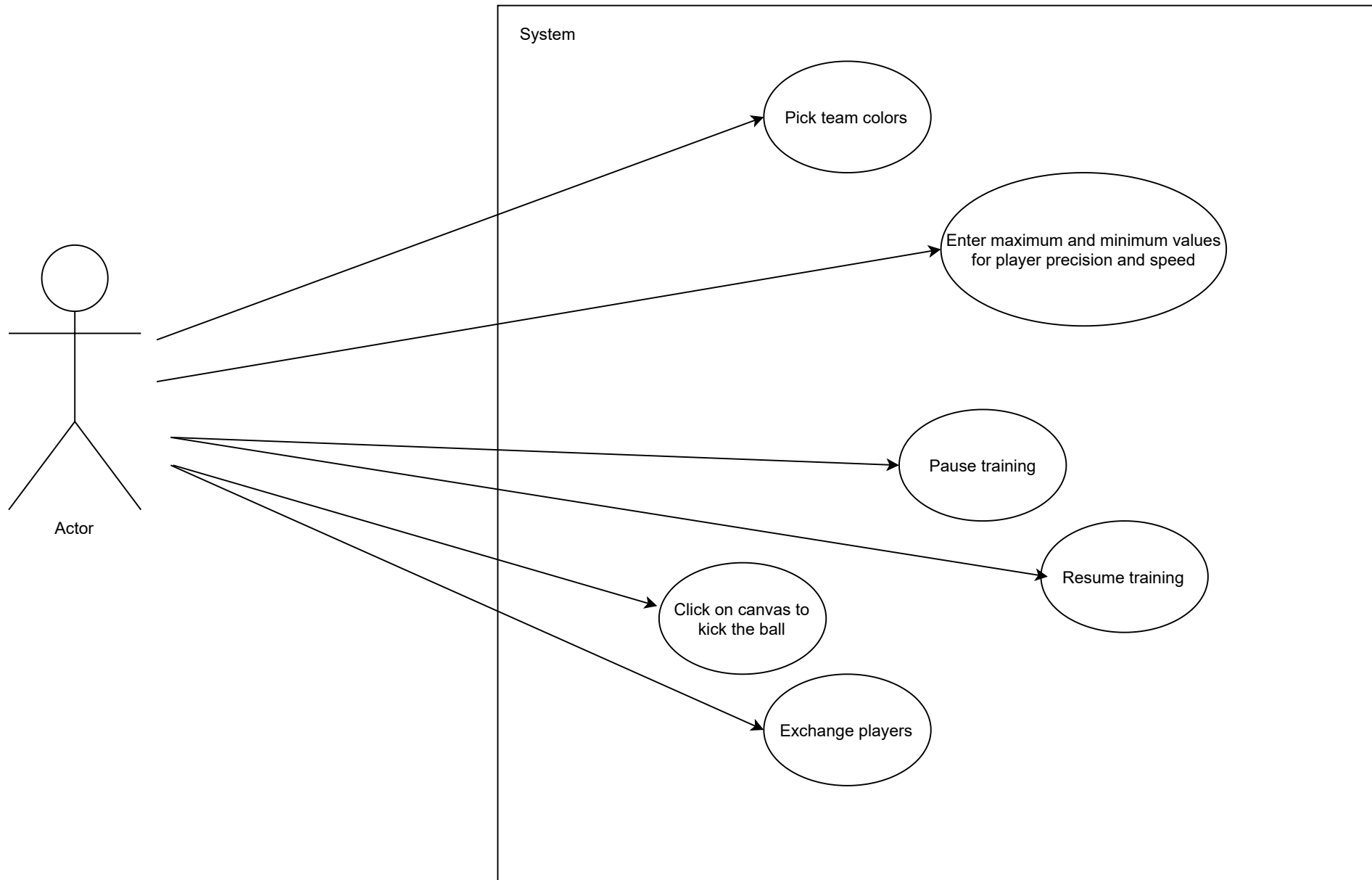
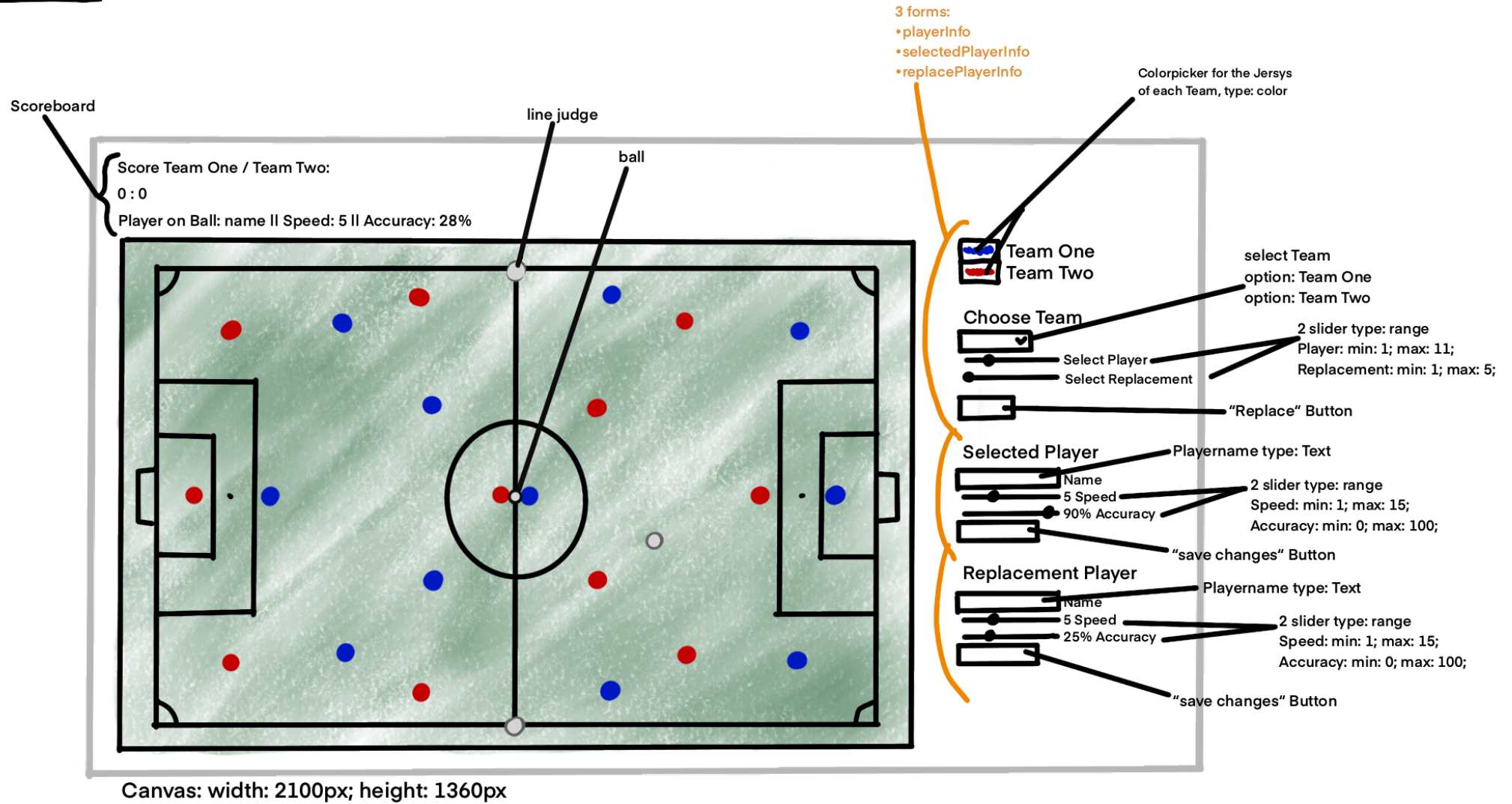


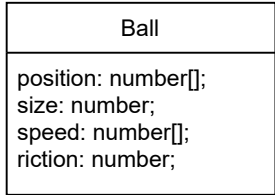
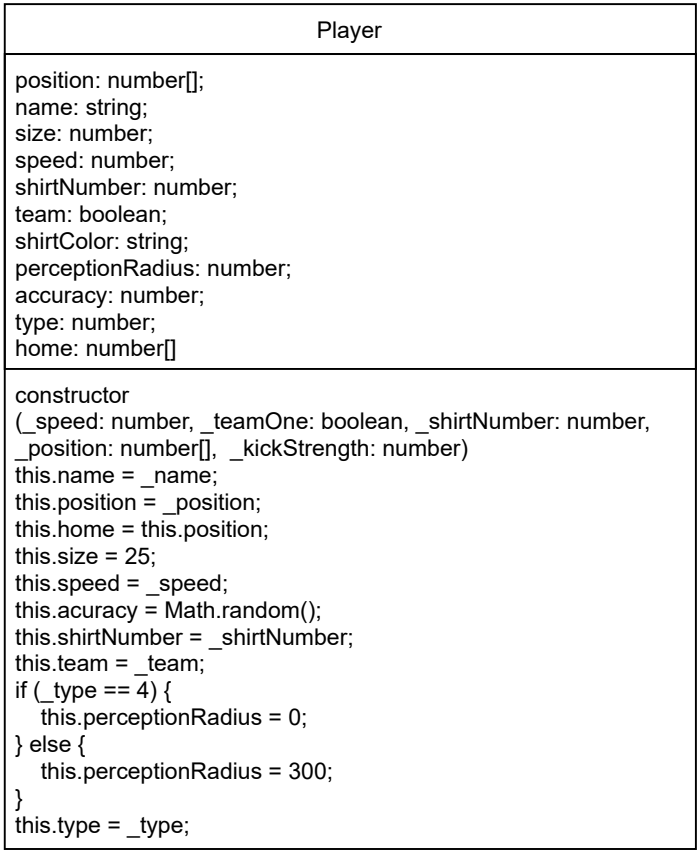
# USE-CASE-DIAGRAM



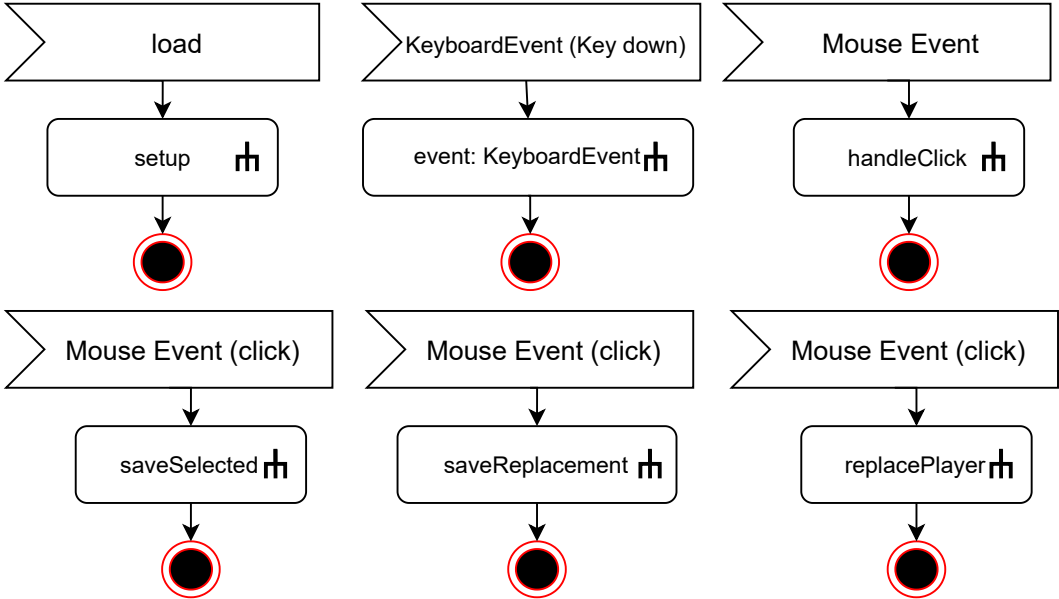
# Skizze:



Classdiagram



Activitydiagram mainscript



```

export let canvas: HTMLCanvasElement =
<HTMLCanvasElement>document.getElementById("FieldCanvas");
export let ctx: CanvasRenderingContext2D =
<CanvasRenderingContext2D>canvas.getContext("2d");

export let stopped: boolean = false;

export let clickedPlayer: Player;

export let selectedTeam: number;

export let selectedPlayer: number;

export let score: number[] = [0, 0];

export let replacementPlayer: number;

export let toggled: boolean; let ball: Ball = new Ball();

let allPos: number[][] = [[200, 340], [300, 110], [415, 220], [415, 450], [300, 550],
[640, 340], [900, 120], [900, 560], [650, 600], [650, 75], [950, 340], [200, 340],
[300, 110], [415, 220], [415, 450], [300, 550], [640, 340], [900, 120], [900, 560],
[650, 600], [650, 75], [950, 340], [340, 400], [0, 0], [0, 0]];

let allNames: string[] = ["Morgana", "Nami", "Tristana", "Jhin", "Neeko", "Katarina",
"Irelia", "Evelyn", "Kha'zix", "Fiora", "Garen", "Blitzcrank", "Nautilus", "Miss
Fortune", "Heimerdinger", "Vladimir", "Yasuo", "Yone", "Fiddlesticks", "Shaco",
"Tryndamere", "Ornn", "Soraka", "Mordekaiser", "Vayne", "Shen", "Diana",
"Twitch", "Alistar", "ThamKench", "Lulu", "Qiana"];

let allNames: string[] = [""];

let people: Player[] = [];

let touchingPlayer: Player;

let
touching: boolean = false;

let trikotOne: string;

let trikotTwo: string;

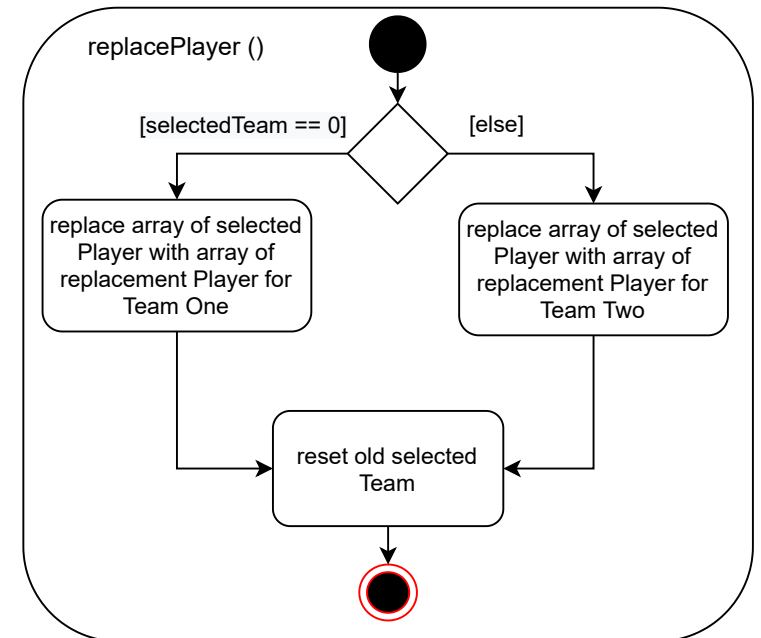
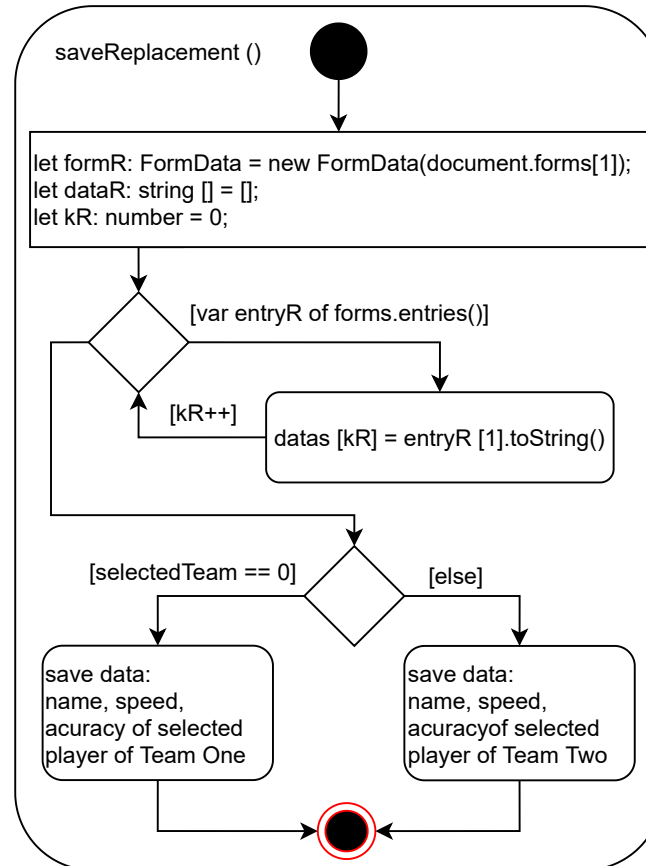
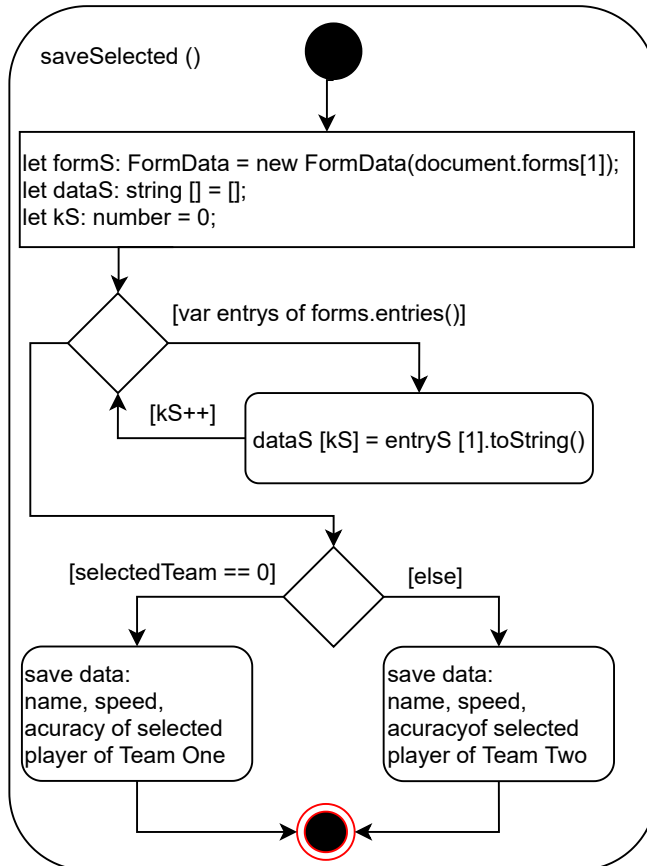
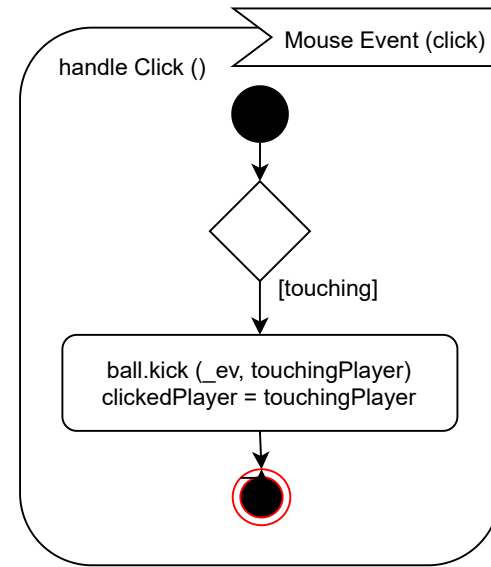
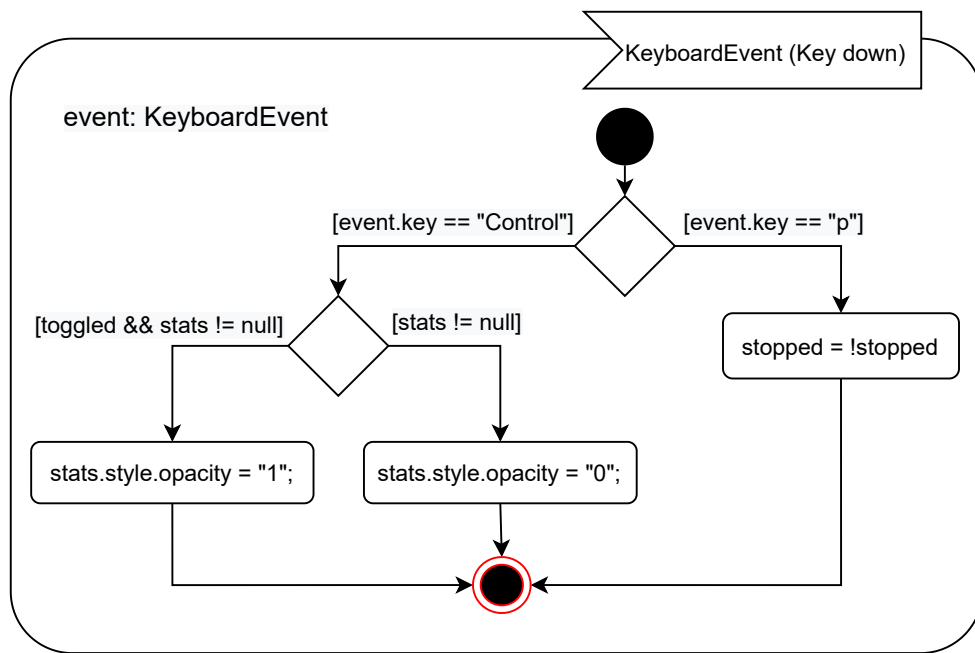
let oldSelectedPlayer: number;

let oldReplacementPlayer: number;

let oldSelectedTeamString: string;

```





setup ()

let k: number = 0;

let i: number = 0;

[i < 11]

let player = new Player

[i++]

push people (of  
player for Team One)

k++

let i: number = 0;

[i < 11]

let player = new Player

[i++]

push people (of  
player for Team Two)

k++

let i: number = 0;

[i < 5]

let player = new Player

[i++]

push people  
(replacement player  
for Team One)

k++

let i: number = 0;

[i < 5]


let player = new Player

[i++]

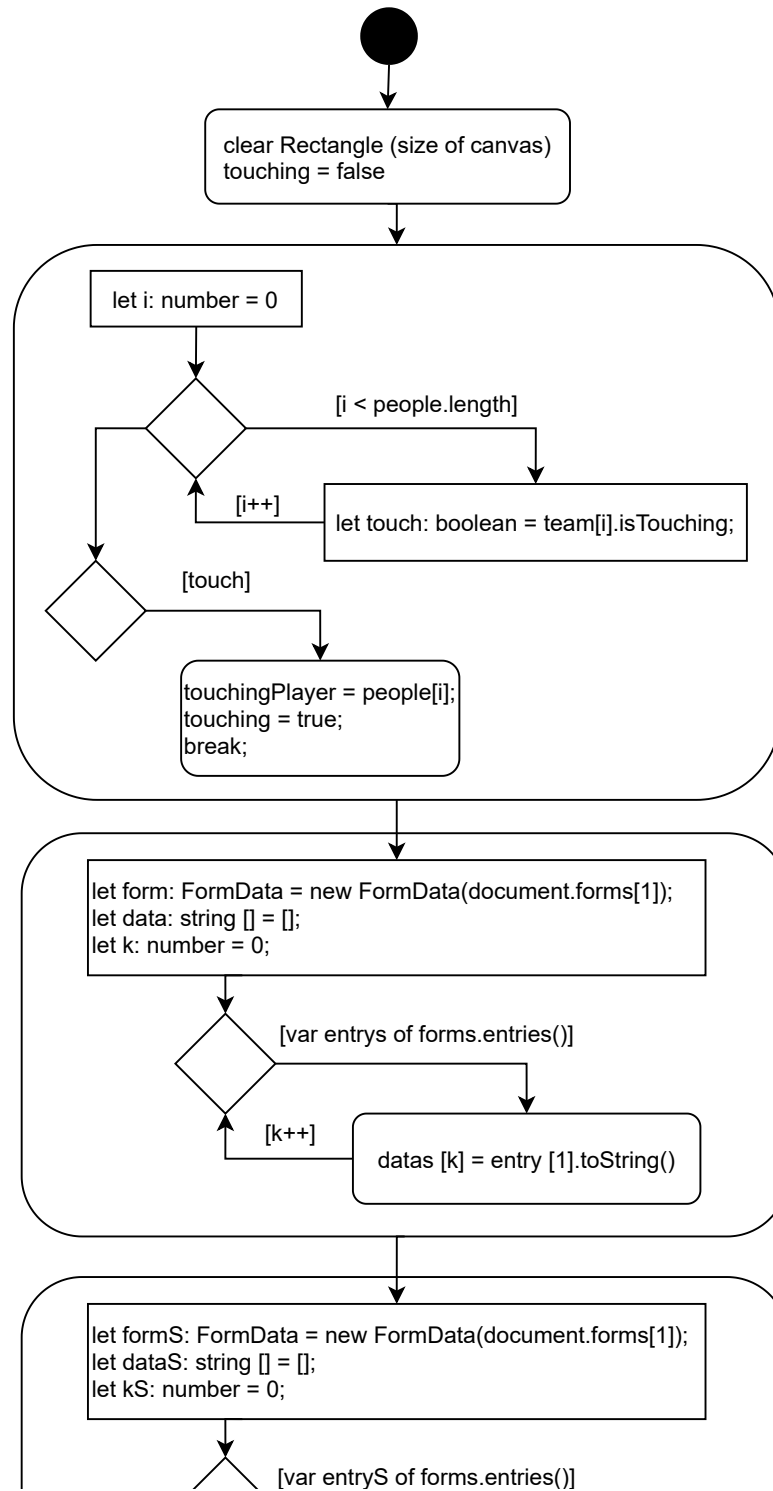
push people  
(replacement player  
for Team One)

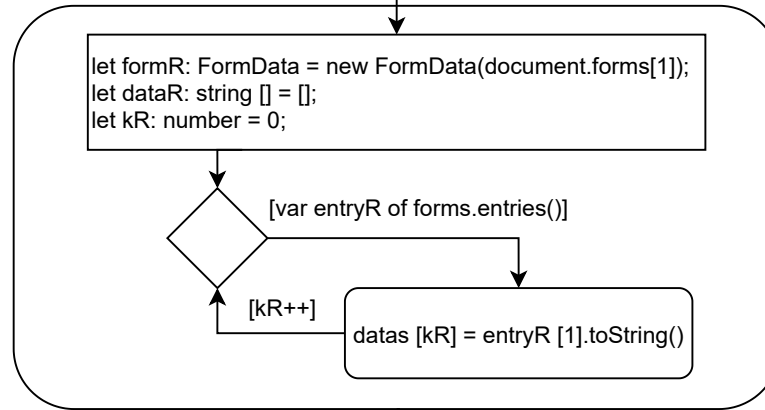
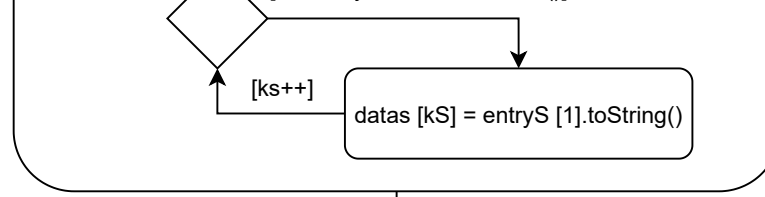
k++

let ref: Player = new Player  
people.push  
let judge1: Player = new Player  
people.push  
let judge2: Player = new Player  
people.push

setInterval(draw, 33) 

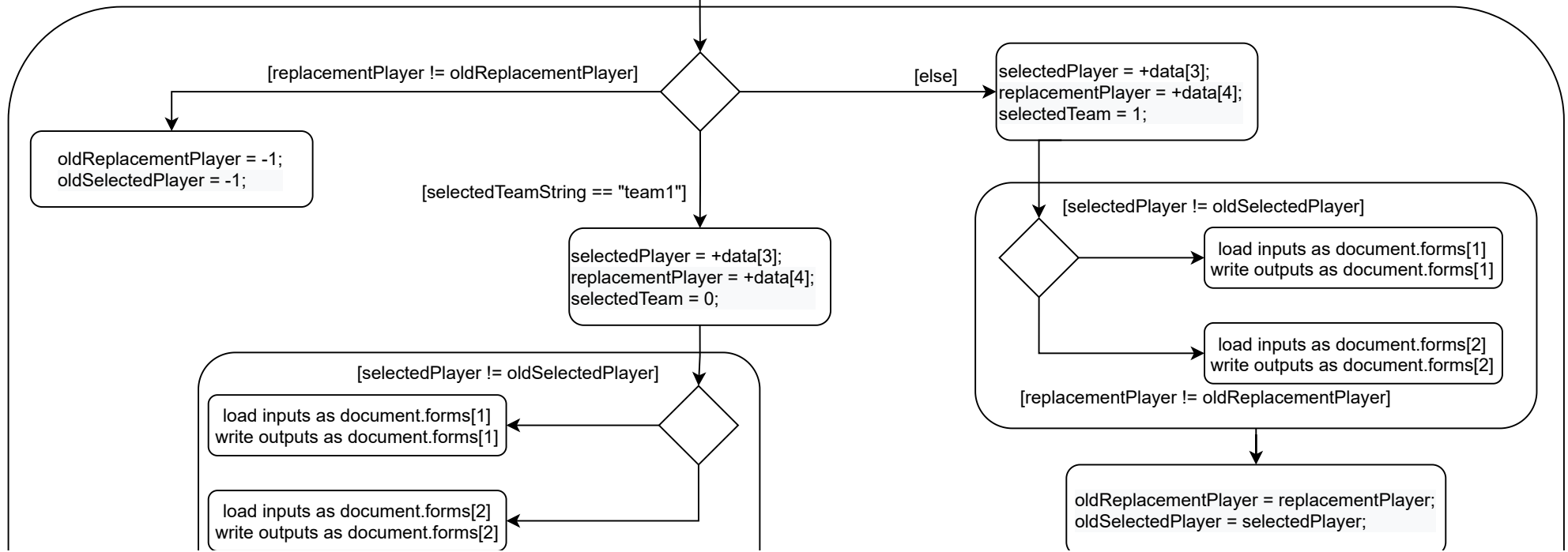
draw()





trikotOne = data [0];  
trikotTwo = data[2]

let selectedTeamString: string = data [2]





[replacementPlayer != oldReplacementPlayer]



oldReplacementPlayer = replacementPlayer;  
oldSelectedPlayer = selectedPlayer;


let playerOnBall: HTMLElement

[touchingPlayer]

playerOnBall.innerHTML = name, speed and acuracy

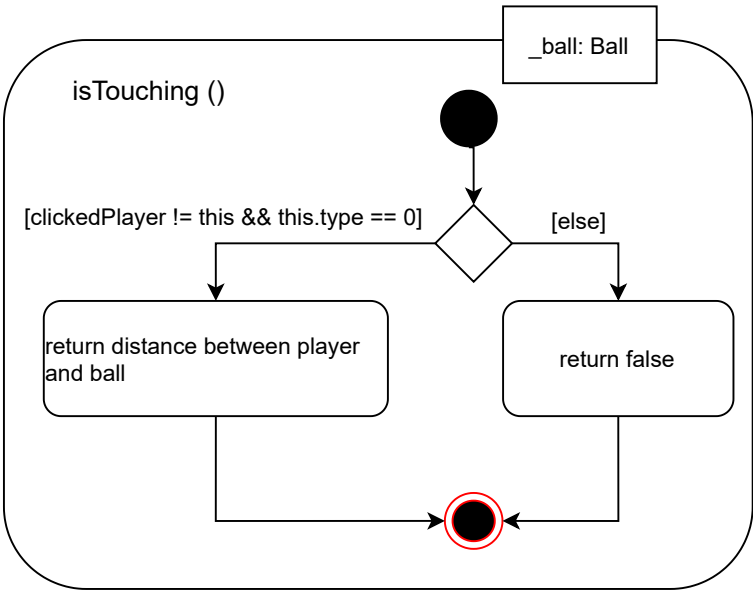
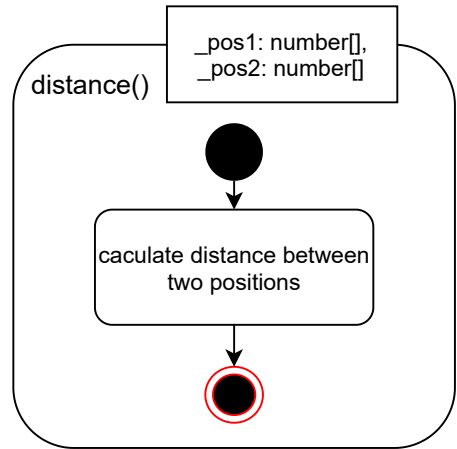
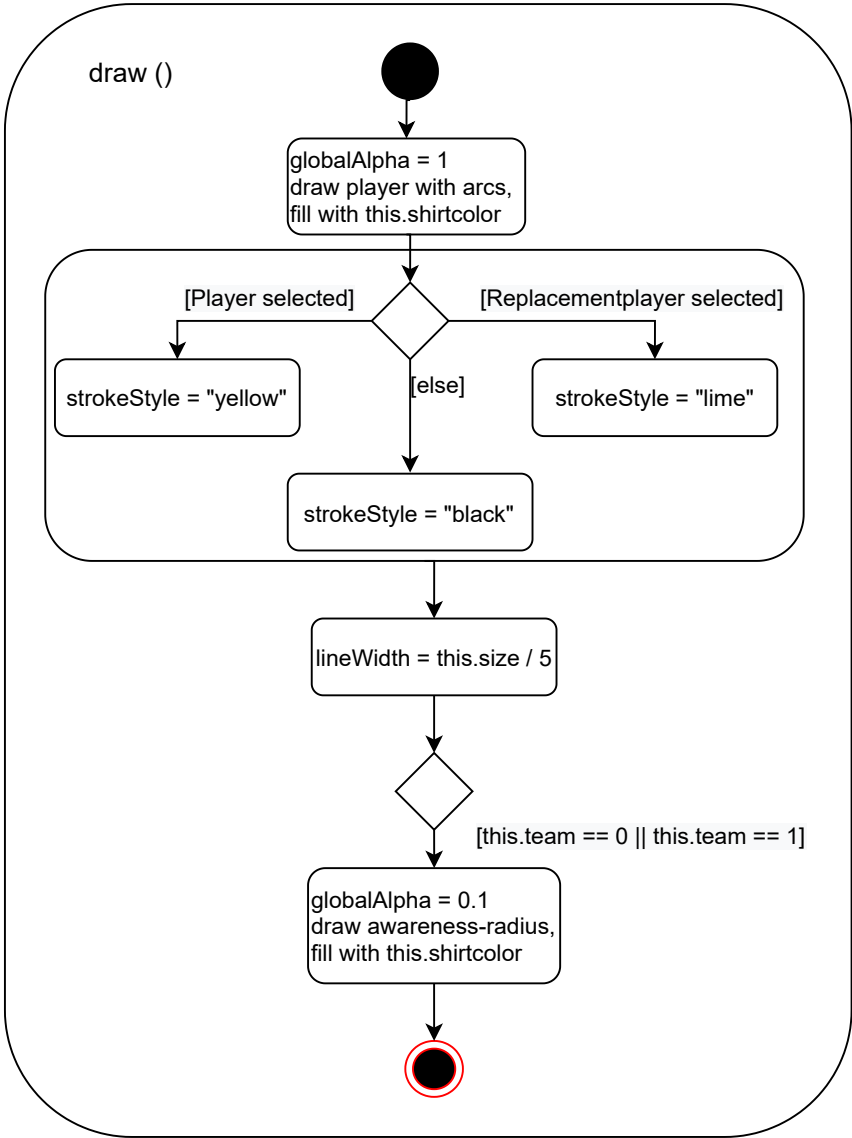
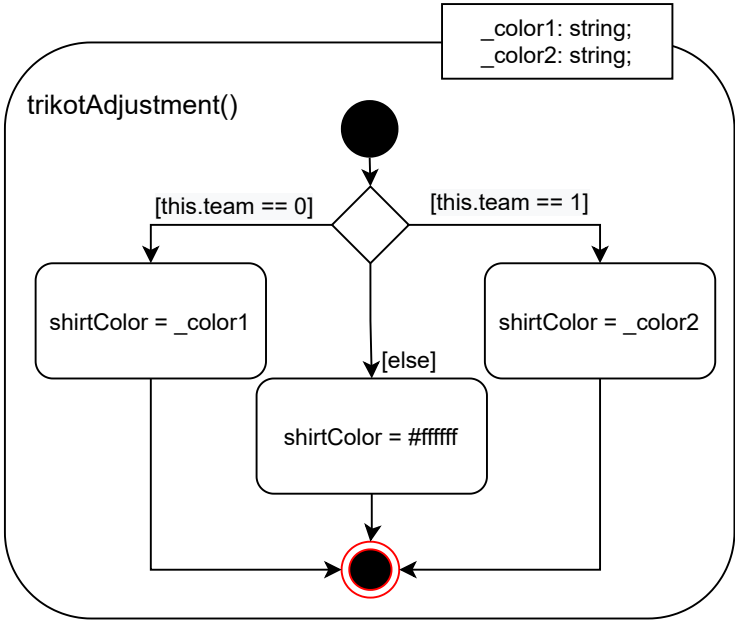
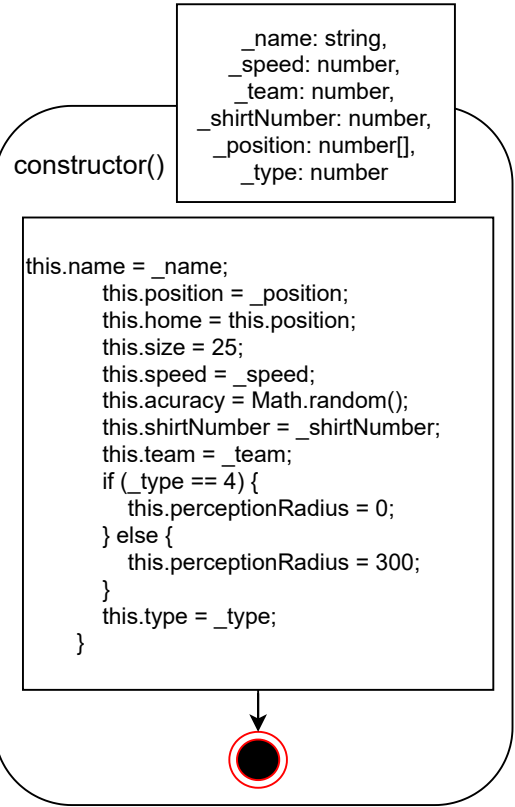
[let player of people]

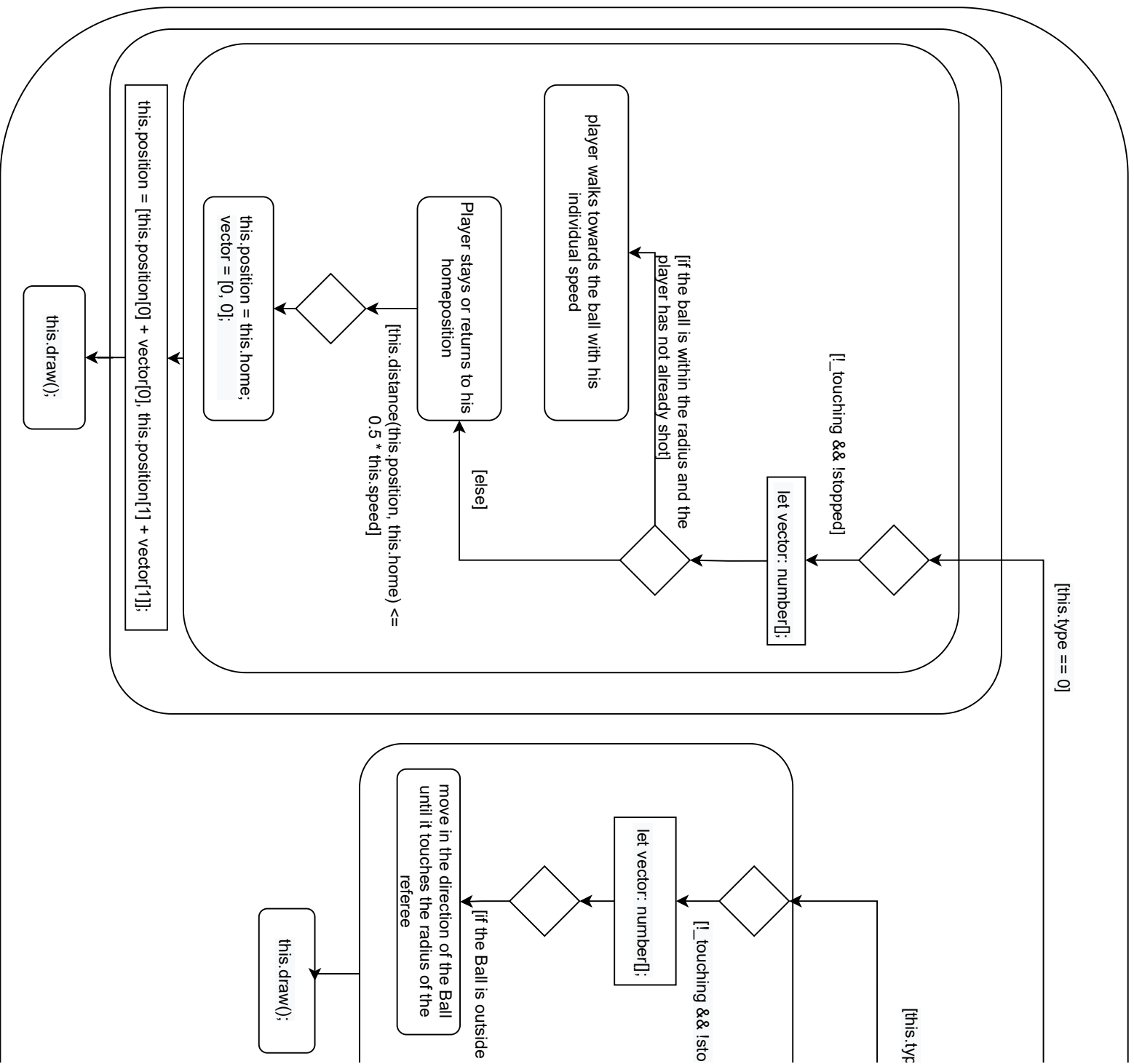
player.trikotAdjustment (trikotOne, trikotTwo)   
player.update (ball, touching) 

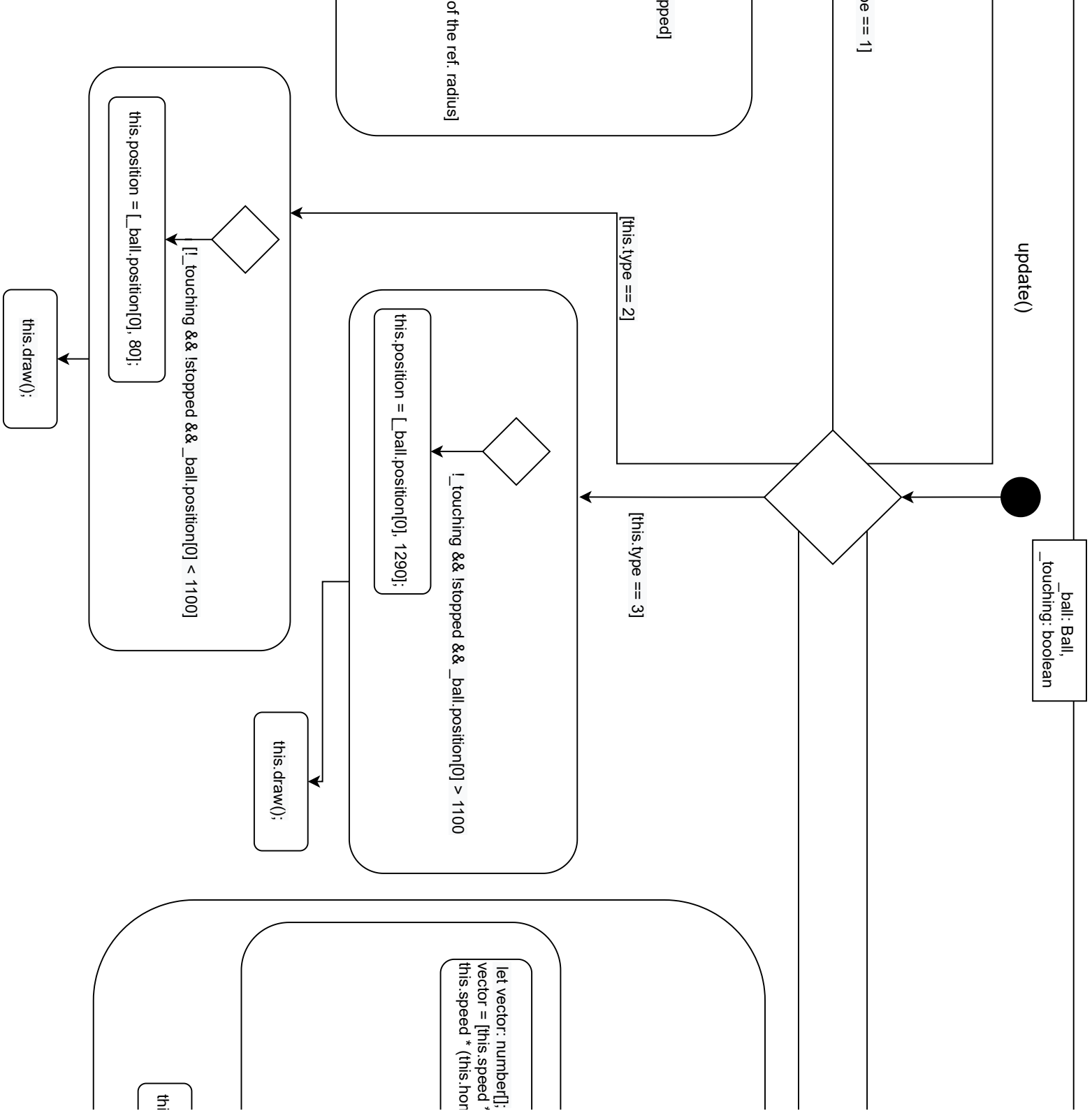
ball.update (touching) 

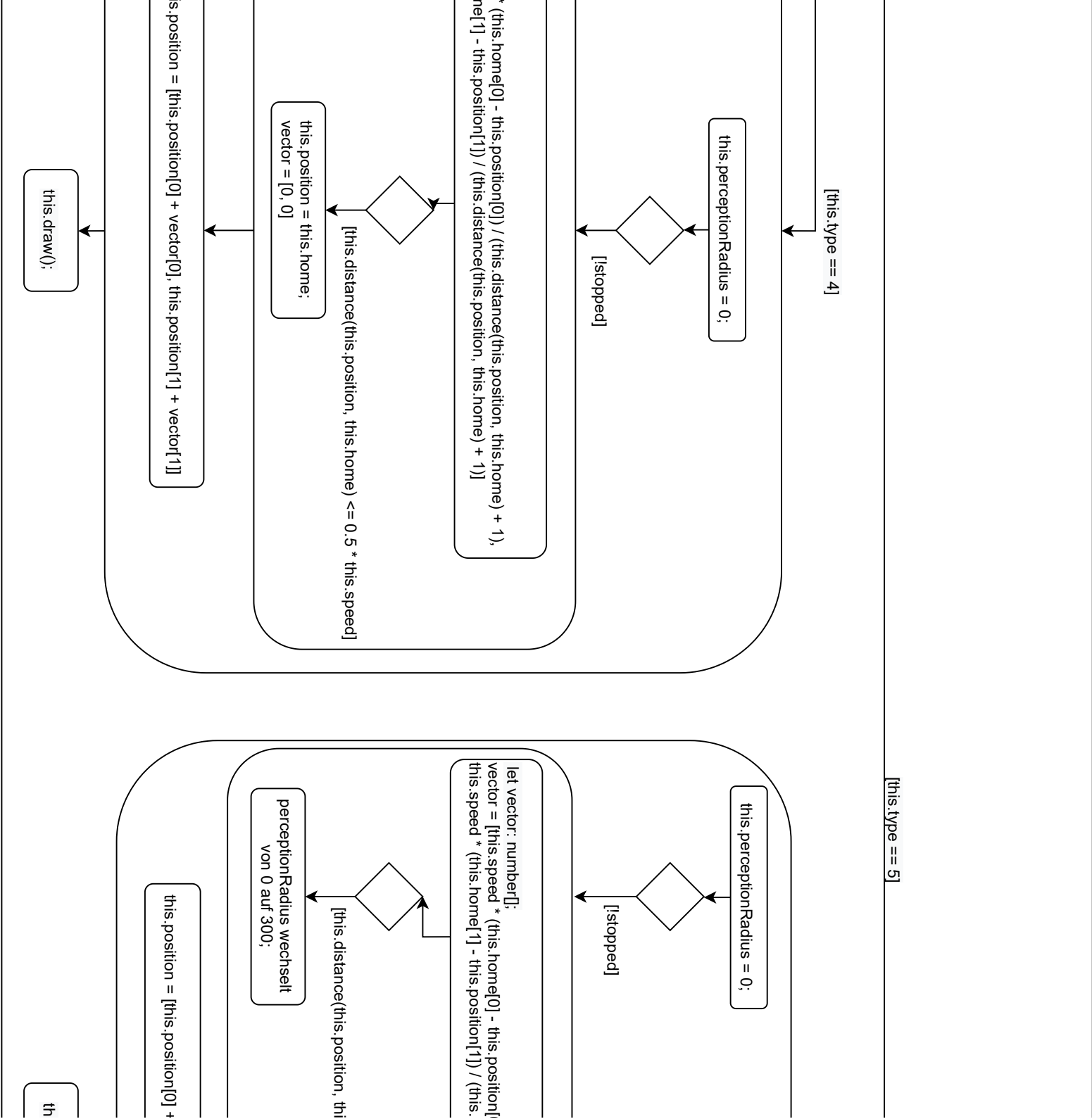


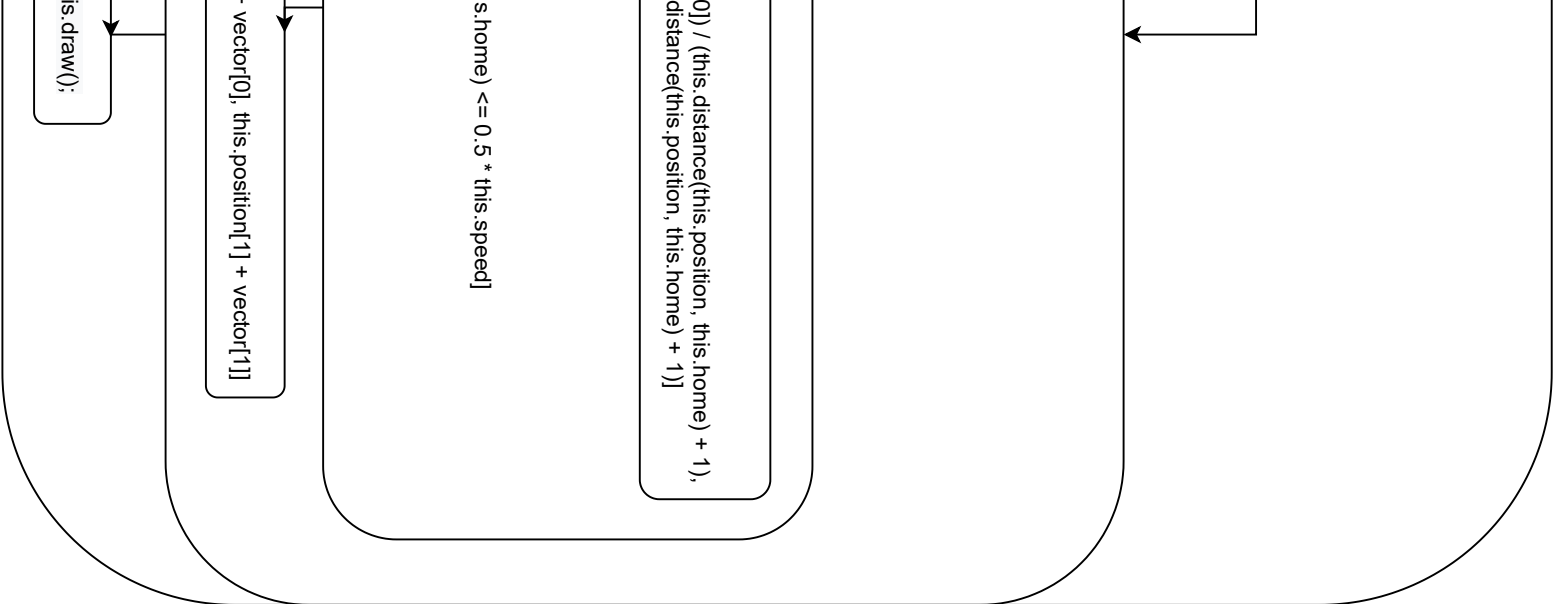
Aktivitätsdiagramm
Player











# Aktivitätsdiagramm Ball

