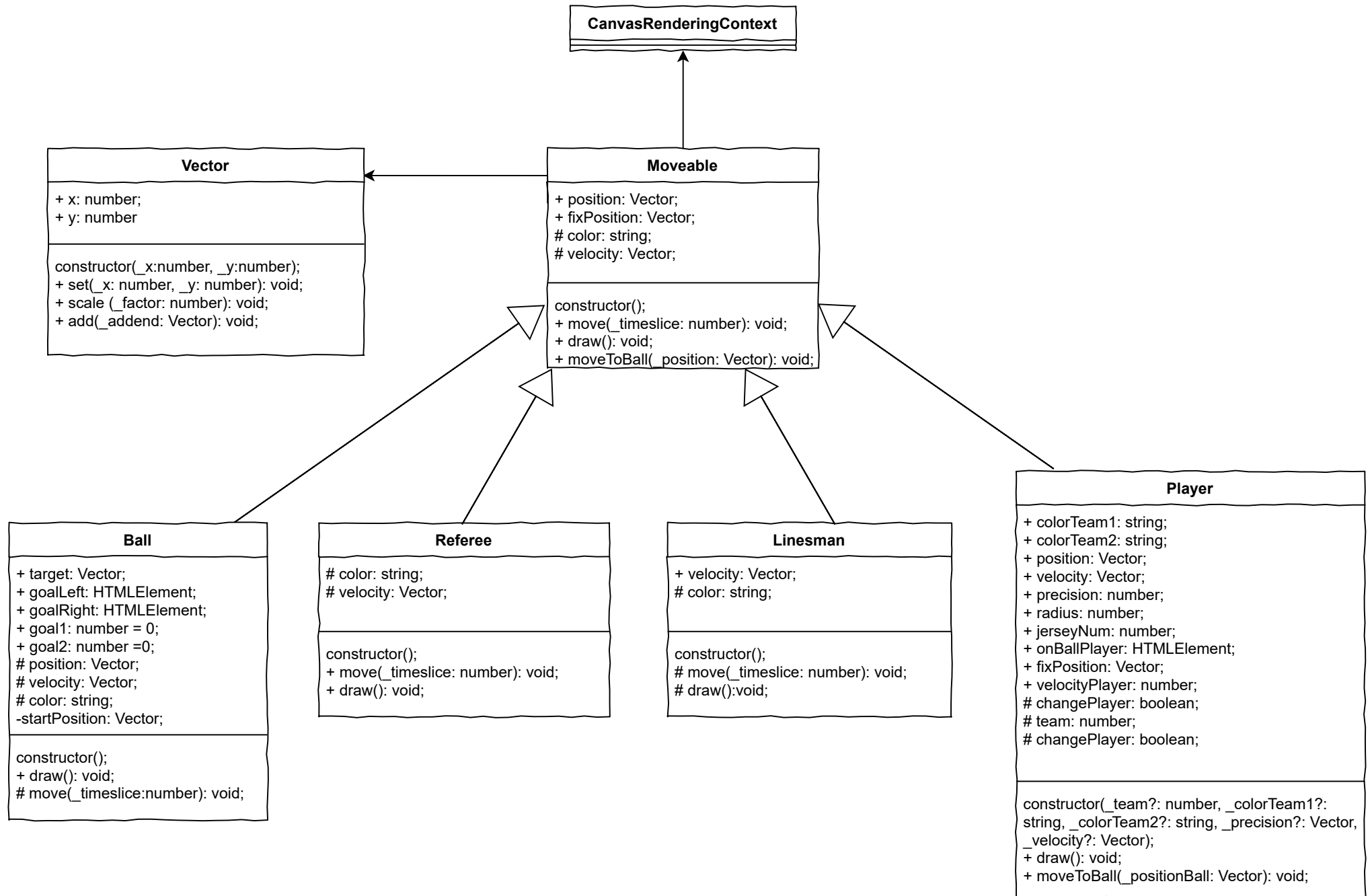
UI-Scribble: player position



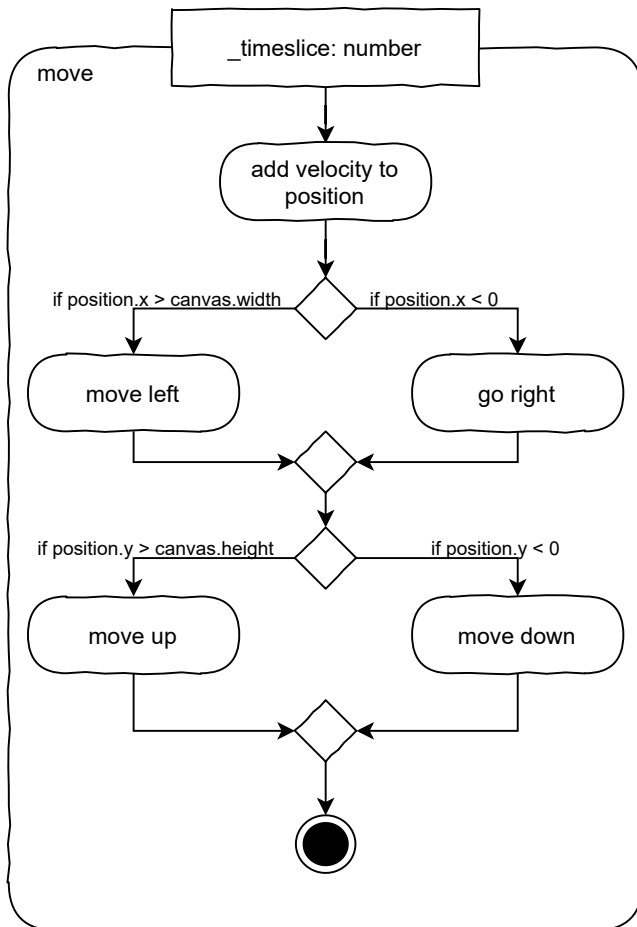
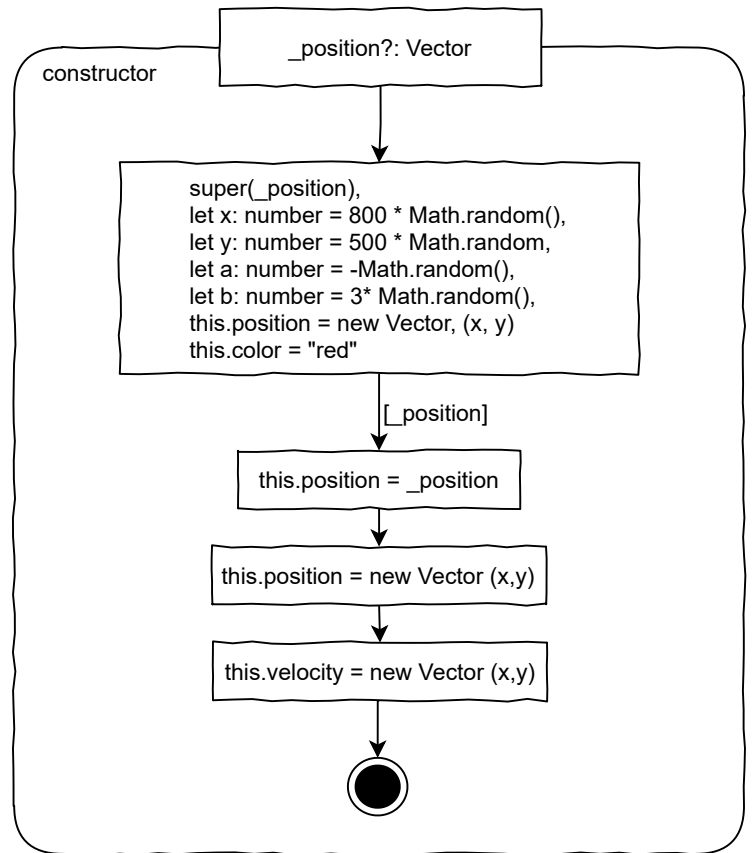
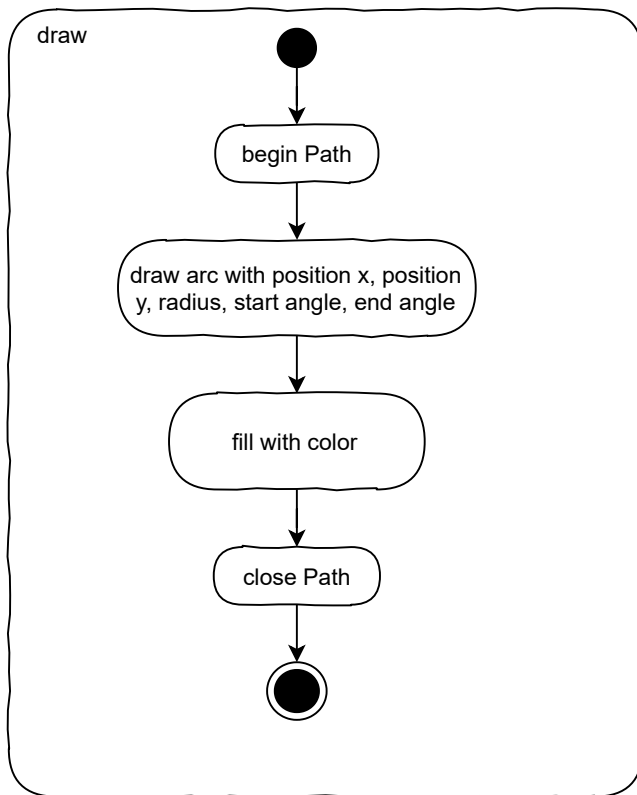
Team 1											
player	1	2	3	4	5	6	7	8	9	10	11
x	60	60	240	240	400	400	560	560	560	740	740
y	230	380	100	500	230	530	200	300	400	80	530

Team 2											
player	1	2	3	4	5	6	7	8	9	10	11
x	60	60	240	240	240	400	400	560	560	740	740
y	80	530	200	300	400	80	380	100	500	230	380

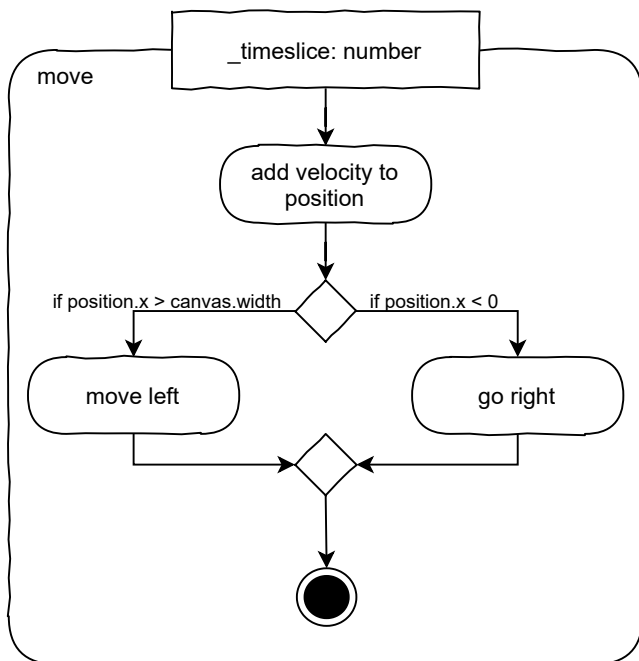
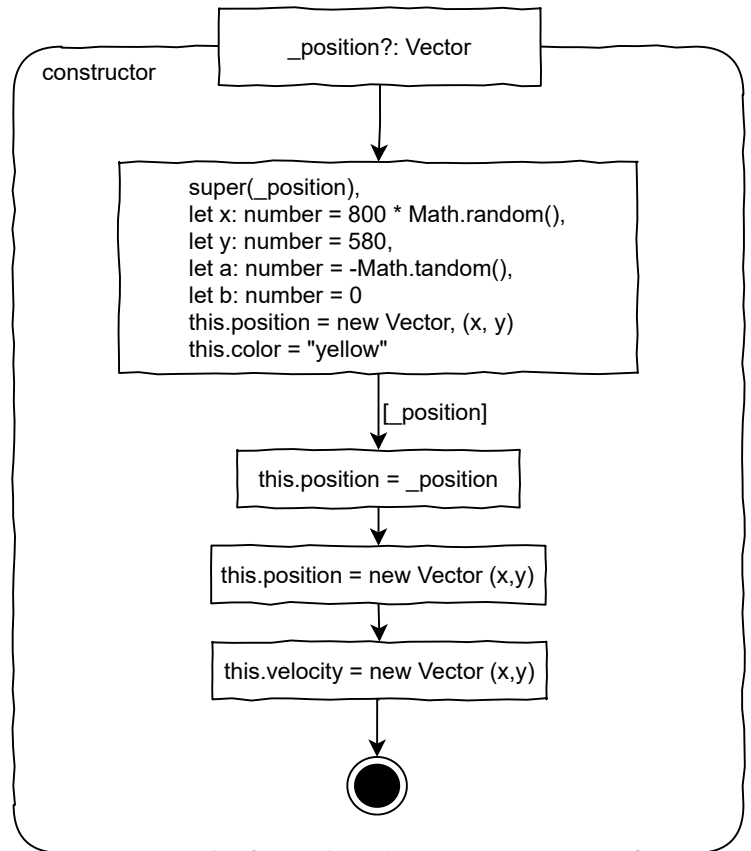
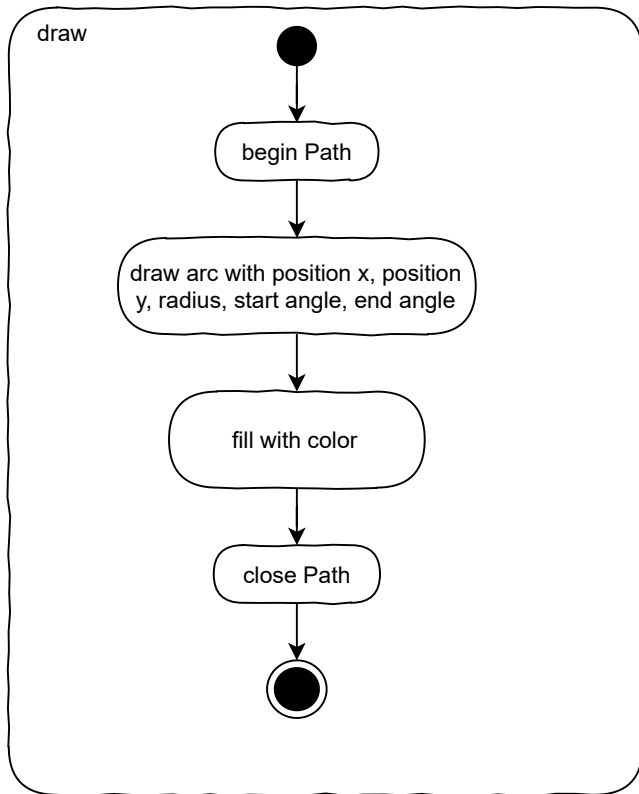
Class-Diagram



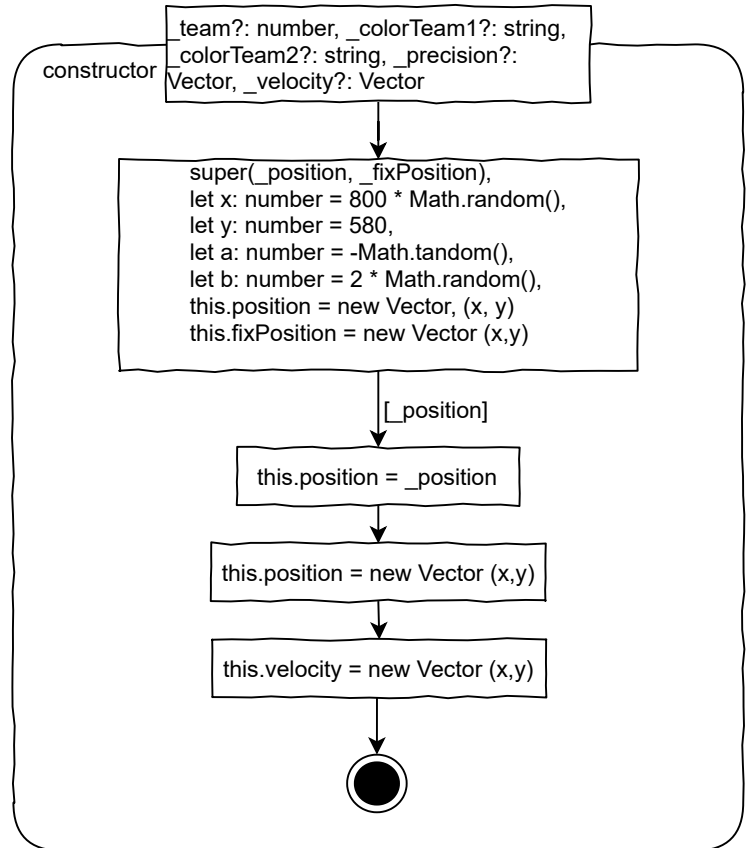
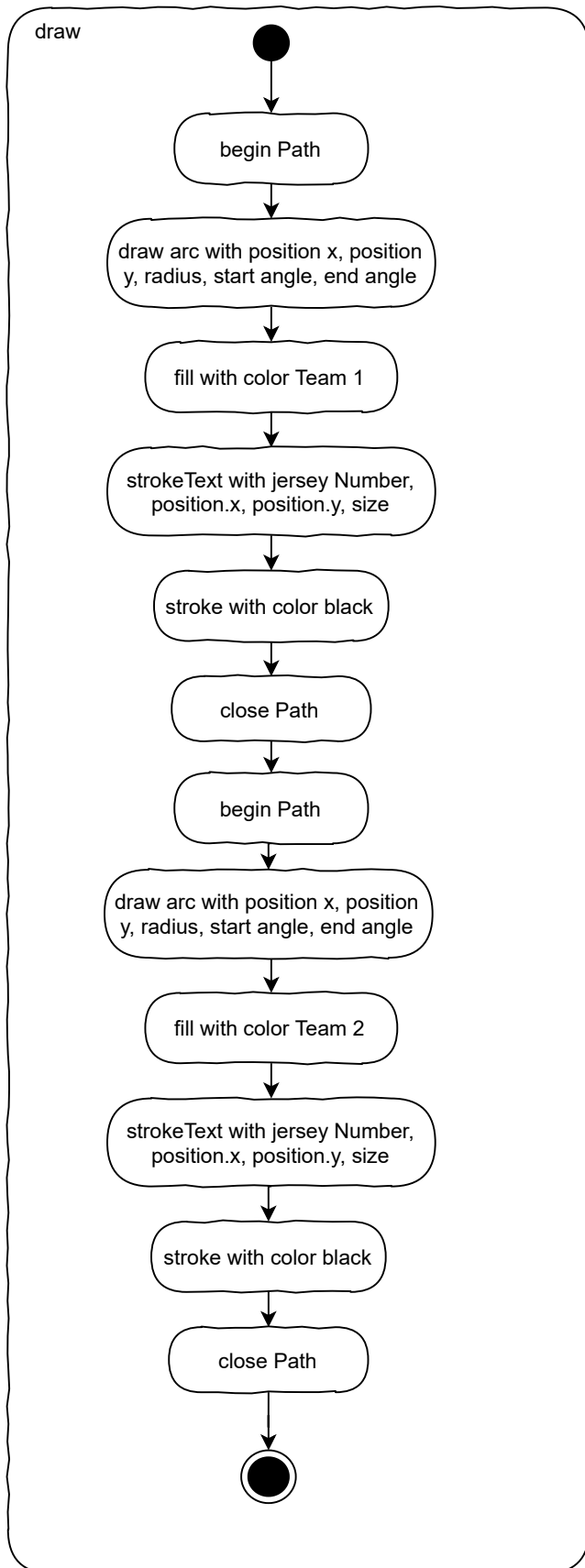
Activity Diagram: Referee

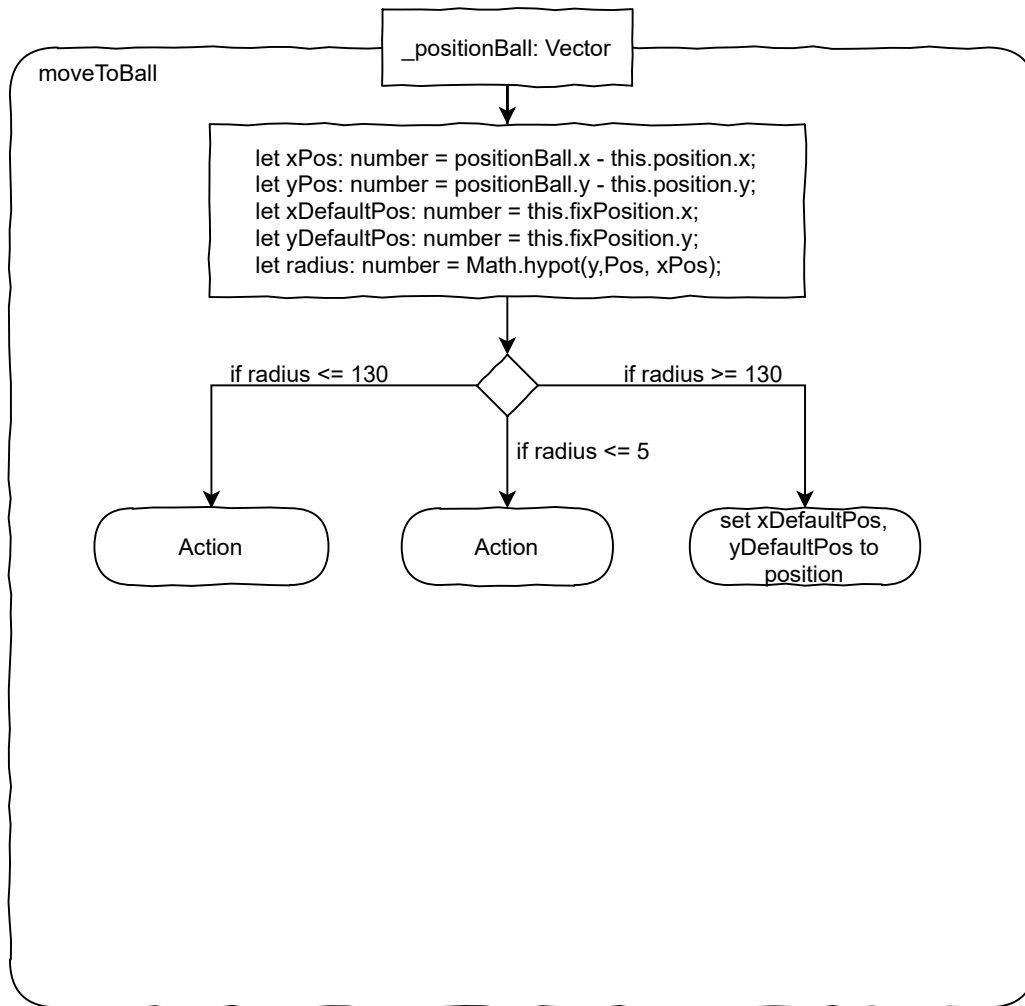


Activity Diagram: Linesman

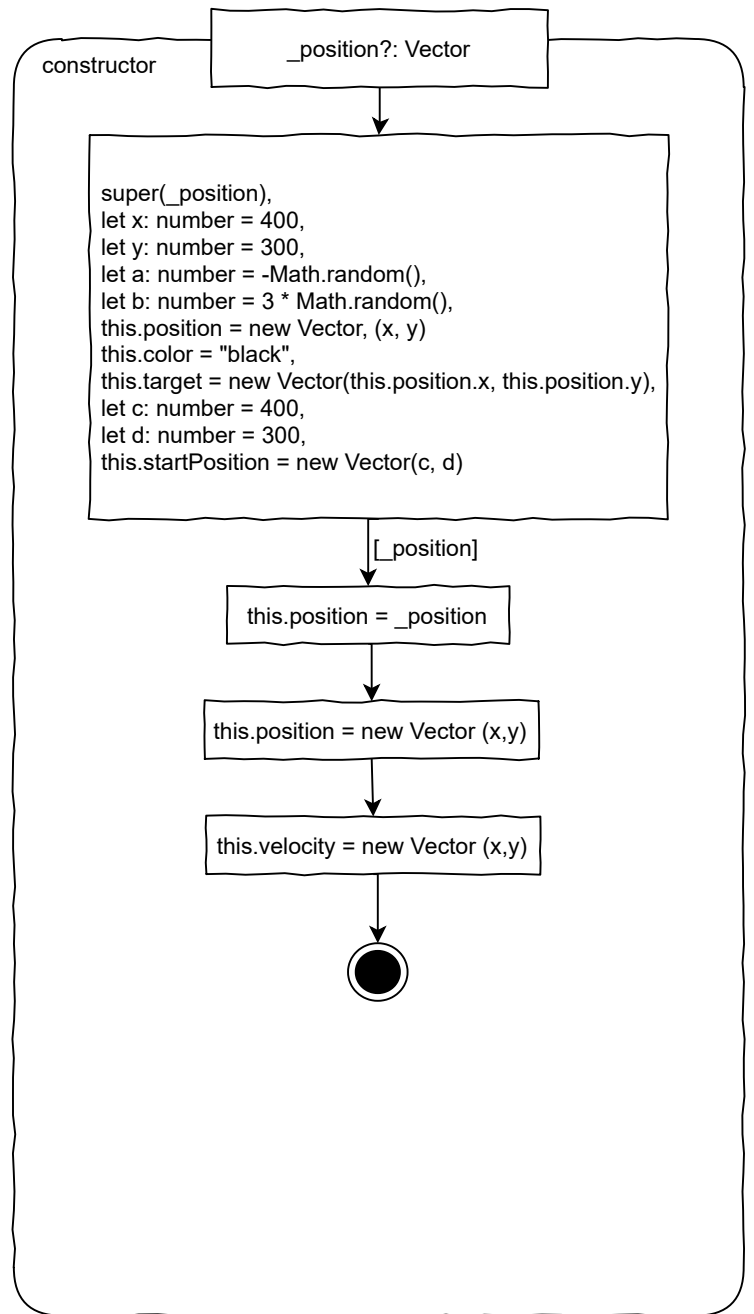
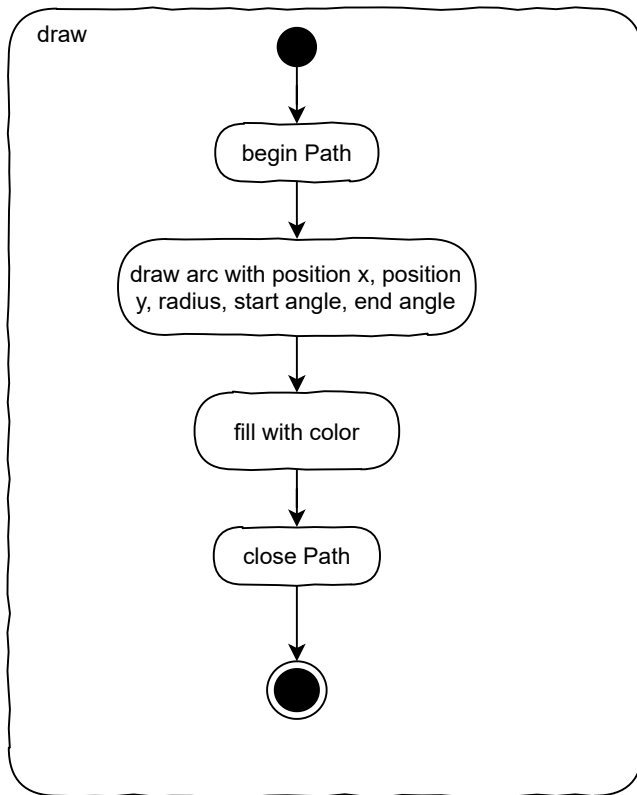


Activity Diagram: Player





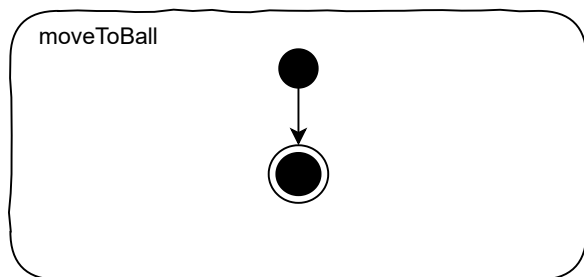
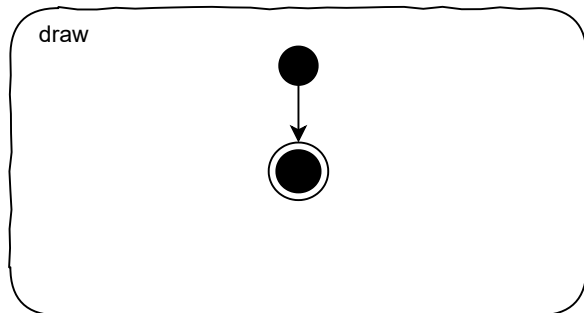
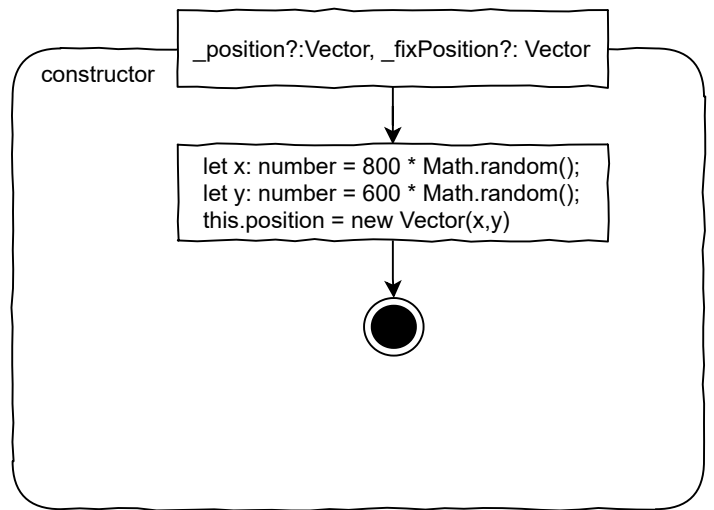
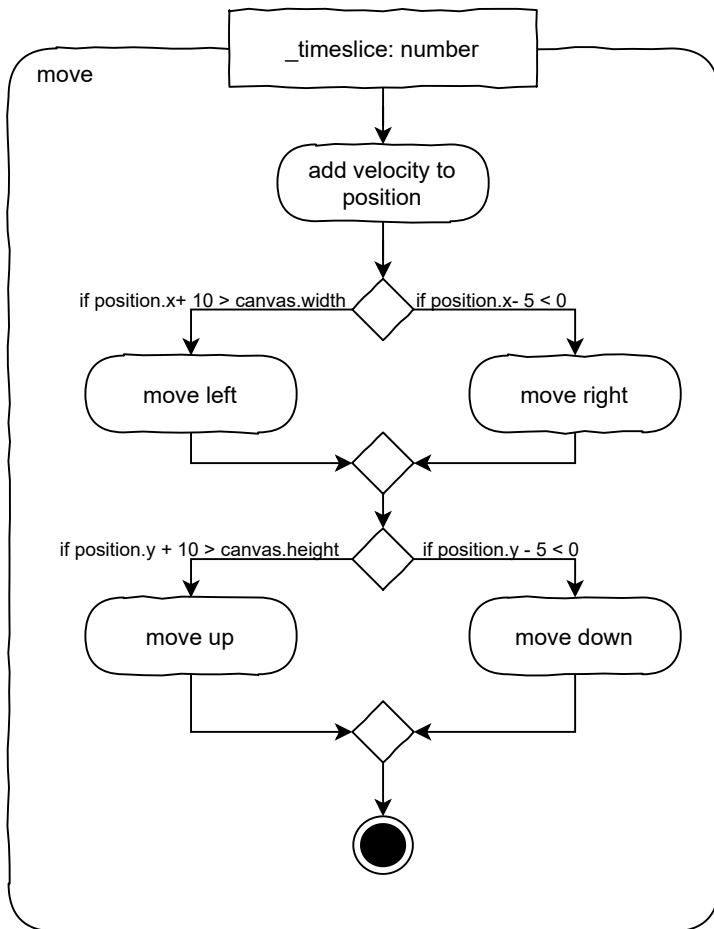
Activity Diagram: Ball



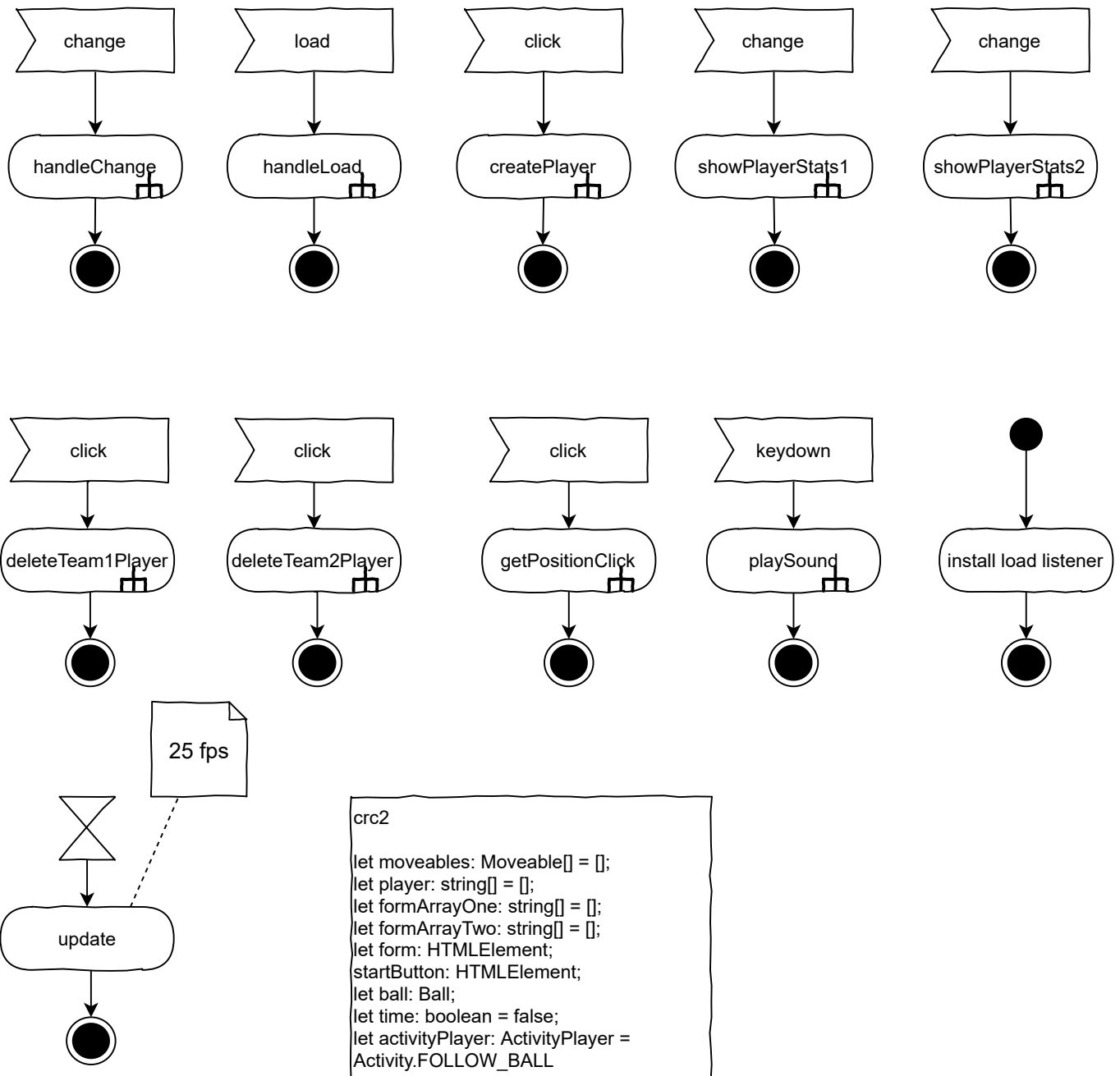
move



Activity Diagram: Moveable



Activity Diagram: main



crc2

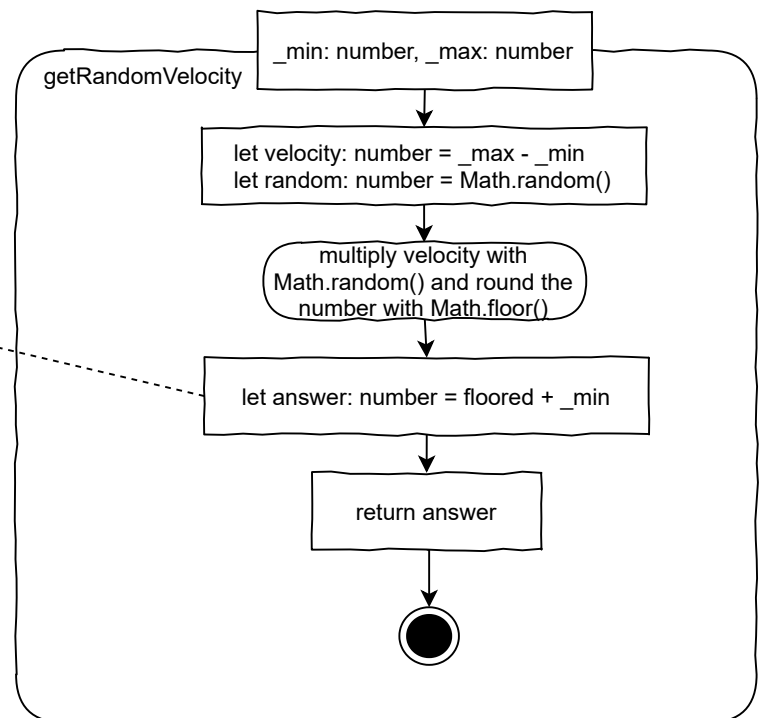
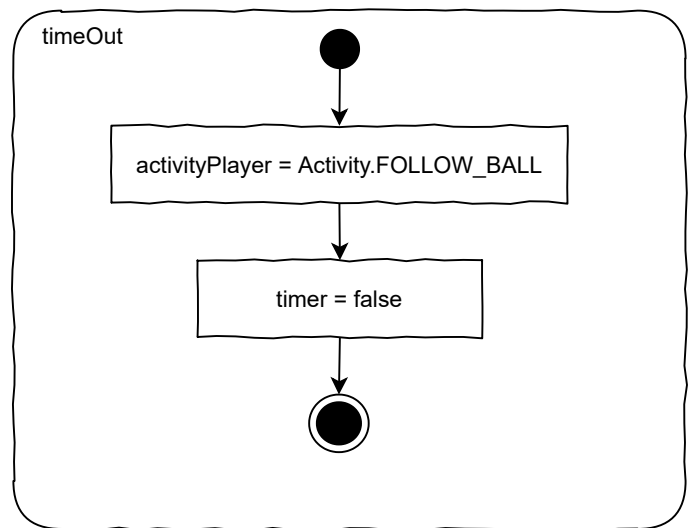
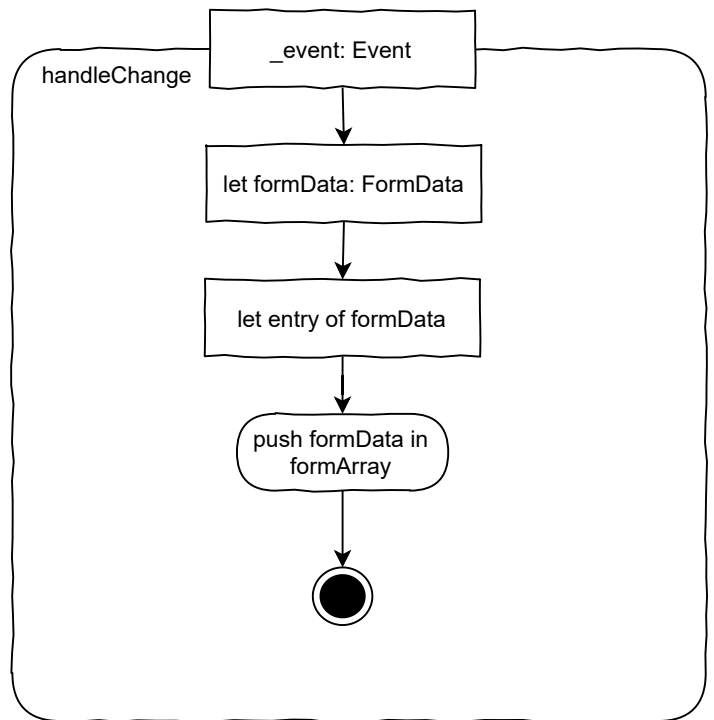
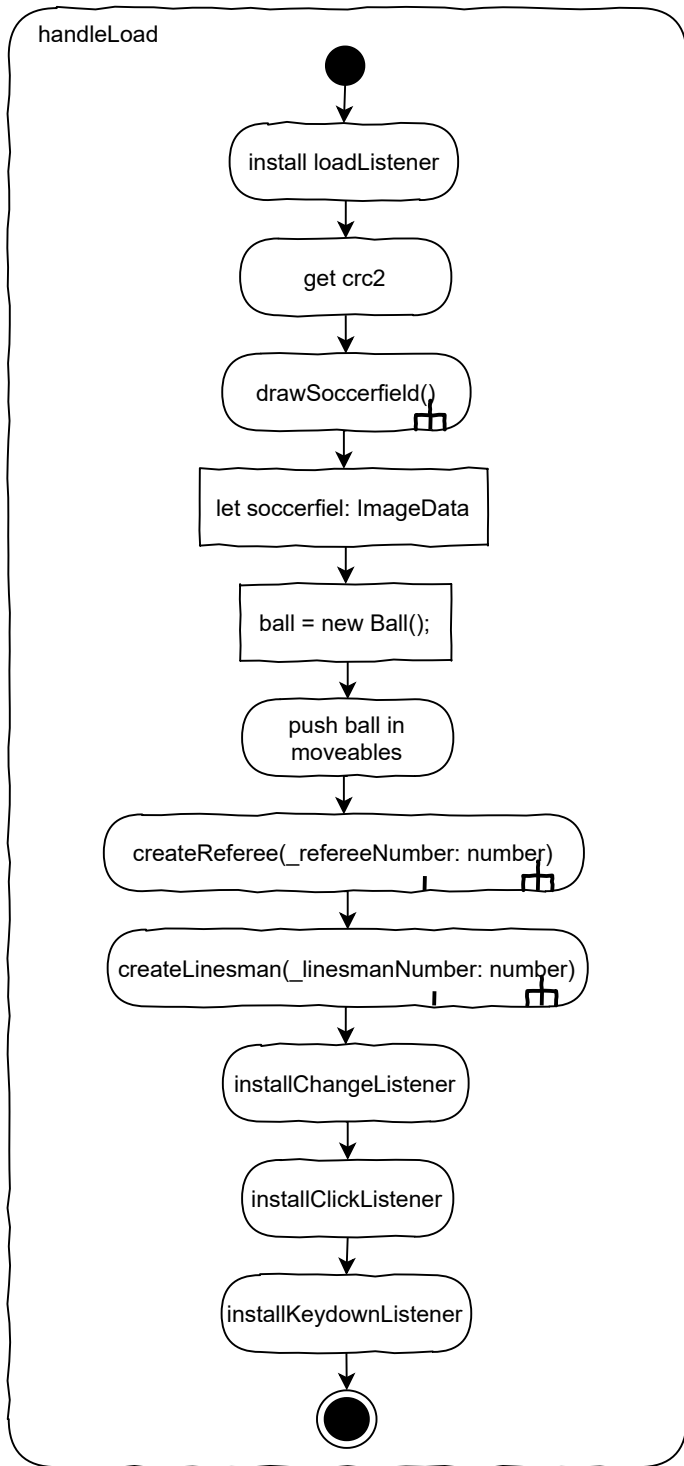
```

let moveables: Moveable[] = [];
let player: string[] = [];
let formArrayOne: string[] = [];
let formArrayTwo: string[] = [];
let form: HTMLElement;
startButton: HTMLElement;
let ball: Ball;
let time: boolean = false;
let activityPlayer: ActivityPlayer =
Activity.FOLLOW_BALL

```

<<enumeration>>
Activity

FOLLOW_BALL,
FLY_BALL,
BREAK_GAME



random velocity

