under Us

A Sea Exploration Adventure
(The Hunt for the Lost Sea Cucumber)

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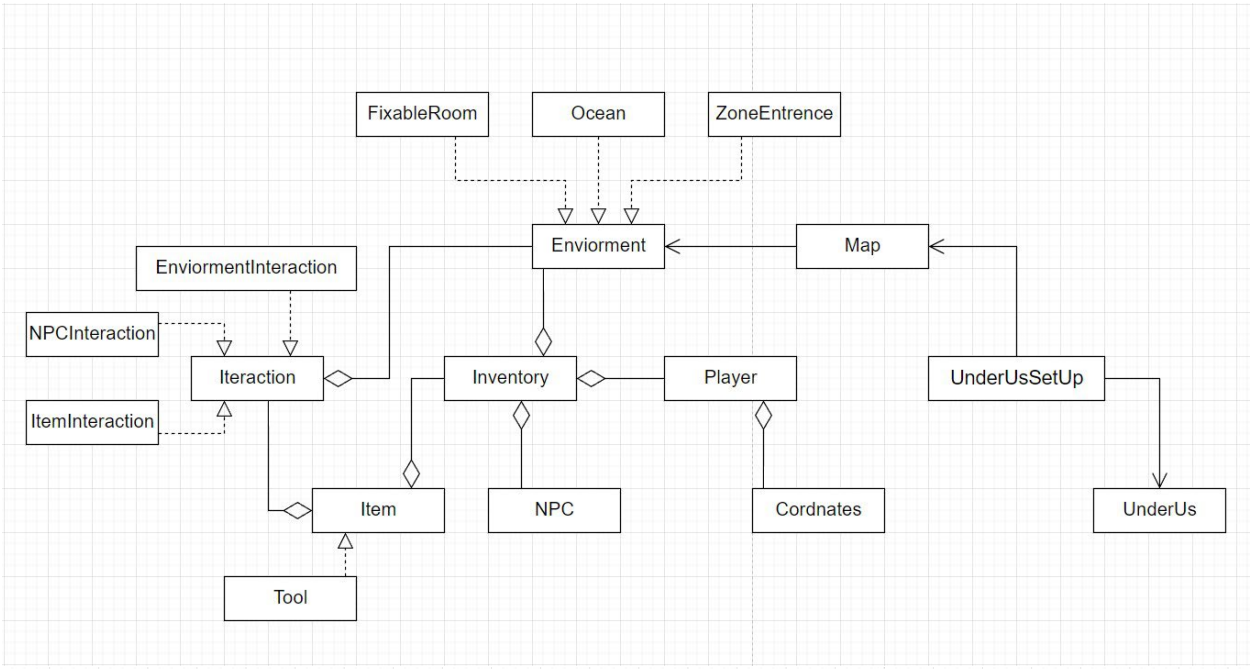
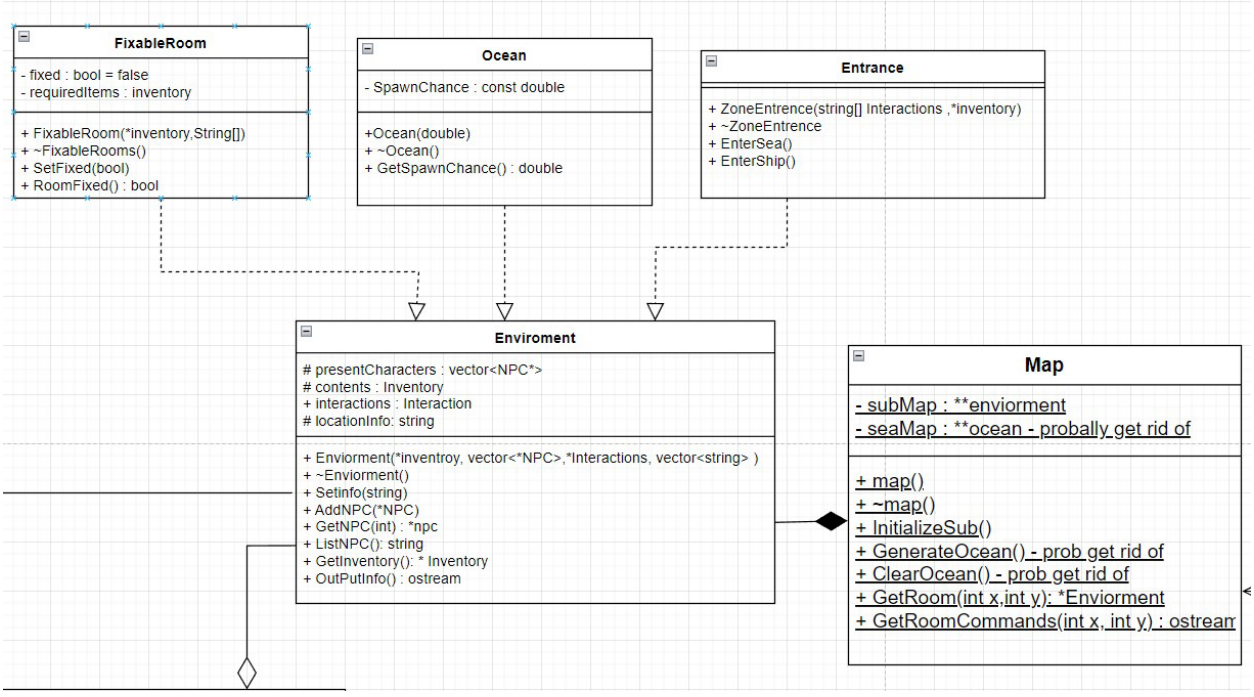
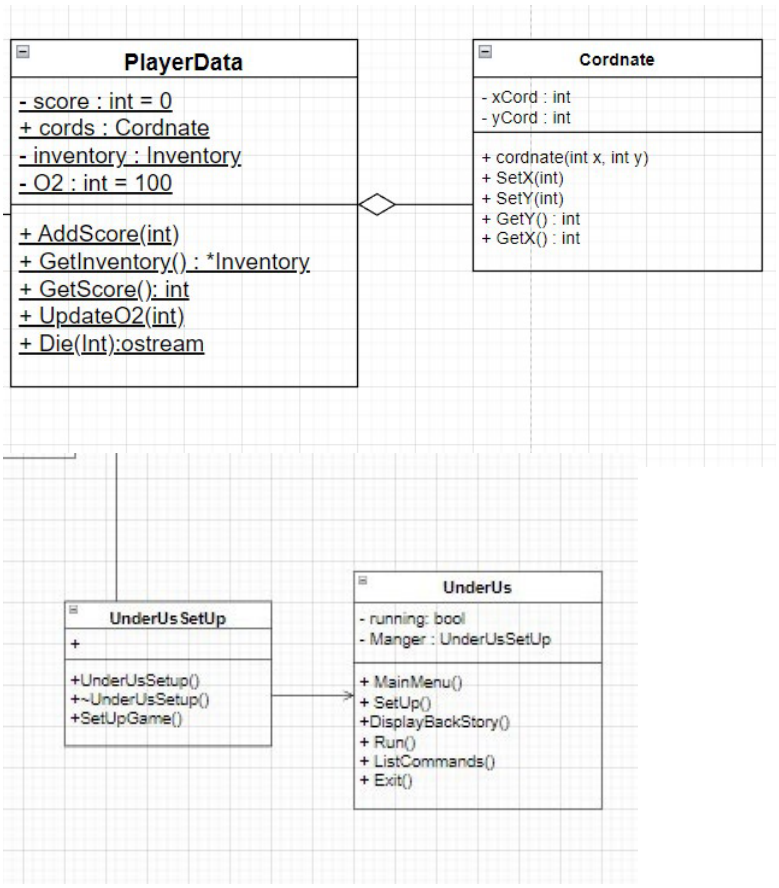
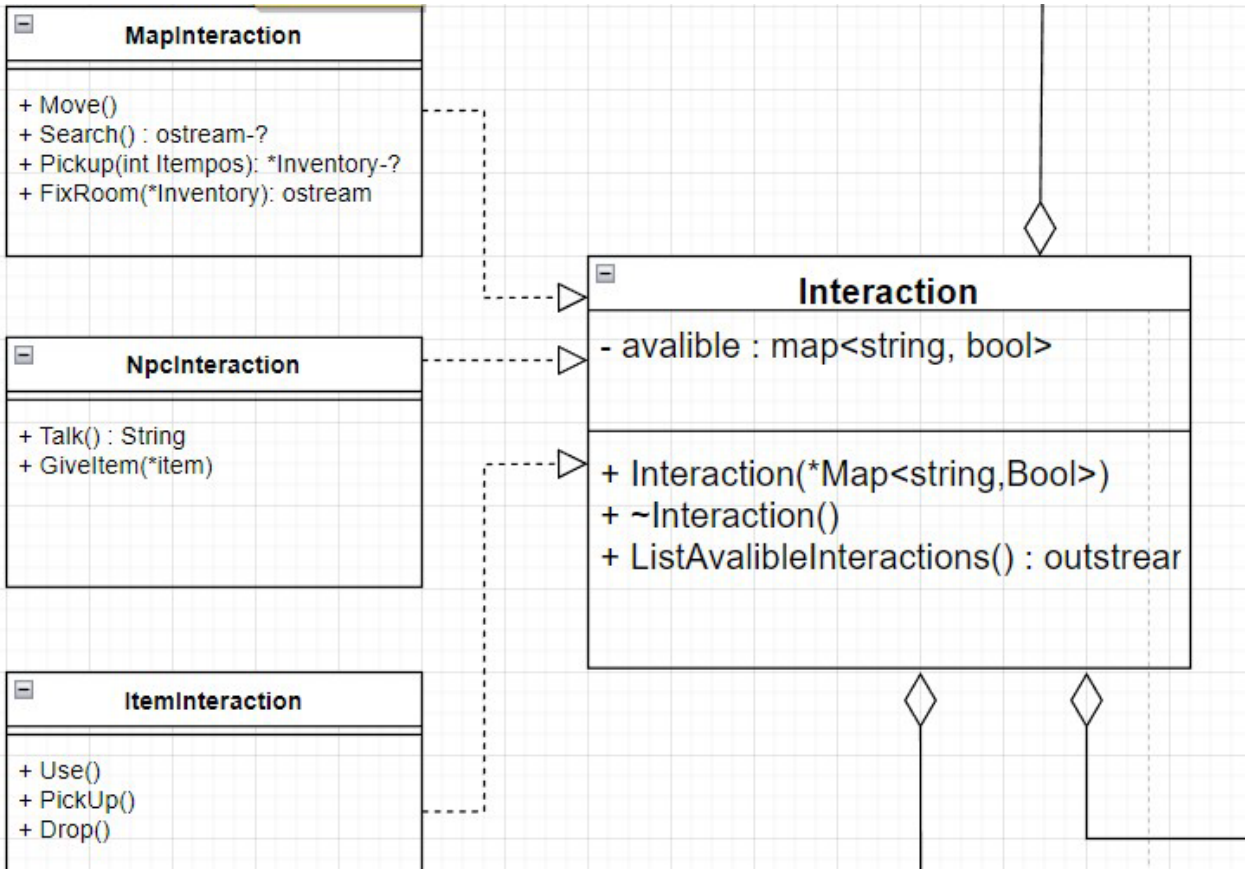
SOFTWARE DESIGN

DESIGN – CLASS DIAGRAMS






PlayerData
- score : int = 0
+ cords : Cordnate
- inventory : Inventory
- O2 : int = 100
+ AddScore(int)
+ GetInventory() : *Inventory
+ GetScore(): int
+ UpdateO2(int)
+ Die(Int):ostream
Cordnate
- xCord : int
- yCord : int
+ cordnate(int x, int y)
+ SetX(int)
+ SetY(int)
+ GetY() : int
+ GetX() : int
UnderUsSetUp
+
+UnderUsSetup()
+~UnderUsSetup()
+SetUpGame()
UnderUs
- running: bool
- Manger : UnderUsSetUp
+ MainMenu()
+ SetUp()
+DisplayBackStory()
+ Run()
+ ListCommands()
+ Exit()



DESIGN – SEQUENCE DIAGRAMS

CLASS DESCRIPTIONS