Simulation UML
Lab 7

package::gameplay
<<interface>>
TimerObserver

package::gameplay
SimpleTimer

package::state
AIContext

- currentState : ActionState
- hasWeapon : ActionState
- noWeapon : ActionState
- outOfAmmo : ActionState
- dead : ActionState
- lifeform : LifeForm
- env : Environment

+ <<create>> AIContext(LifeForm, Environment)
+ getLifeForm() : LifeForm
+ getEnvironment() : Environment
+ getCurrentState() : ActionState
+ getHasWeapon() : ActionState
+ getNoWeapon() : ActionState
+ getOutOfAmmo() : ActionState
+ getDead() : ActionState
+ setState() : void
+ updateTime(int) : void
+ search() : void
+ aquireWeapon() : void

package:environment
Environment

package::ui
GameBoard

package::lifeform
LifeForm

package::state
<>
ActionState

- context : AIContext
- lifeform : LifeForm
- env : Environment

+ <<create>> ActionState(AIContext)
+ <> executeAction() : void
+ getContext() : AIContext
+ setContext(AIContext) : void
+ getLifeForm() : LifeForm
+ setLifeForm(LifeForm) : void
+ getEnv() : Environment
+ setEnv(Environment) : void

package::gameplay
Simulation

- gb : GameBoard
- timer : SimpleTimer
- numHumans : int
- numAliens : int
- humanAis : AIContext[]
- alienAIs : AIContext[]

+ <<create> Simulation(GameBoard,
                SimpleTimer, int, int)
+ <<static>> main(String[]) : void

package::state
NoWeaponState

+ executeAction() : void

package::state
HasWeaponState

+ executeAction() : void

package::state
OutOfAmmoState

+ executeAction() : void

package::state
DeadState

+ executeAction() : void