GolfGame

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Flowchart:

- Startup
- Create golf field(s)
- Add Players → Input Name
- Find NextPlayer → Input Angle/Velocity
- Hit ball → Get Strike Store in player
- Check Ball Flight. Updates. → (Exception) → Out of bounce → Special Message → Write message
- Check Player Done
- Still Players in? — Yes → Find NextPlayer
- Still Players in? — No → ?Win?
- ?Win? — No → Write message
- ?Win? — Yes → Write Stats message
- Write Stats message → More Courses?
- Reset "things" — Yes → Find NextPlayer
- More Courses? — Yes → Reset "things"
- More Courses? — No → GG!

Class Diagrams:

Strike
- - _Id:int
- - _distance:int
- - _angle:type

- + Stike(int,int,int):Strike
- + GetDist:int
- + GetId:int
- + GetAngle:int

Player
- - _Id:int
- - _name:string
- - _strike:Strikes[] = [0]
- - _done:bool = false
- - _lengthToGo:int

- + Player(int, string):Player
- + getName:string
- + AddStrike(Strike)
- + Strikes:Strike[]
- + LengthToGo:int

0..*

Indexer
- - _playerId: static int = 0
- - _strikeId: static int = 0
- - _courceId:static int = 0

- + NextPlayerId:int
- + NextStrikeId:int
- + NextCourceId:int
- + ResetPlayerId
- + ResetStrikeId
- + ResetCourceId

Golf
- - _myPlayers:Player[]
- - _courses:Cource[]

- + Golf():Golf
- + AddPlayer:Player
- + AddCource(Cource)
- + MakeStrike(int,int,int):int

- - uses - - →

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Course
- - _length:int
- - _Id:int
- - _par:int

- + Cource(int,int):Cource
- + GetId:int
- + GetTotalLength:int
- + GetPar:int

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