# Design Overview for D Level Custom Program

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# Summary of Program

Describe what you want the program to do… one or two paragraphs.

An infinite side scroller where the players score is related to the amount of score objects (e.g. coins) they pick up throughout their run.

Include a sketch of sample output to illustrate your idea.

# Required Roles

Describe each of the classes, interfaces, and any enumerations you will create. Use a different table to describe each role you will have, using the following table templates.

Table : <<role name>> details – duplicate

|  |  |  |
| --- | --- | --- |
| Responsibility | Type Details | Notes |
|  | Field type, parameter and return types |  |

Table : <<enumeration name>> details

|  |  |
| --- | --- |
| Value | Notes |
|  |  |

# Class Diagram

Provide an initial design for your program in the form of a class diagram.

# Sequence Diagram

Provide a sequence diagram showing how your proposed classes will interact to achieve a specific piece of functionality in your program.