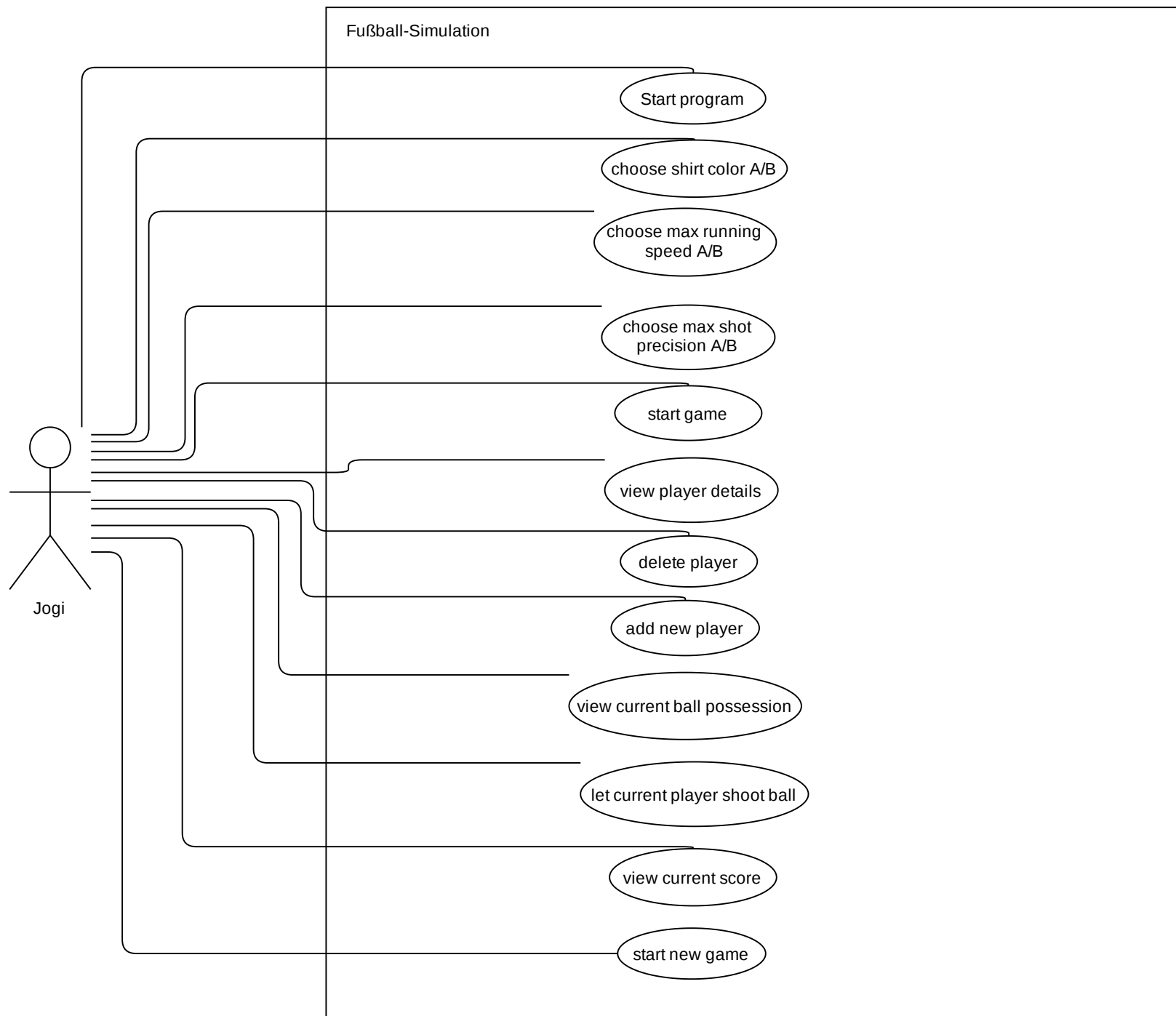
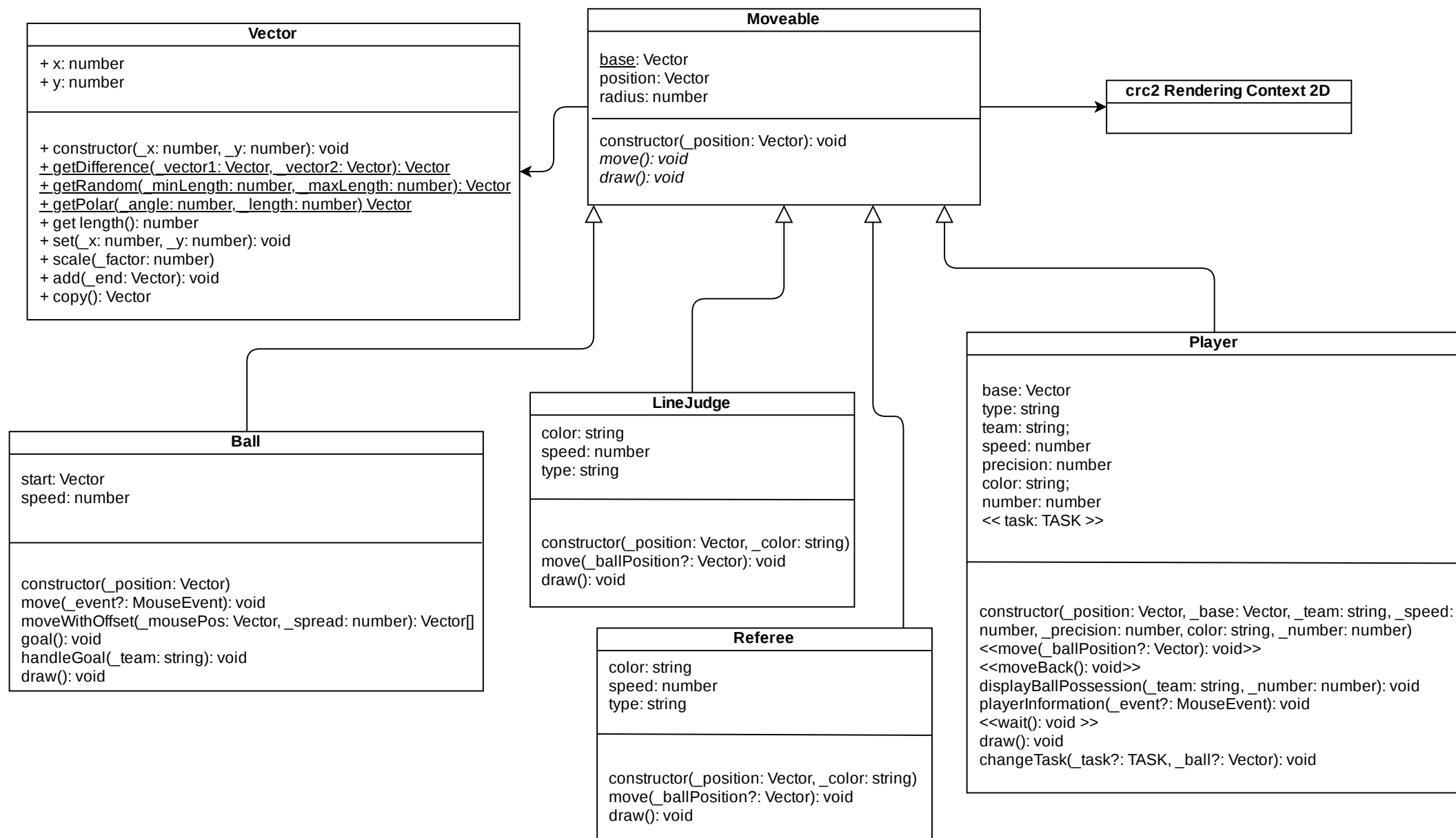


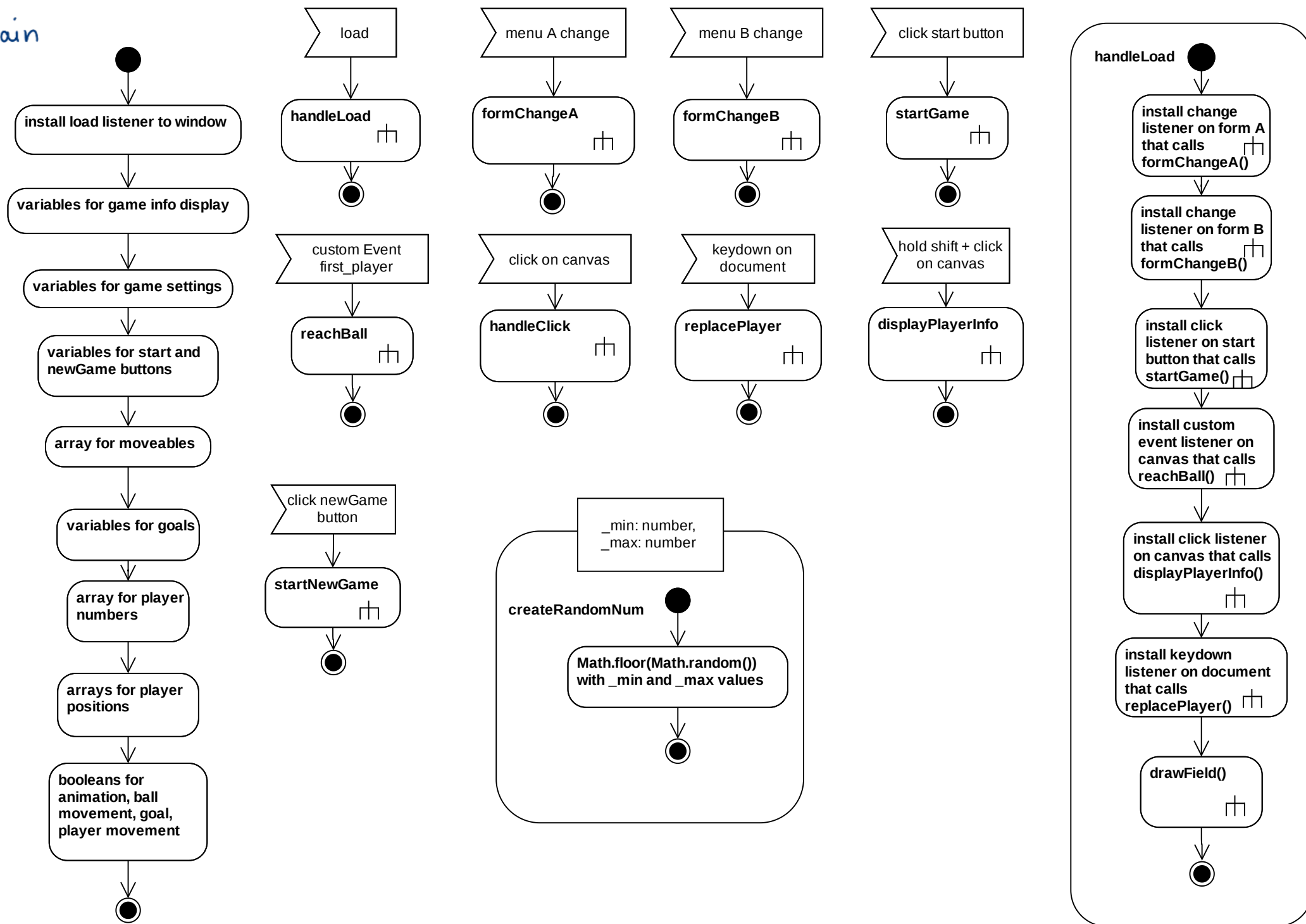
Use-Case - Diagram

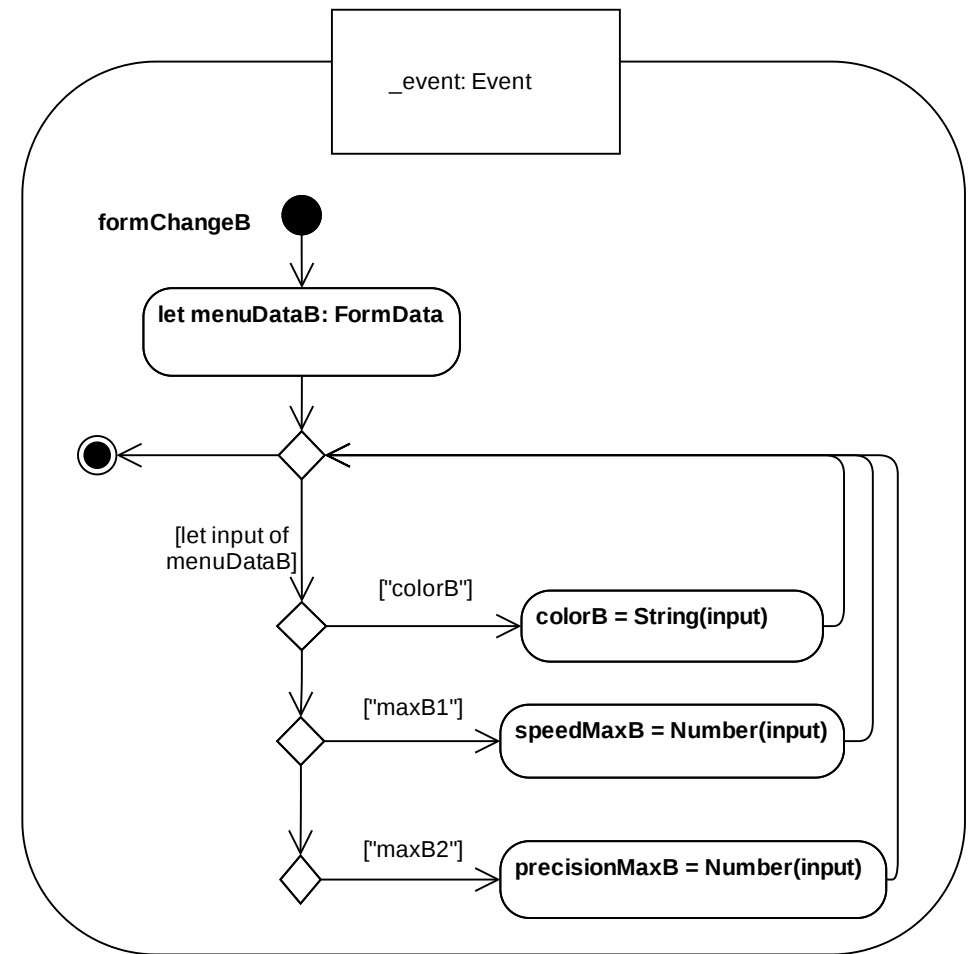
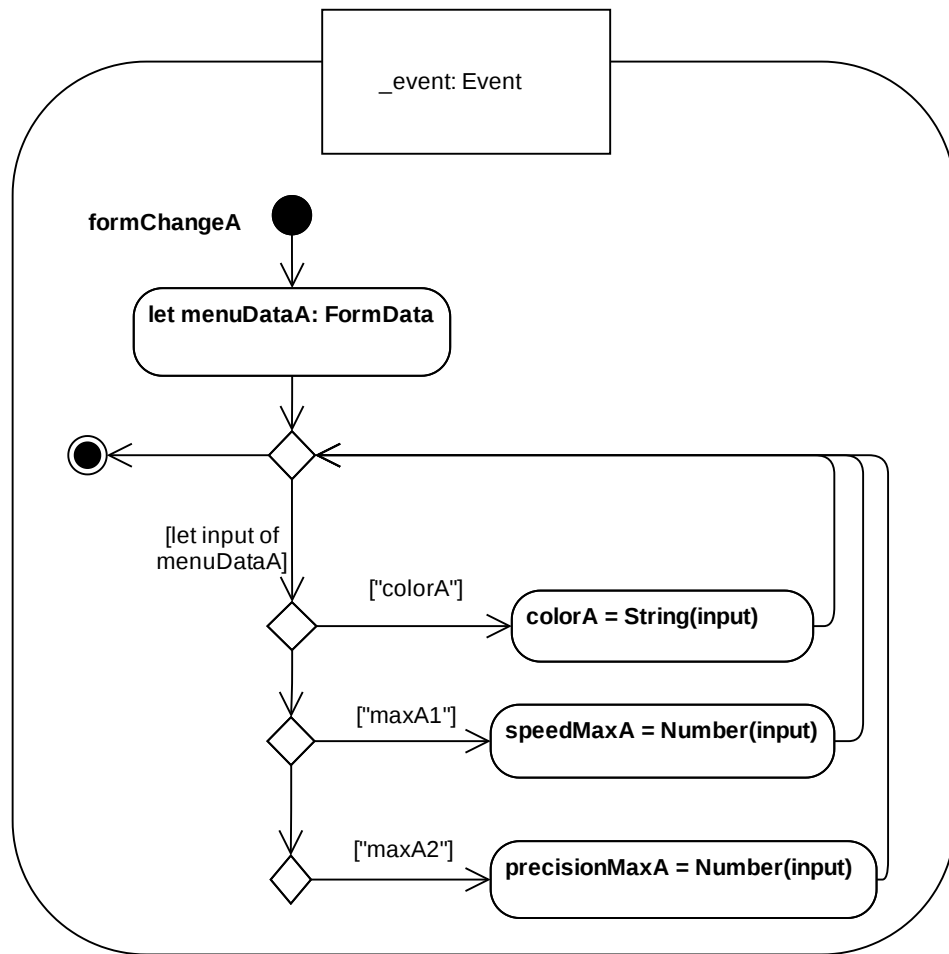


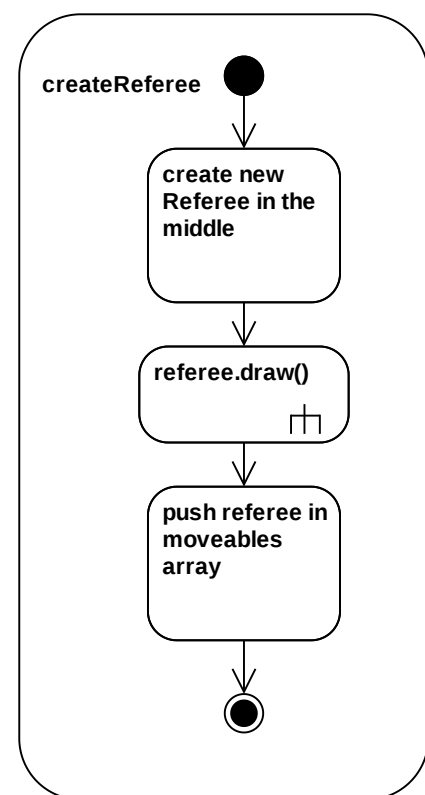
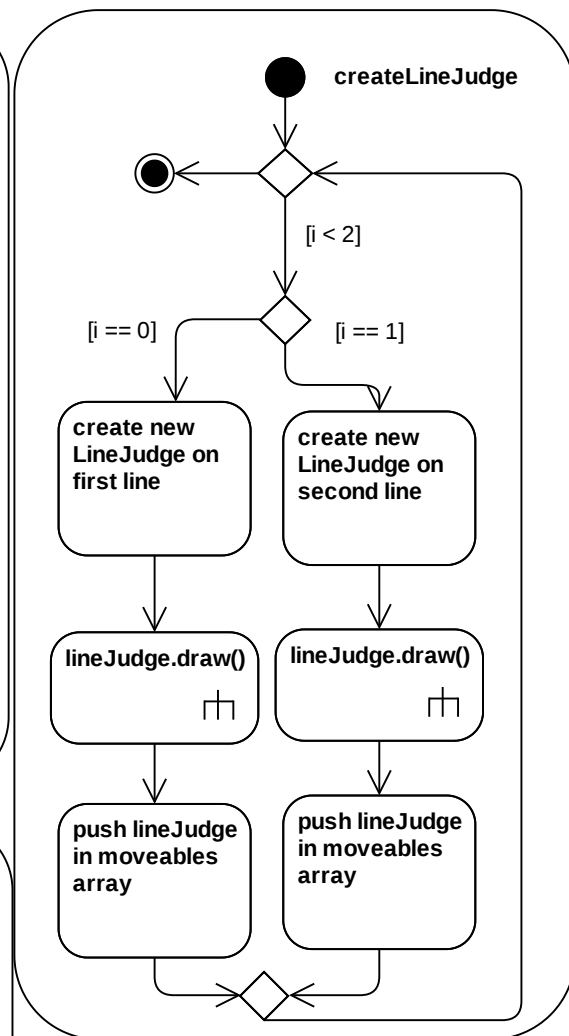
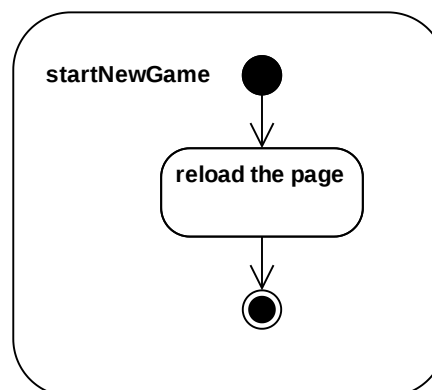
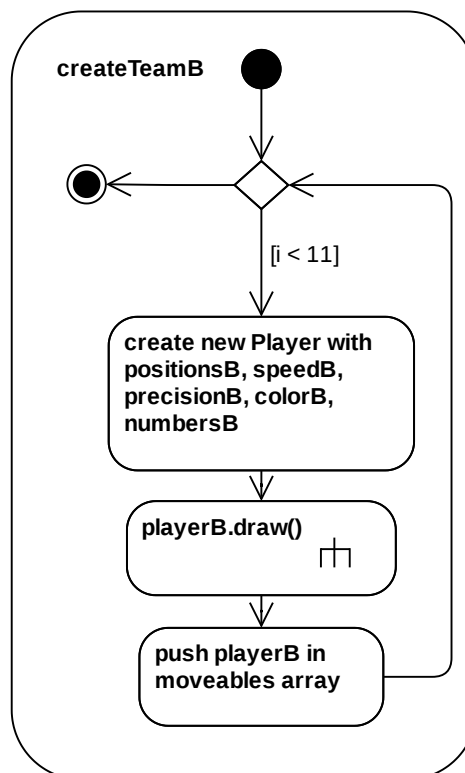
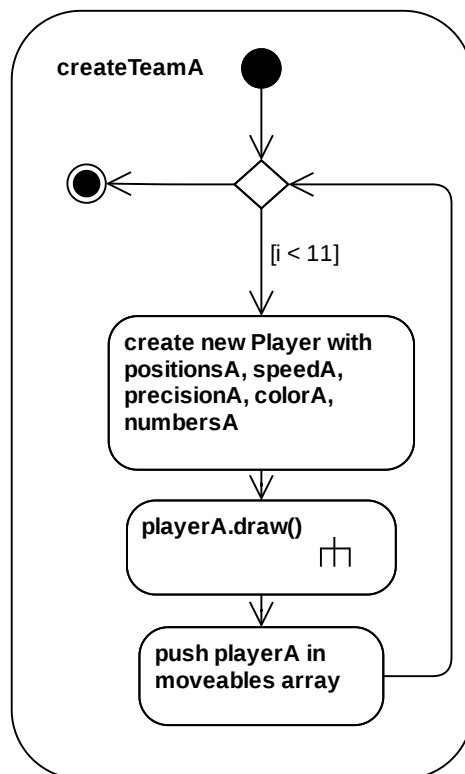
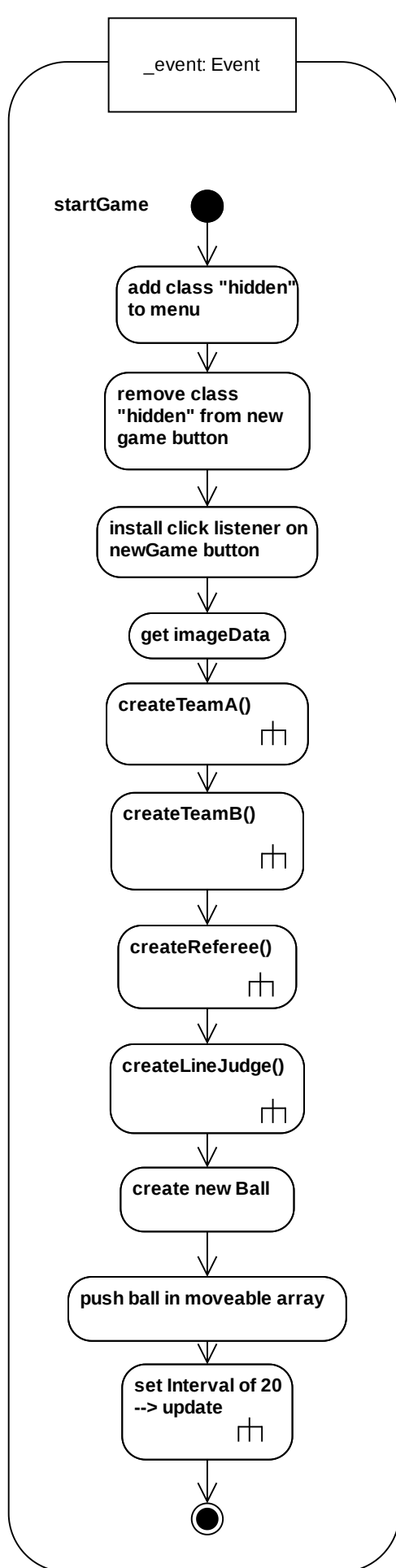
Class Diagram

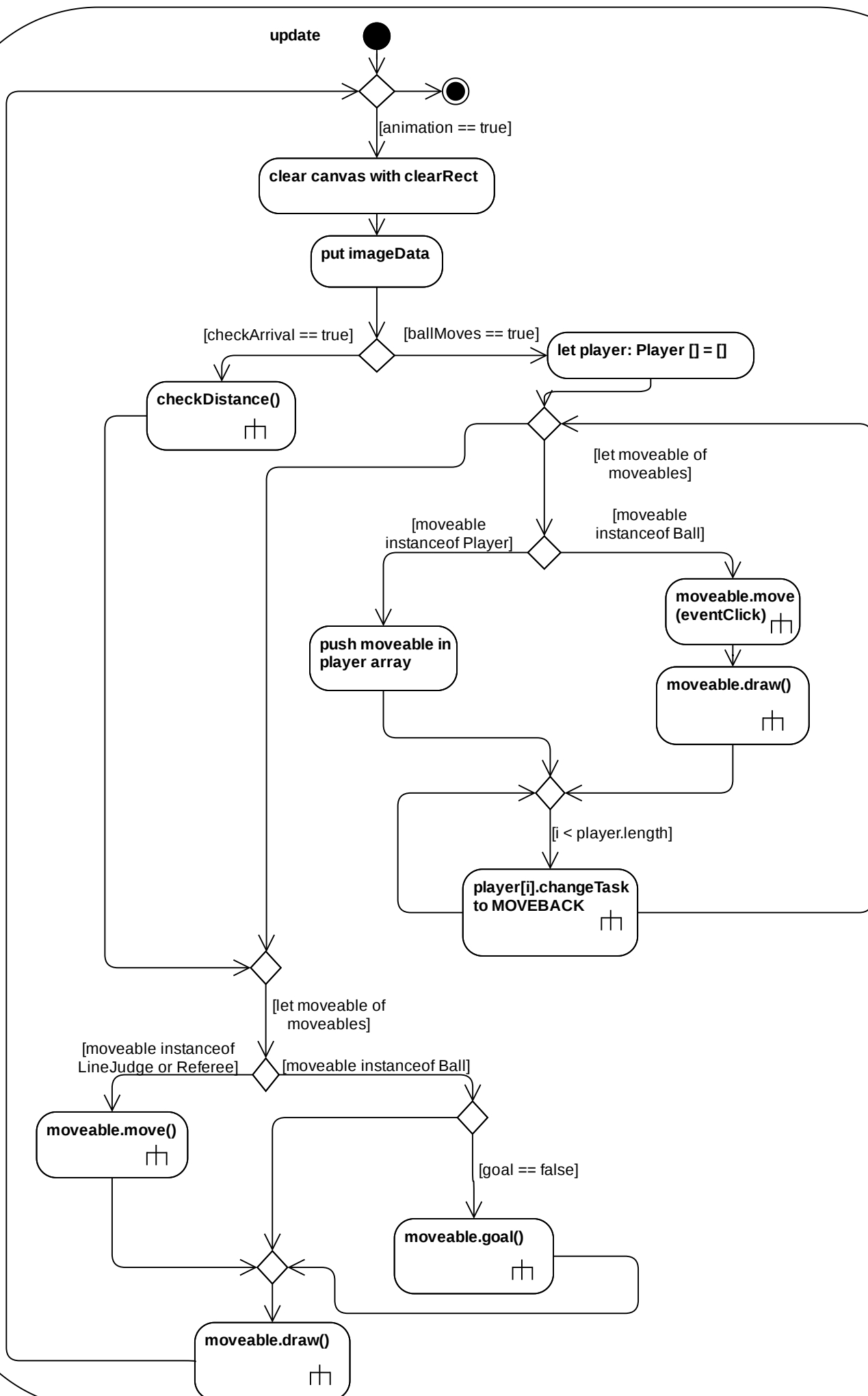


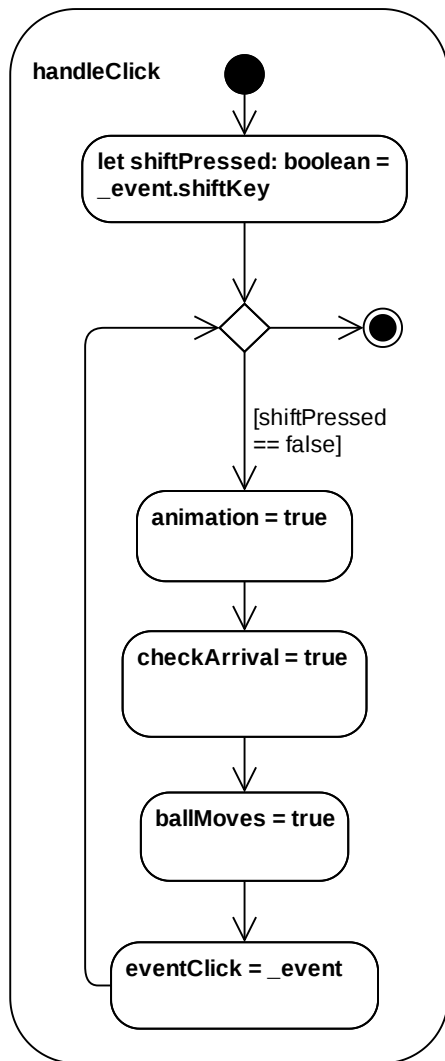
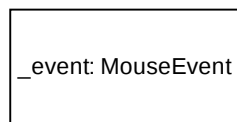
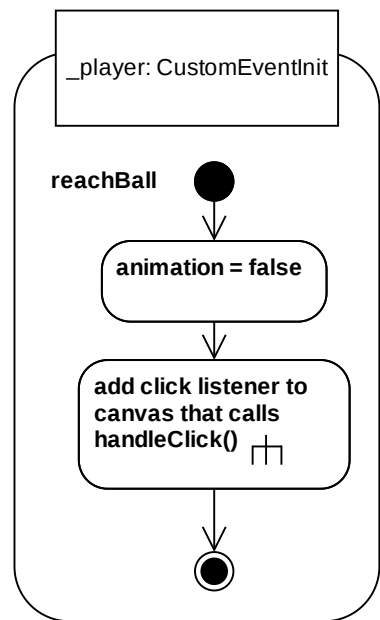
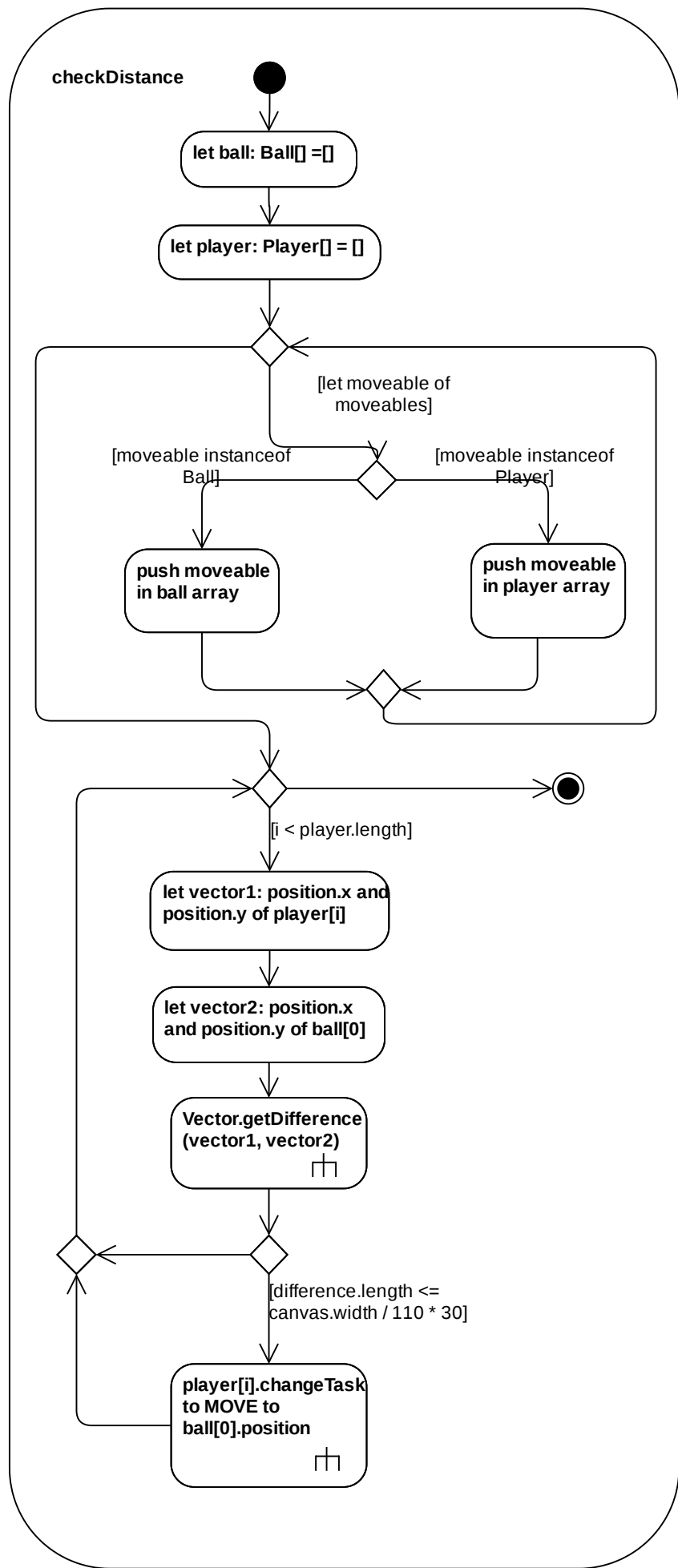
Main

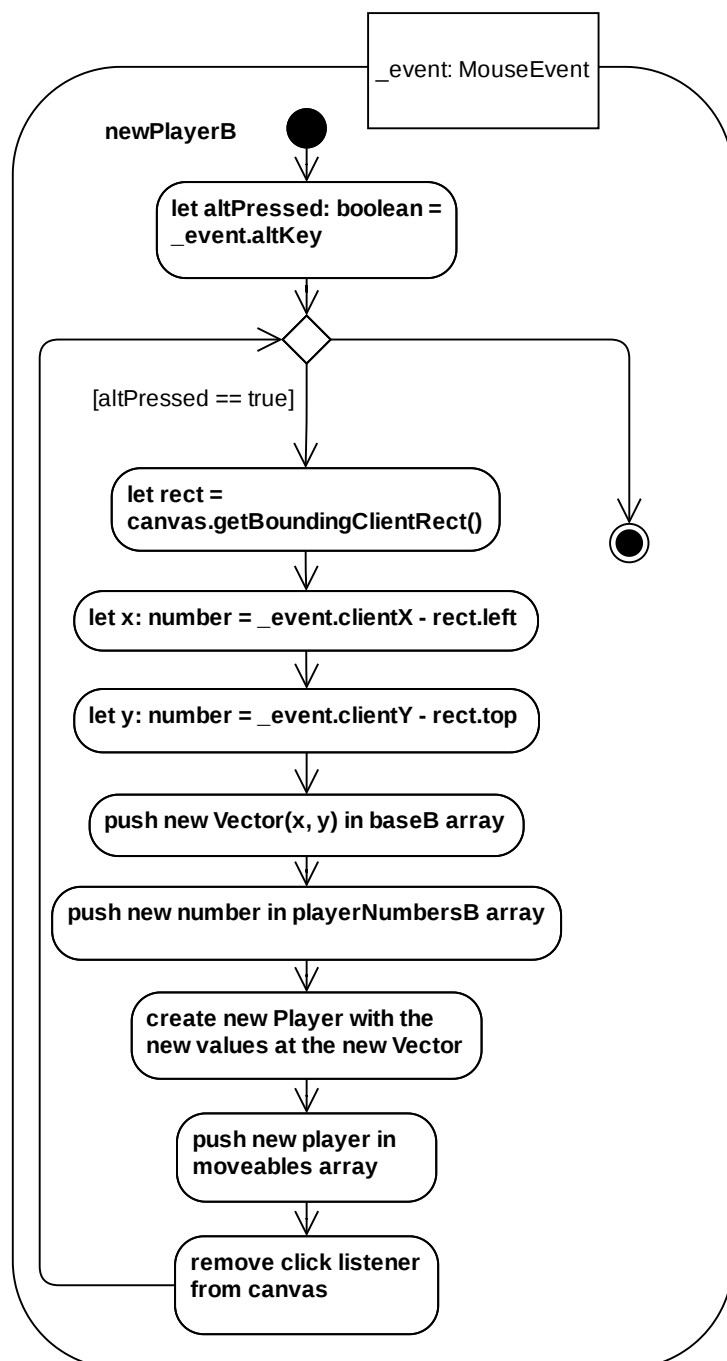
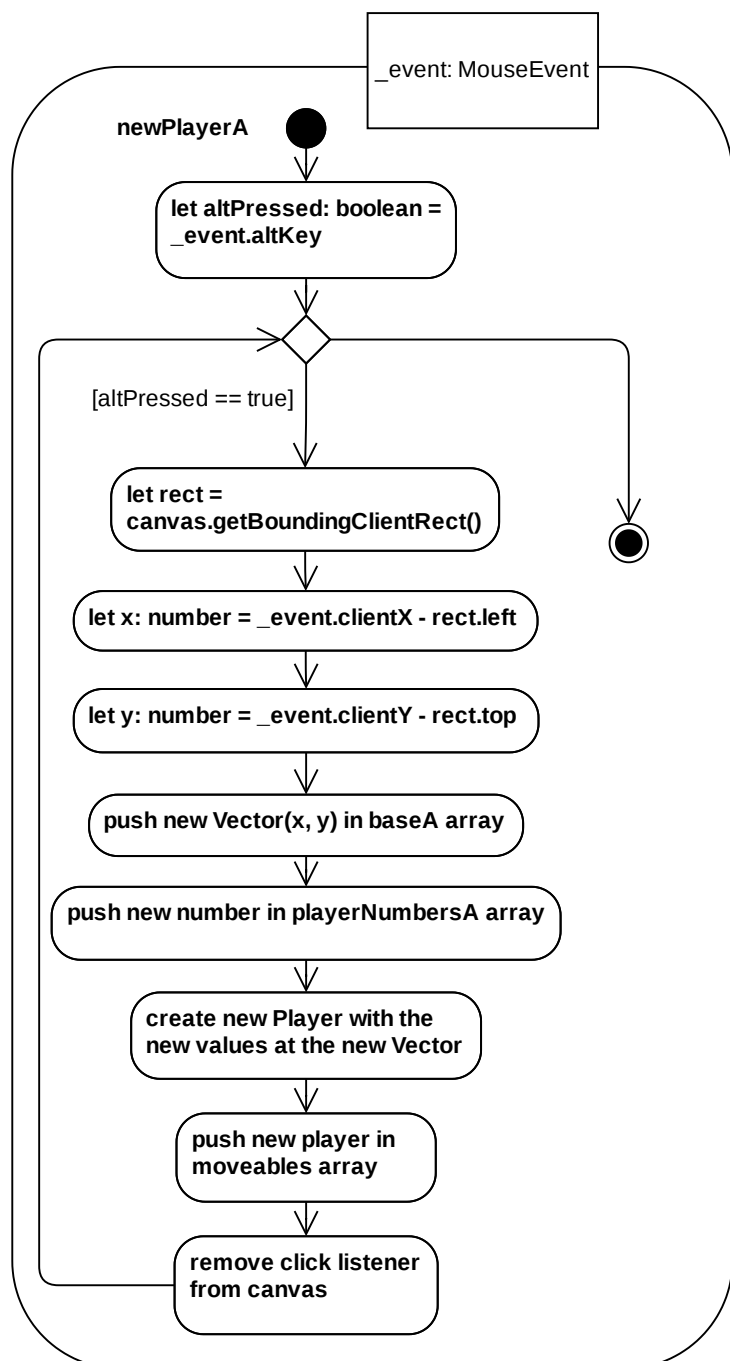
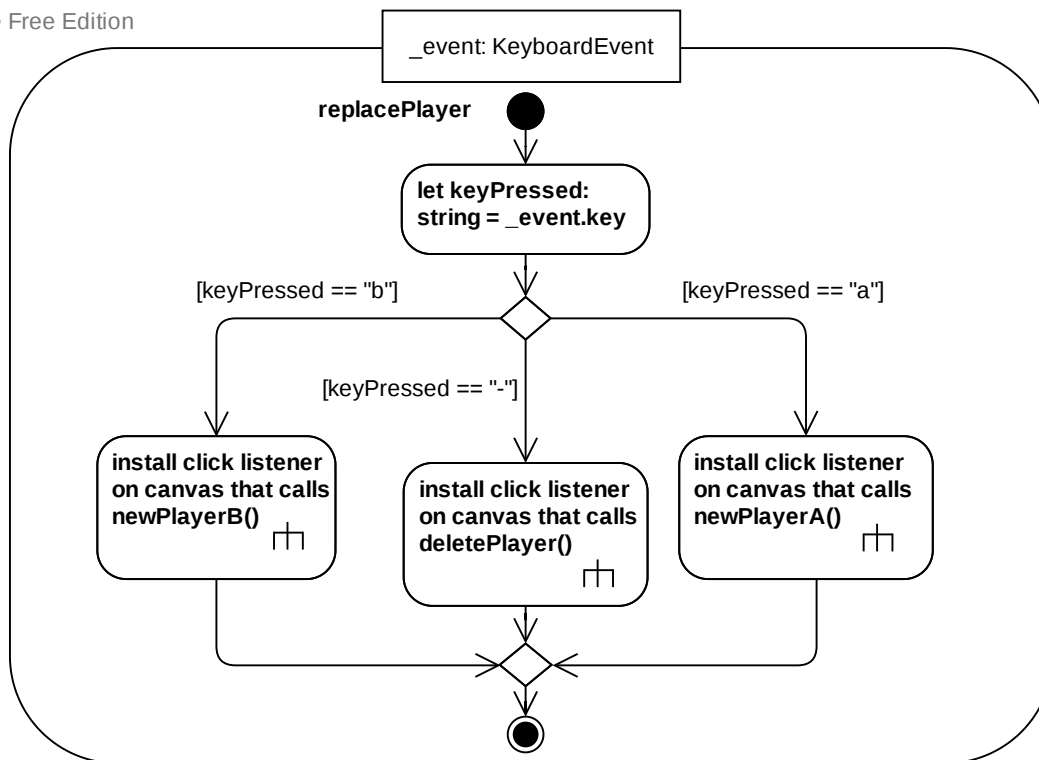


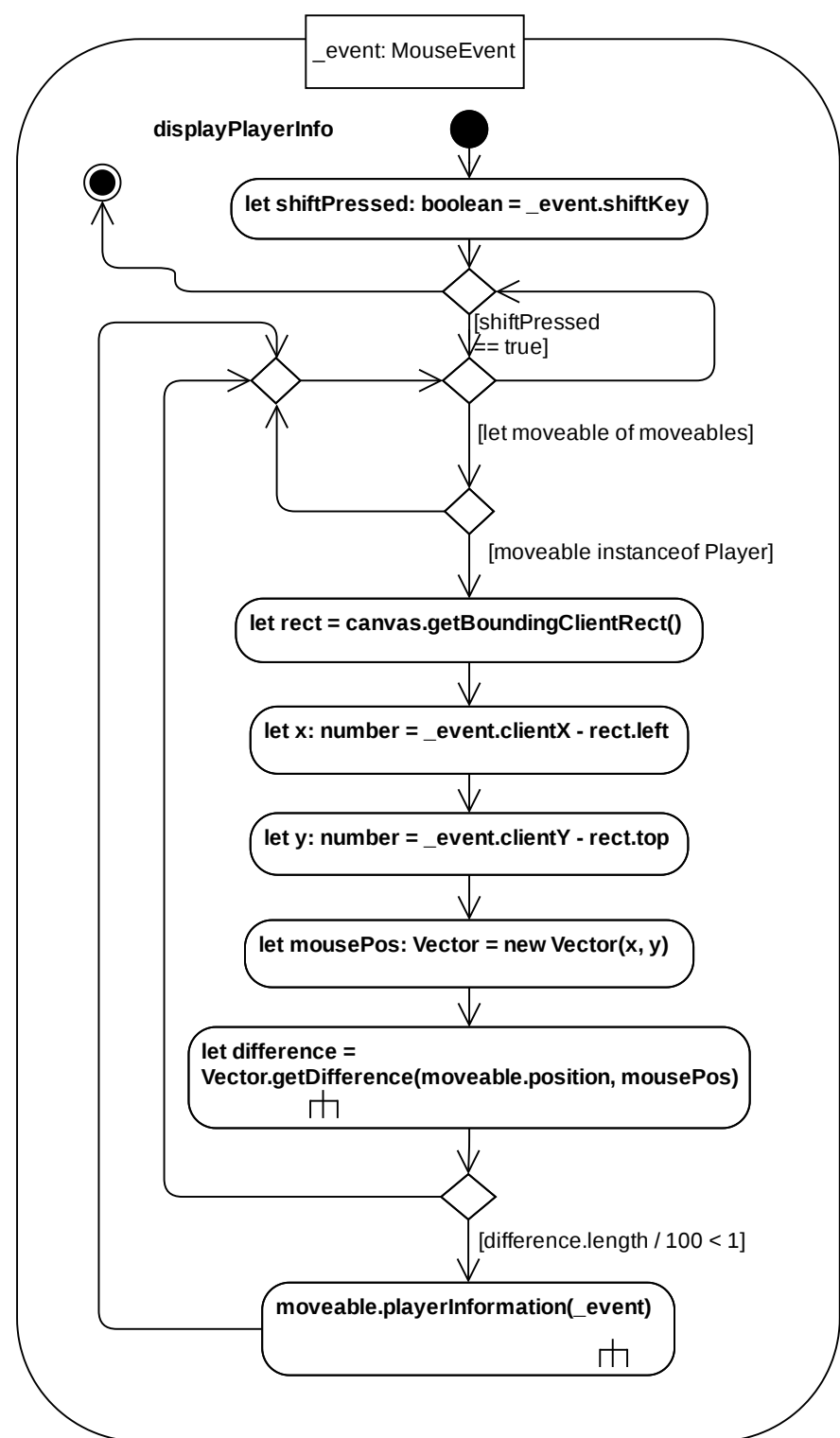
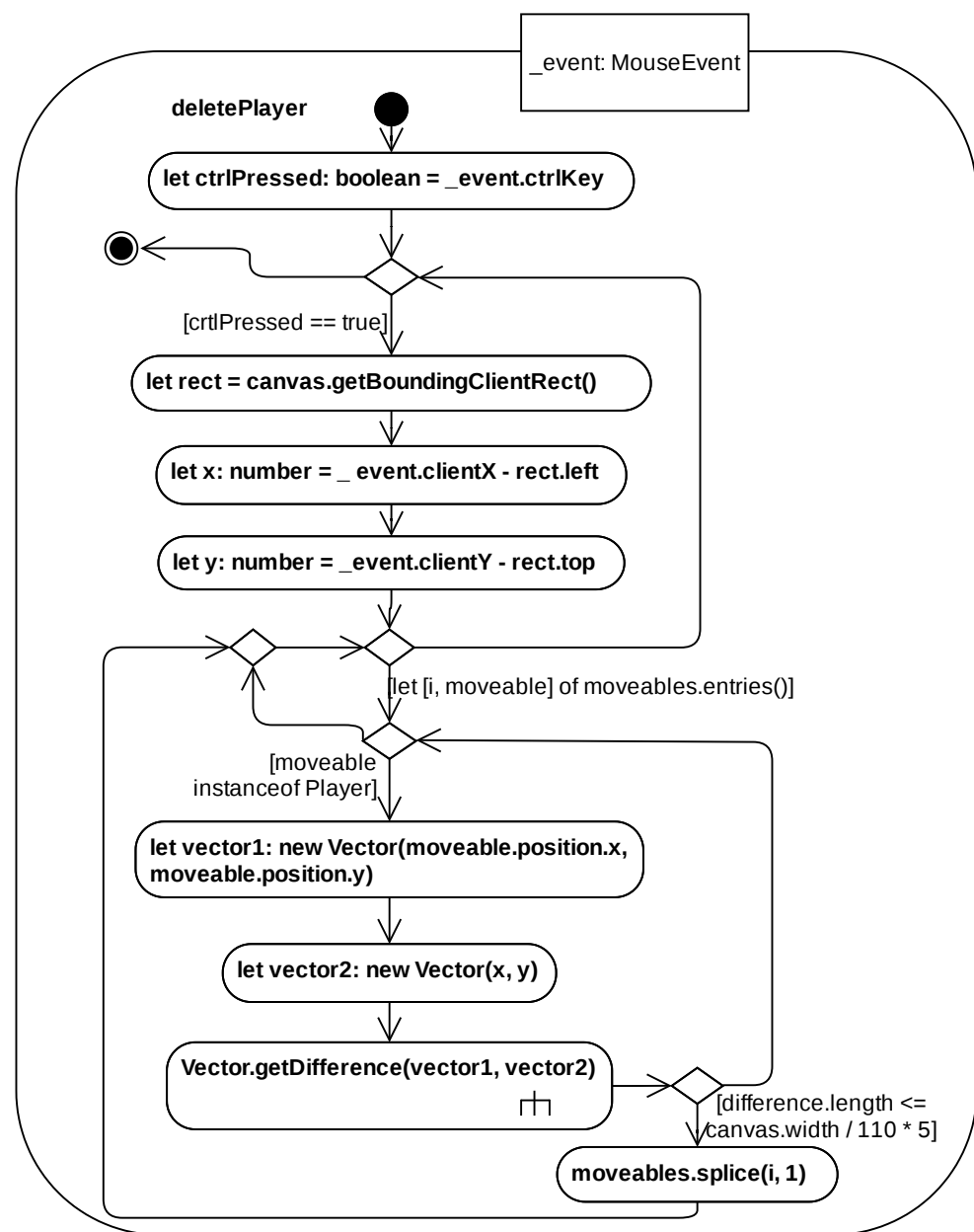




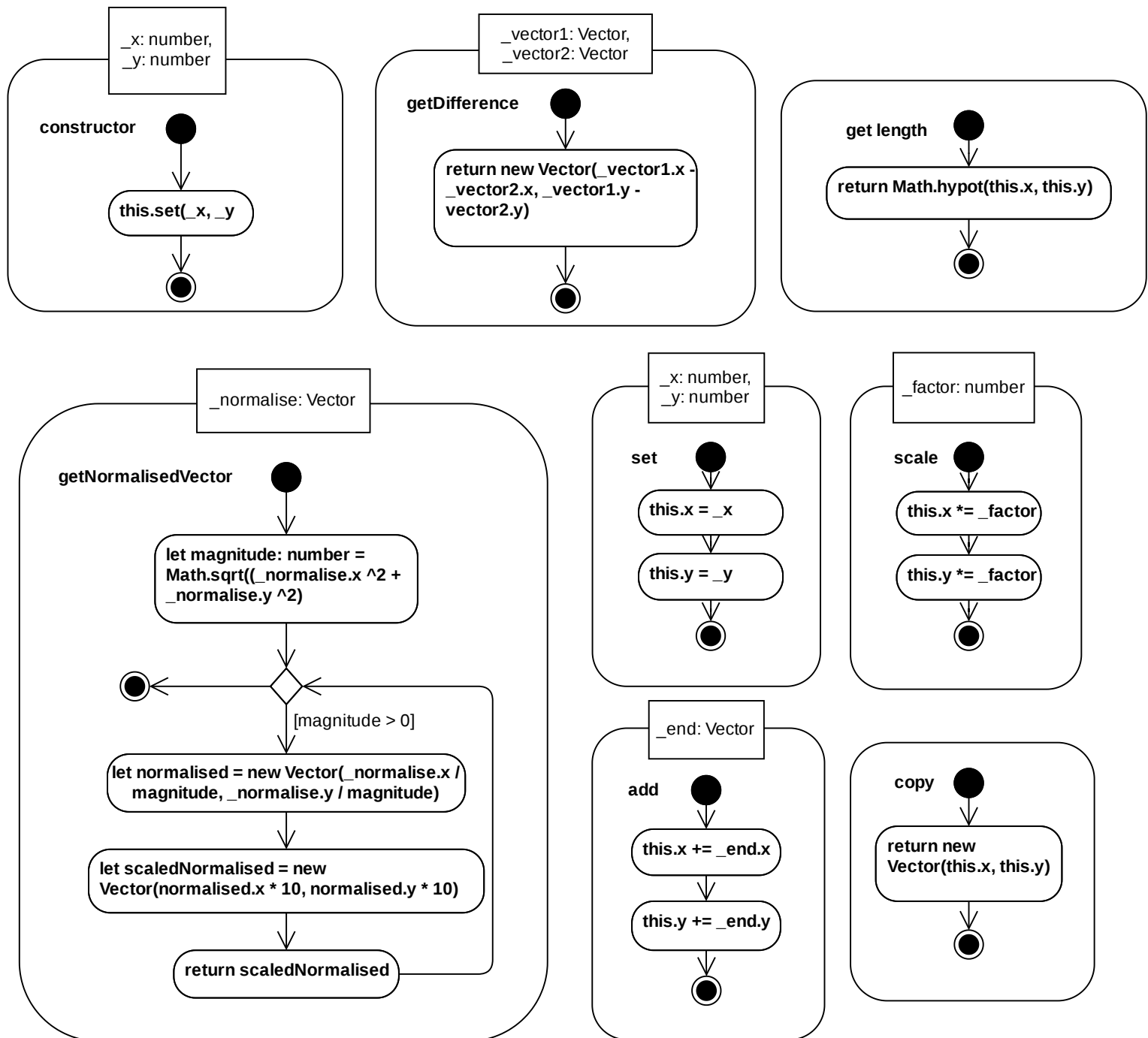




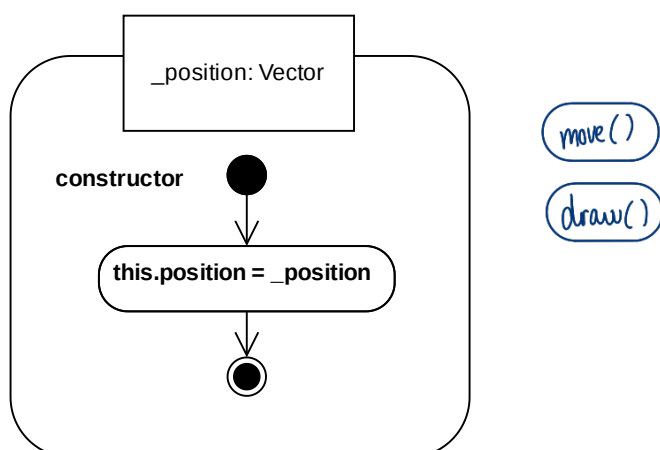


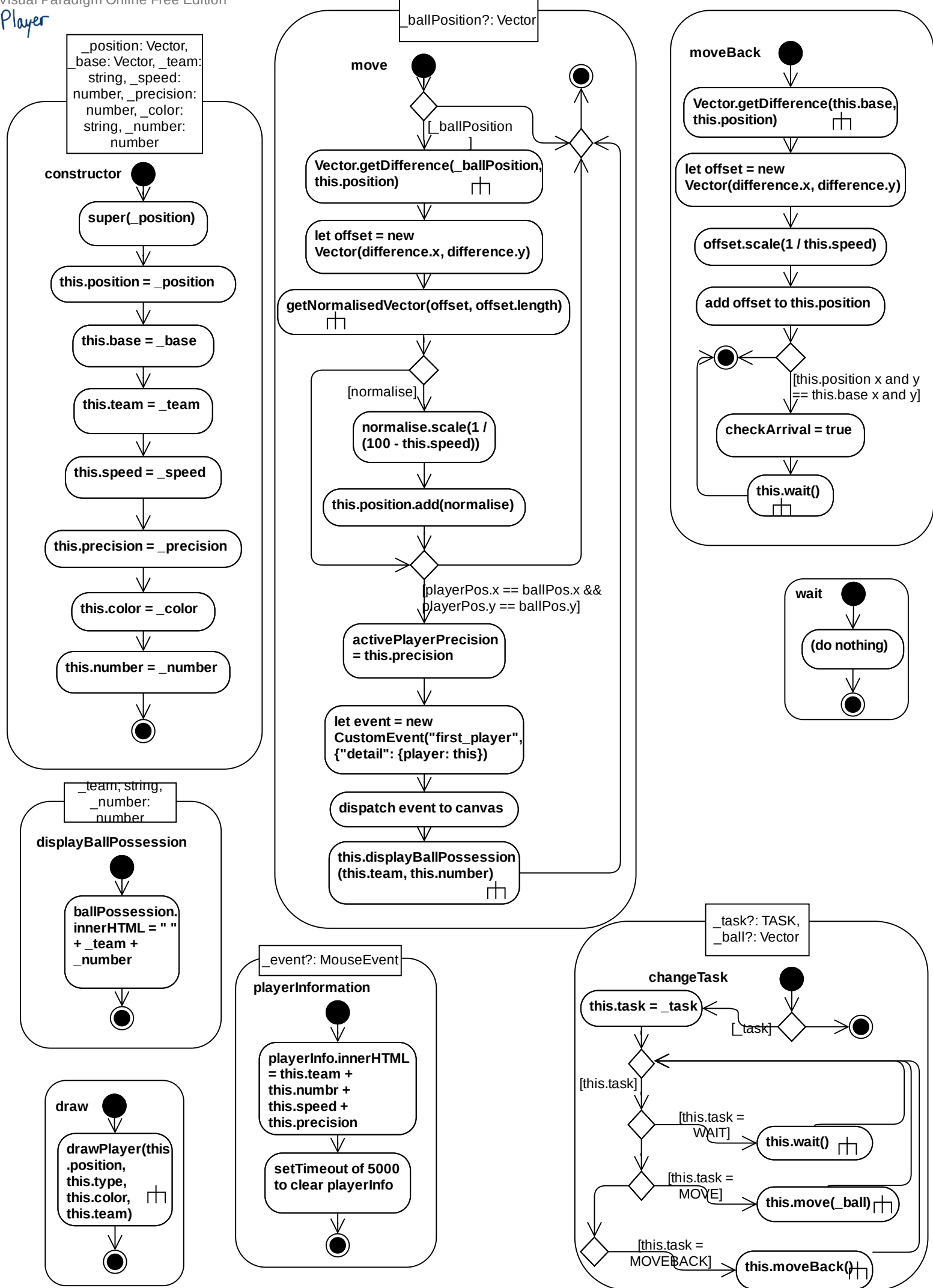


Vector

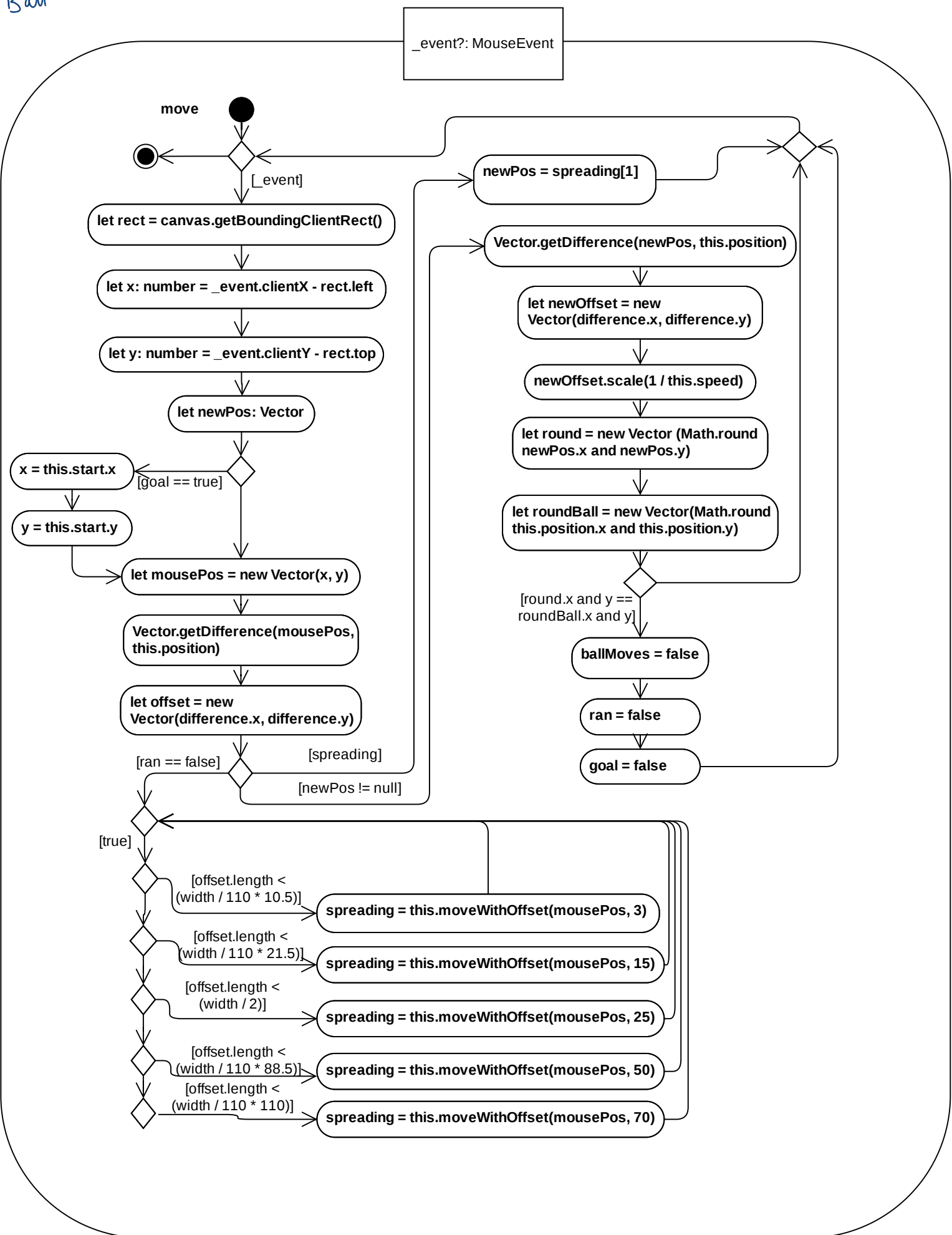


Moveable

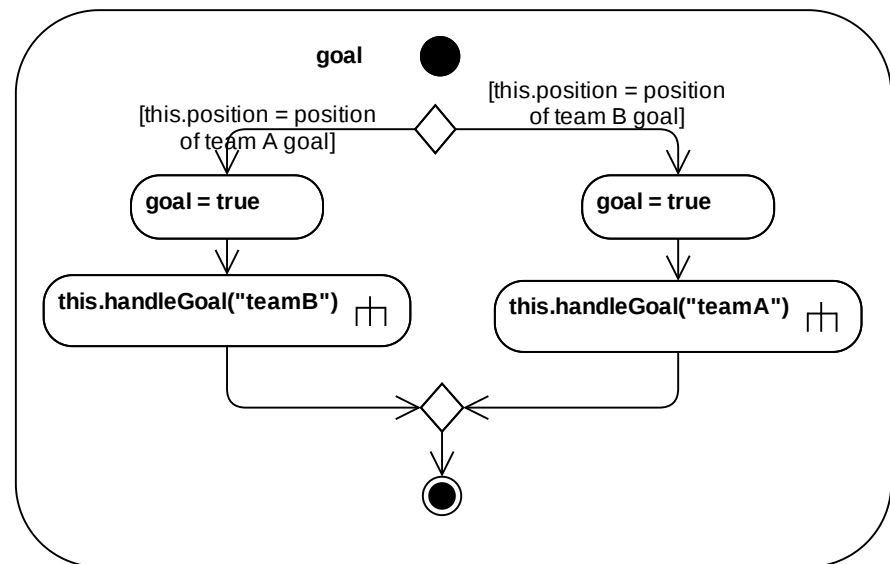
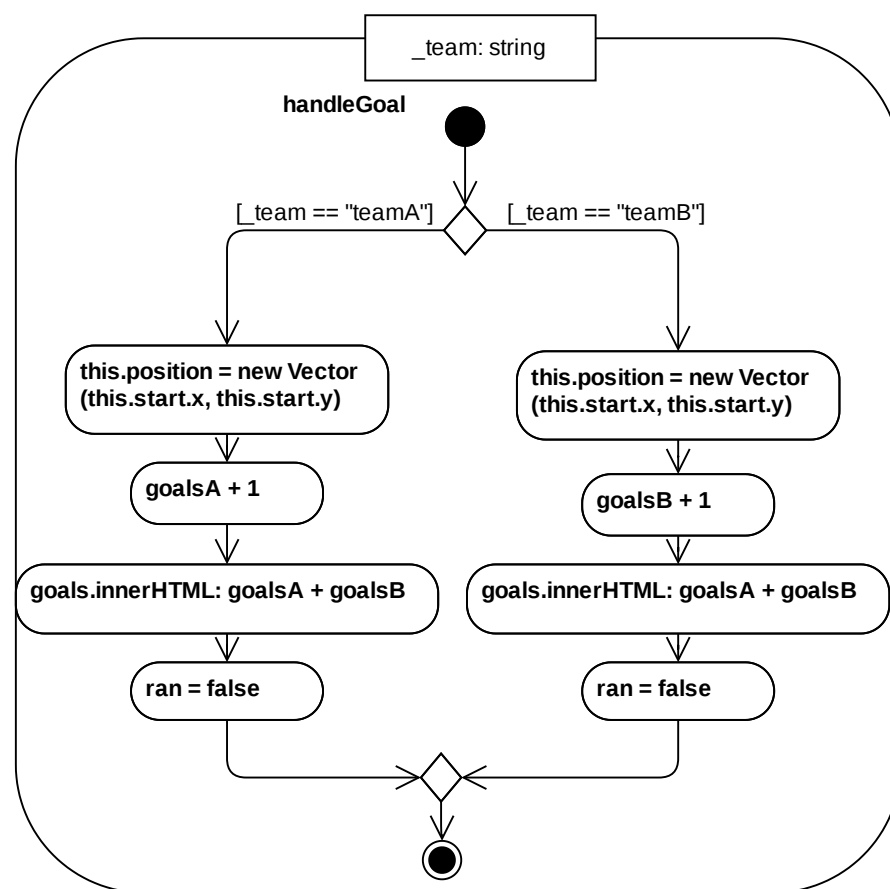
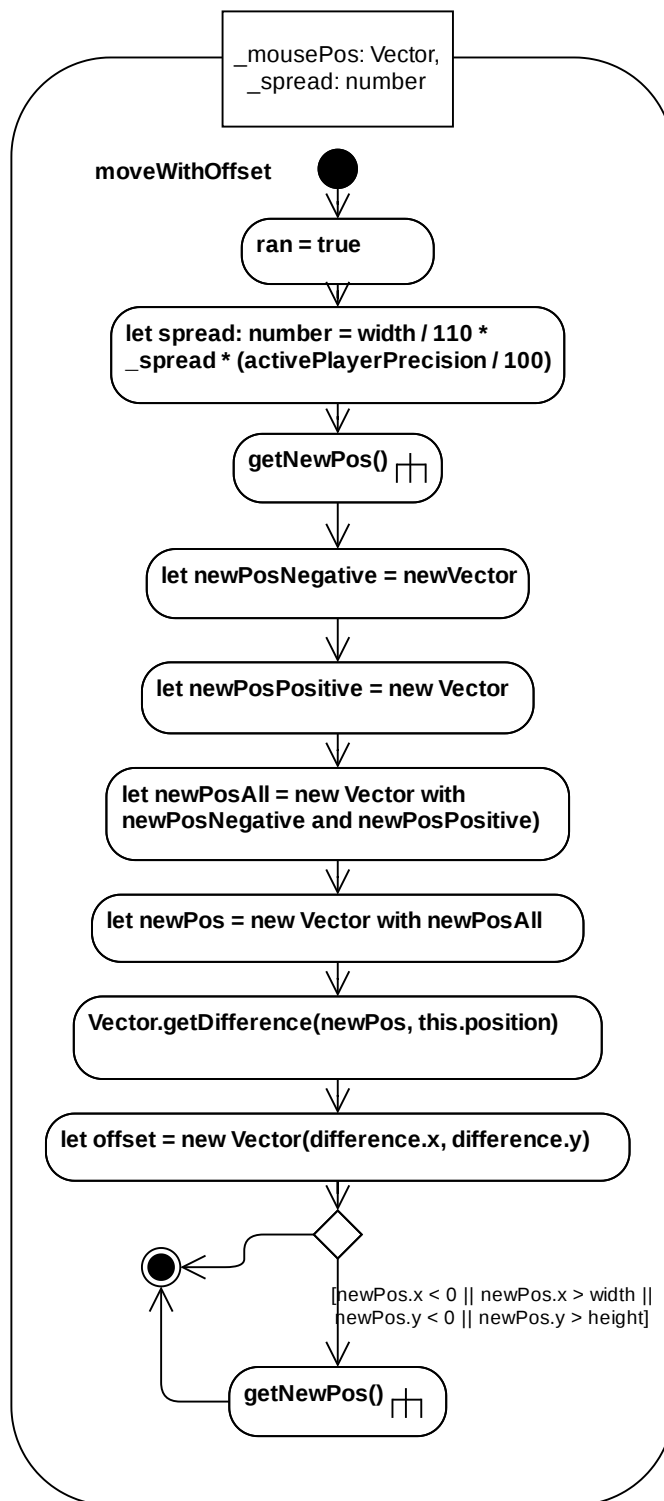
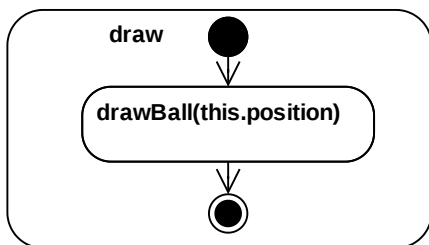
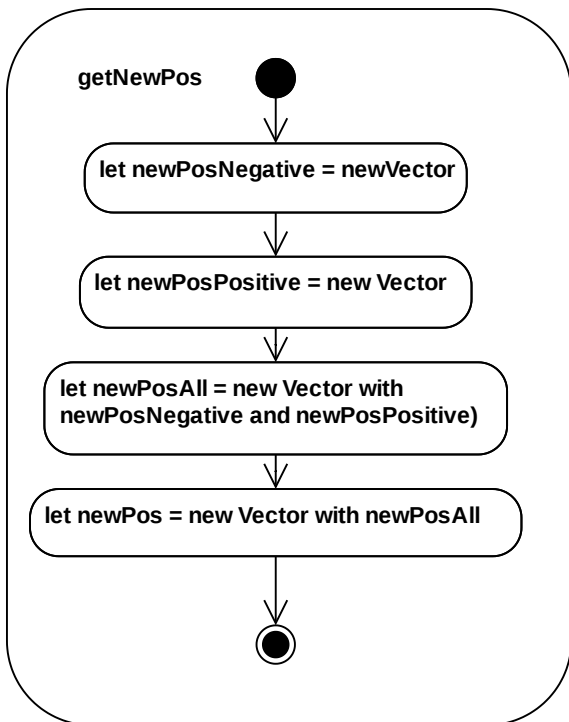
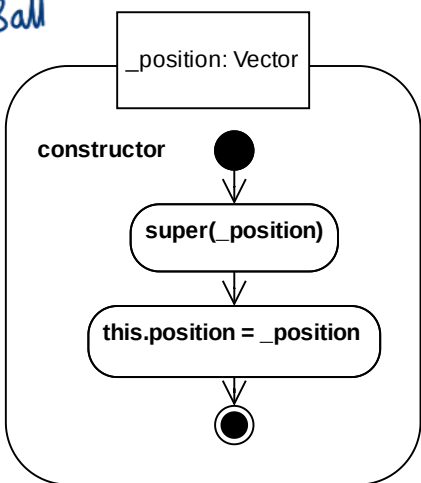




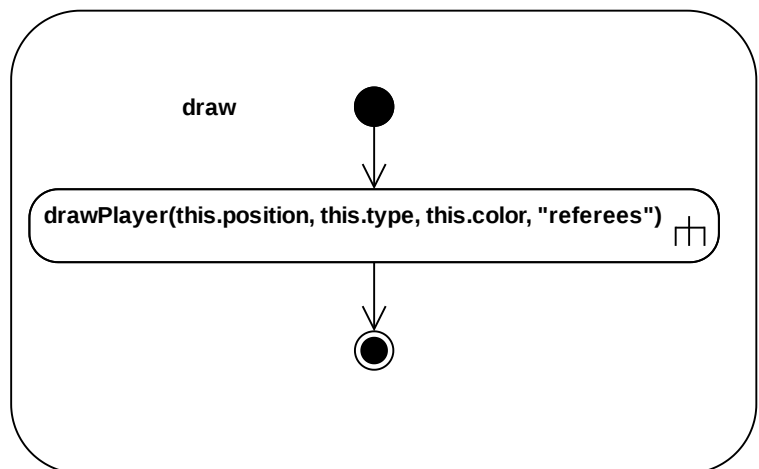
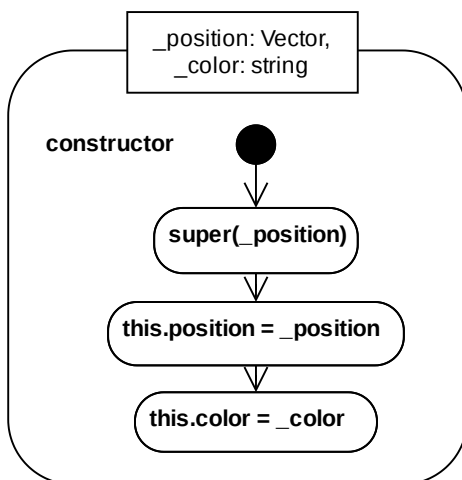
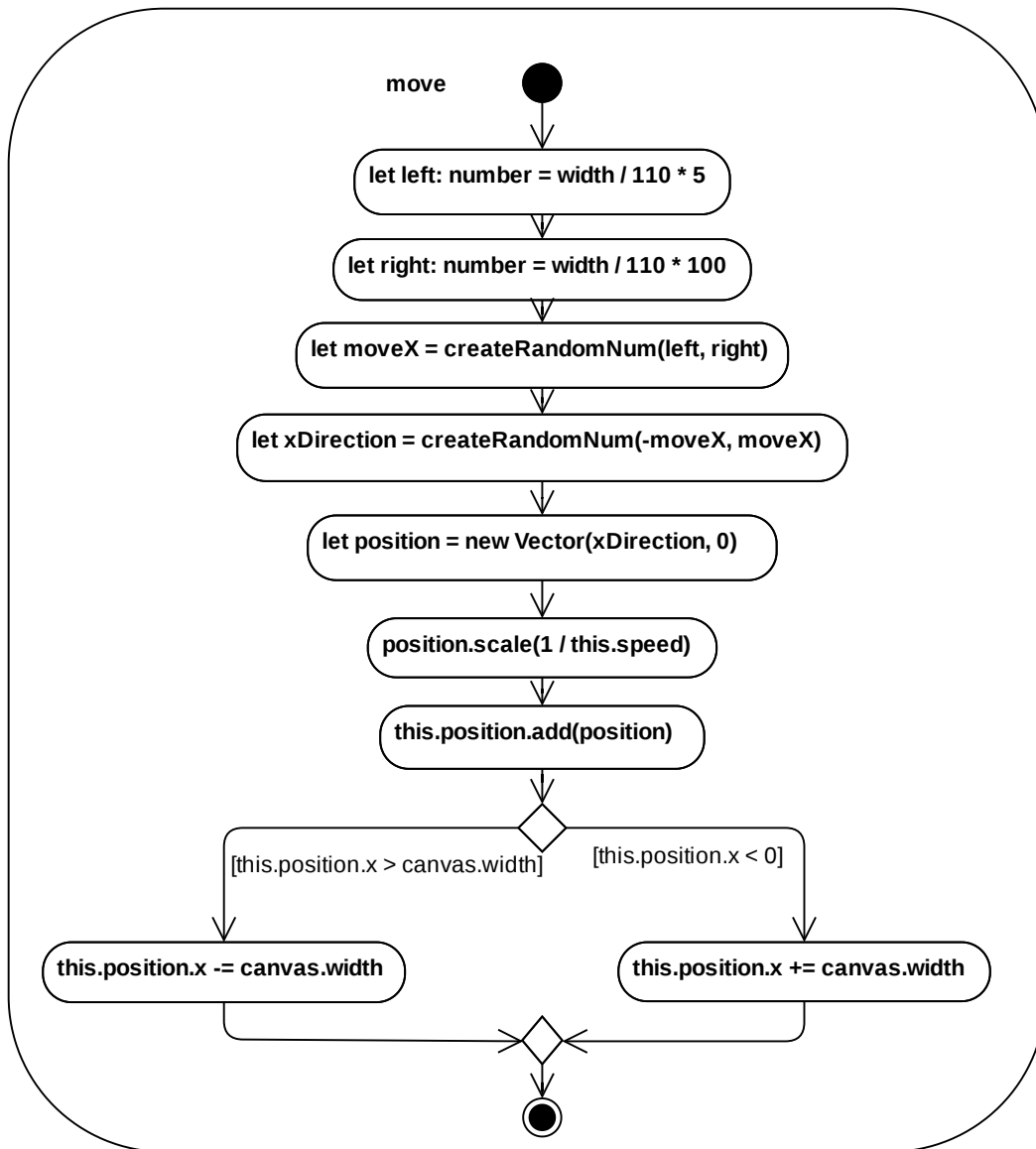
Ball



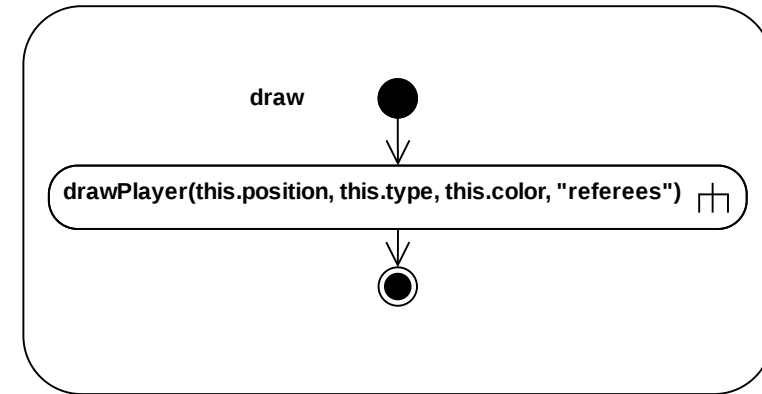
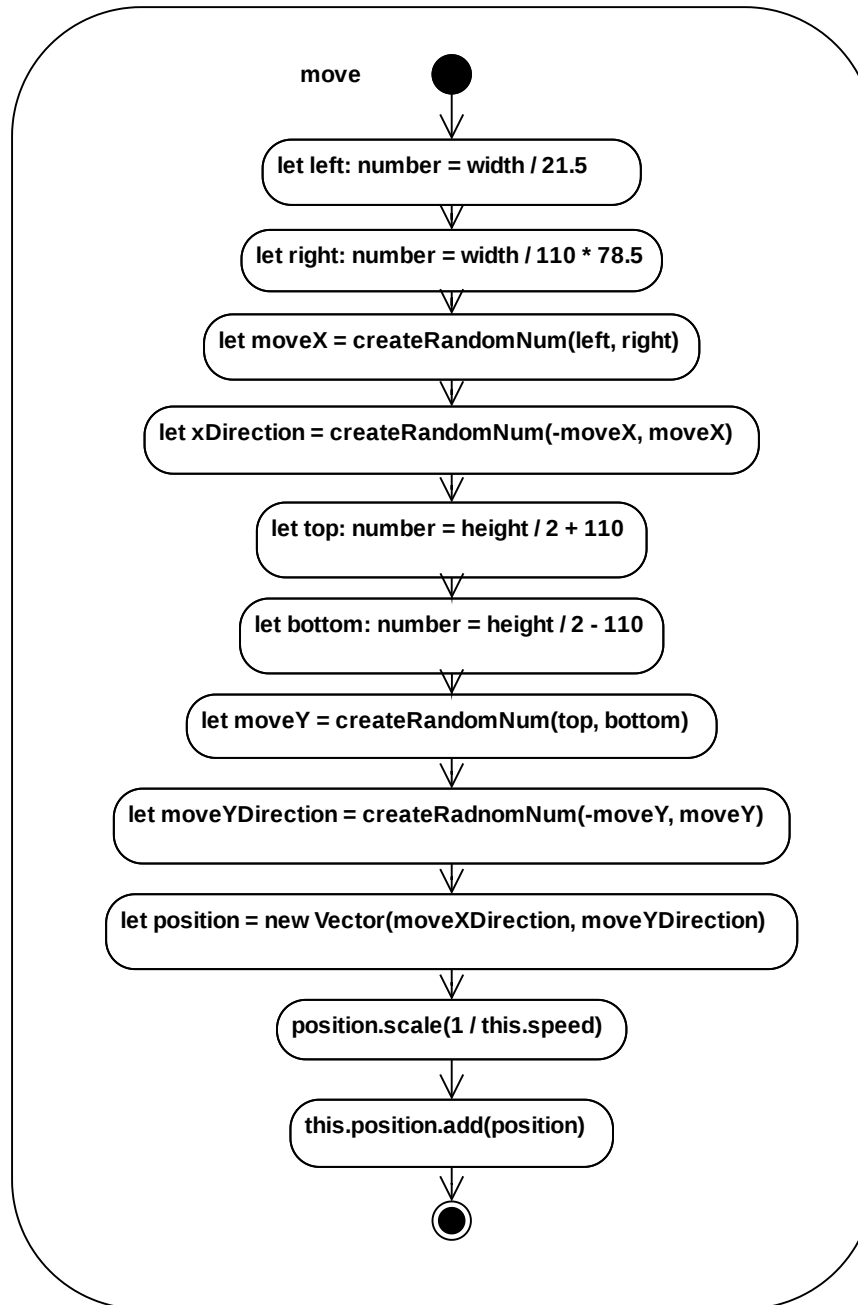
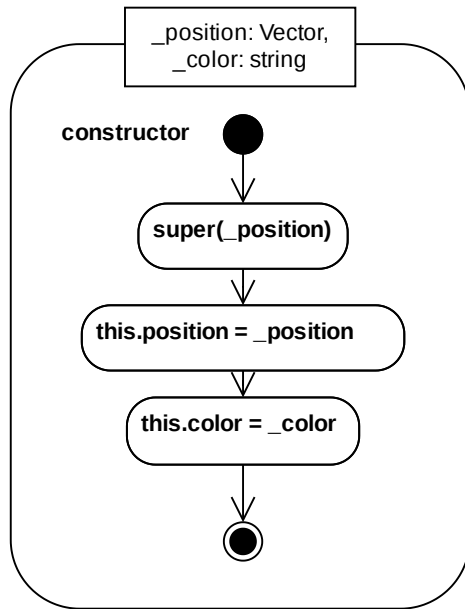
Ball



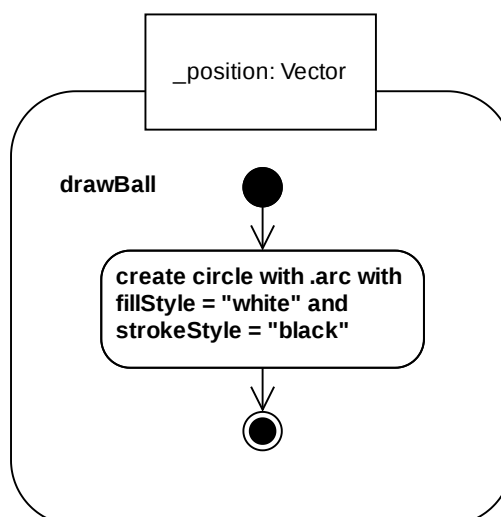
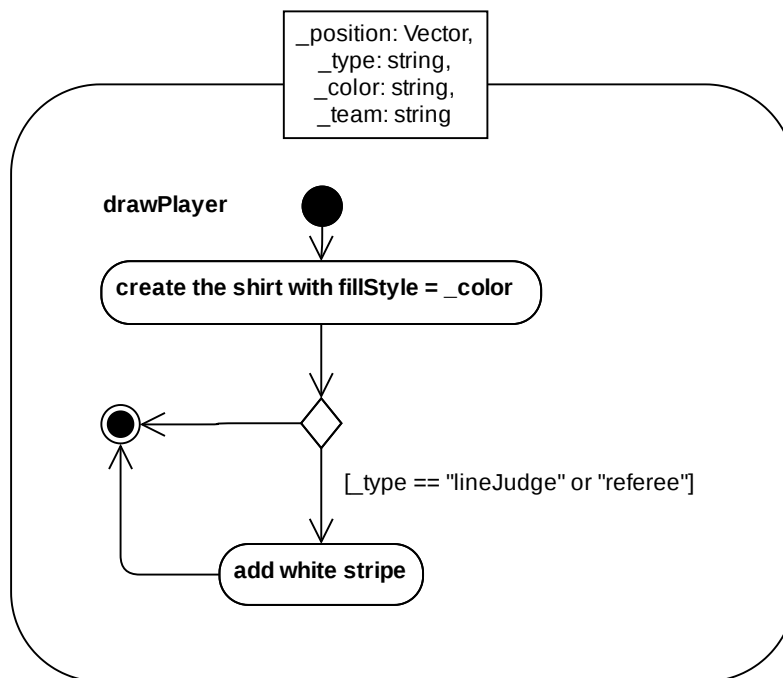
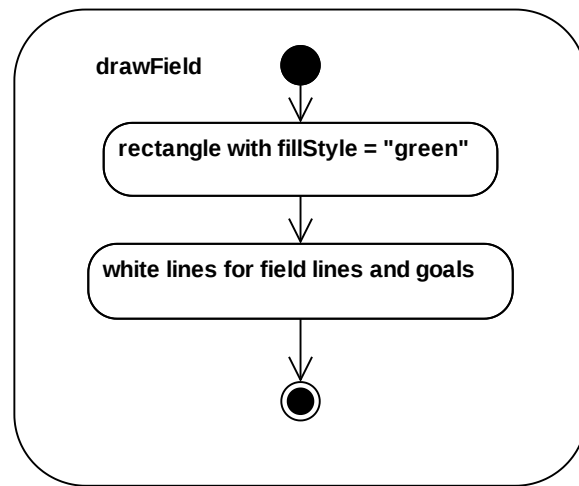
LineJudge



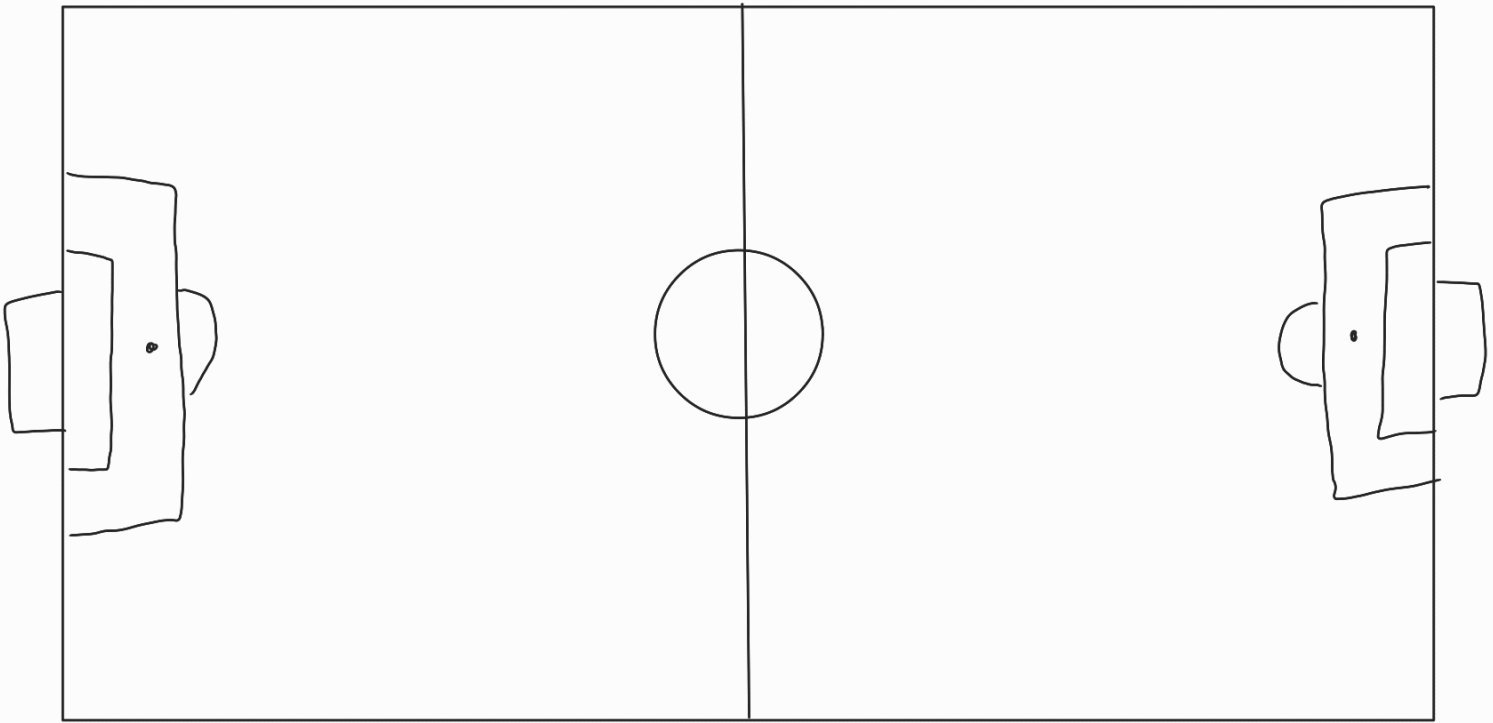
Referee



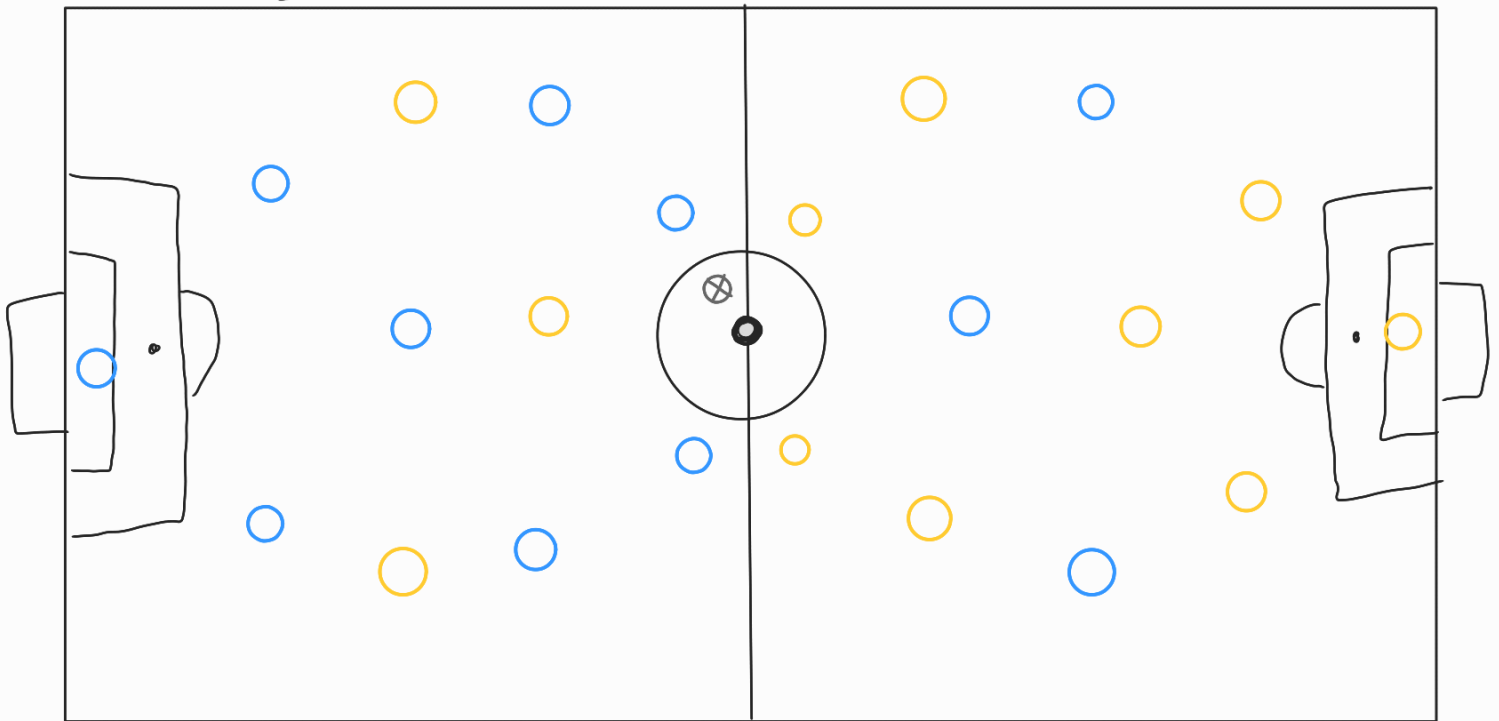
Paths



Feld von oben:



Aufstellung am Anfang:



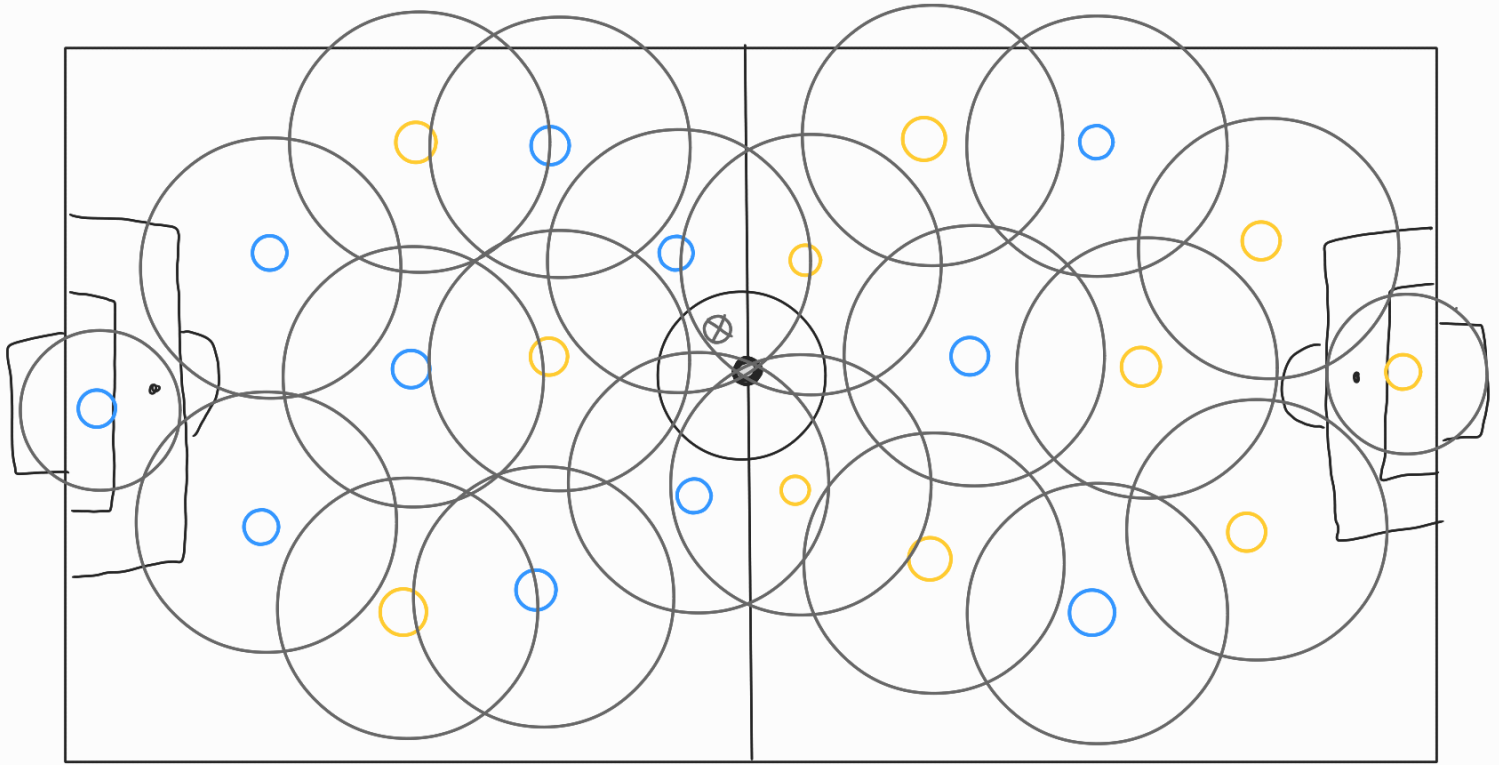
○ = 

 = schiedsrichter

● = Ball

○ = 

grobe Visualisierung der Wahrnehmungsradien der Spieler:



Aufbau der Seite:

Game Settings

Team A

Jersey color:

color picker

running speed:

precision:

Team B

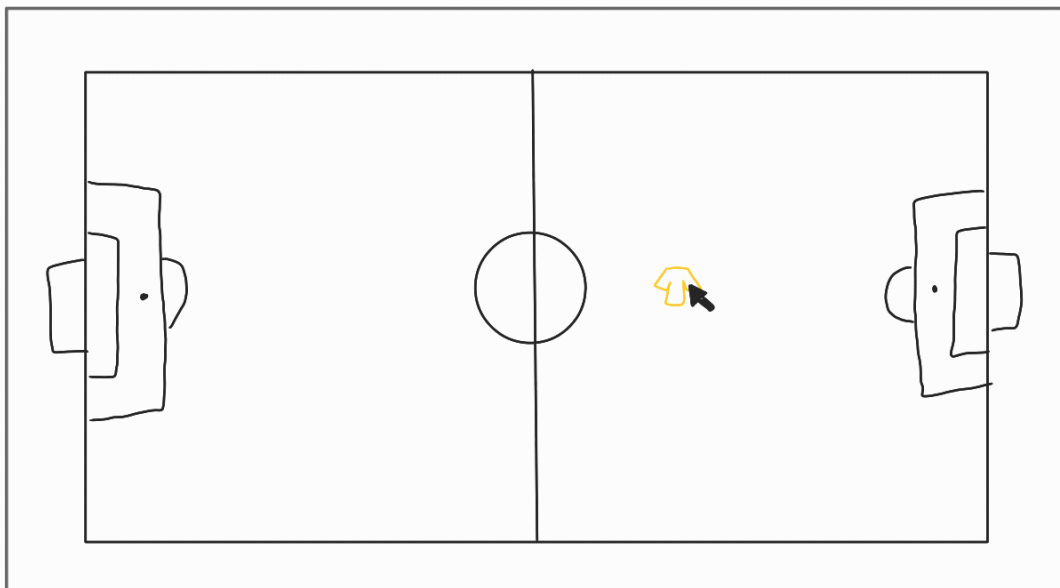
Jersey color:

color picker

running speed

precision:

Start



Game Information

A 1 : 0 B

Ball possession:
Player Name
Number

Player
(shift+click player to see)

Name: Player Name
Number: Player Number
Team: A/B
running speed: number
precision: number

newGame

verschwindet bei Klick
auf Start

Anleitung zum
Auswechseln der
Spieler (Löschen+
Hinzufügen)