

Designdokument

# **“Fußball-Simulation”**

Entwicklung Interaktiver Anwendungen 2 (EIA2)

bei Jirka Dell'Oro

Sommersemester 2021

Ulla Herrmann

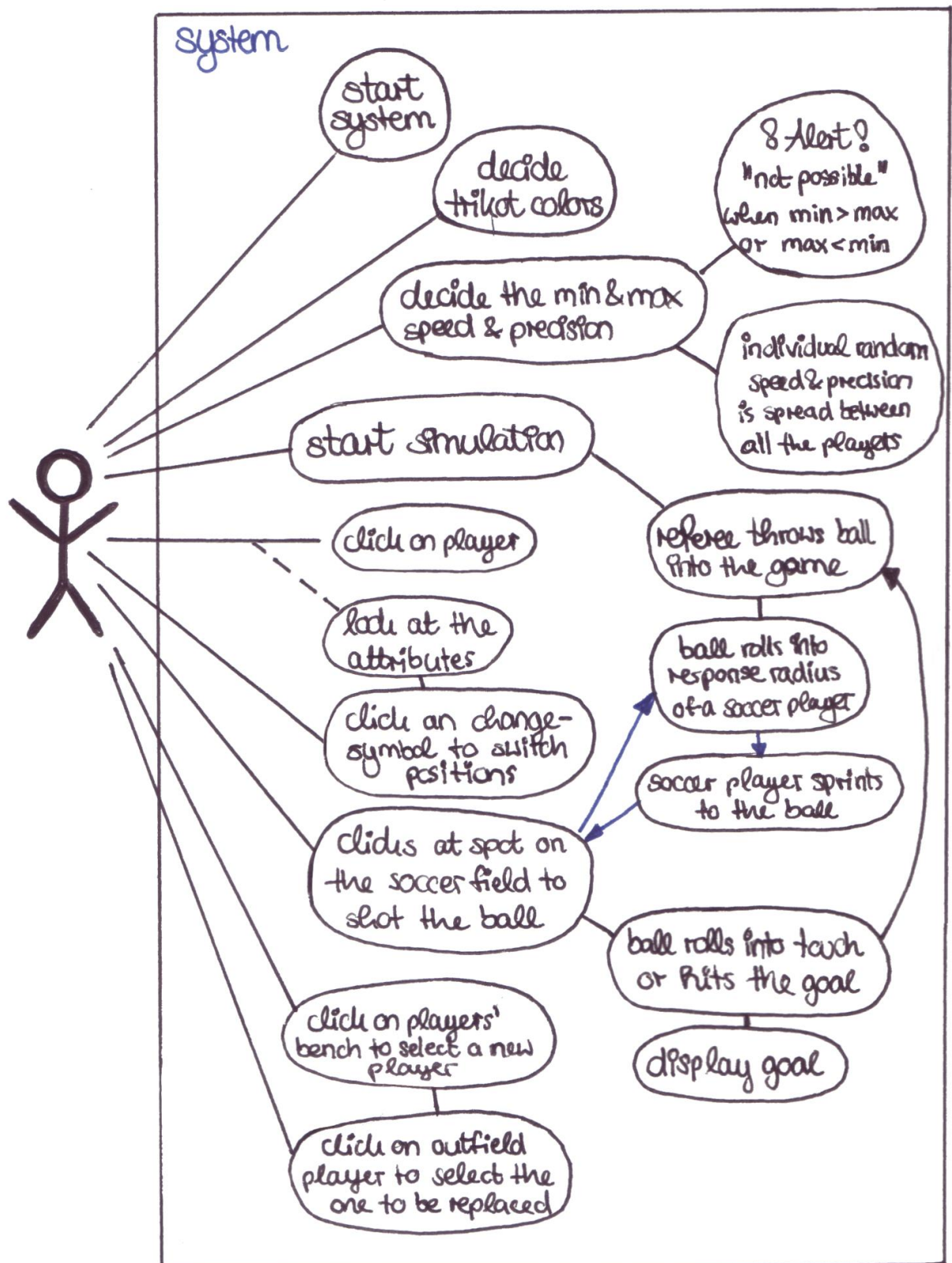
Marktplatz 25  
78120 Furtwangen im Schwarzwald  
[ulla.herrmann@hs-furtwangen.de](mailto:ulla.herrmann@hs-furtwangen.de)

Matrikelnummer: 263559

Fakultät Digitale Medien, Studiengang Medienkonzeption

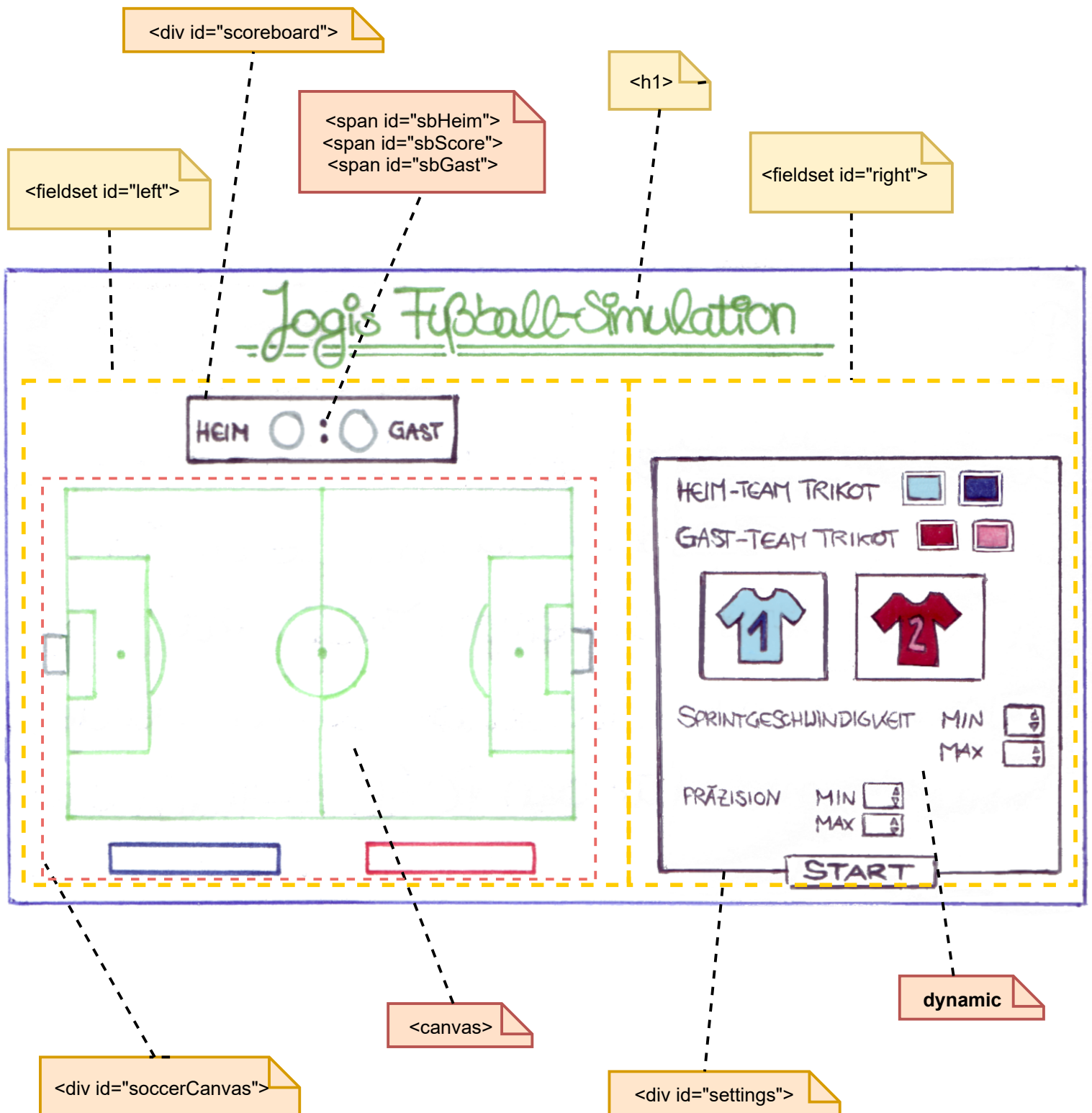
19.07.2021

# “Fußball-Simulation” - Use-Case Diagramm -



Meine Anwendung ist für den PC optimiert, da in den Vorgaben die Interaktion mit Maus und Tastatur angesprochen wurde. Außerdem wäre das Spielfeld auf einem Mobilgerät relative klein und nicht übersichtlich ausgefallen.

# "Fussball-Simulation" - UserInterface-Scribble -

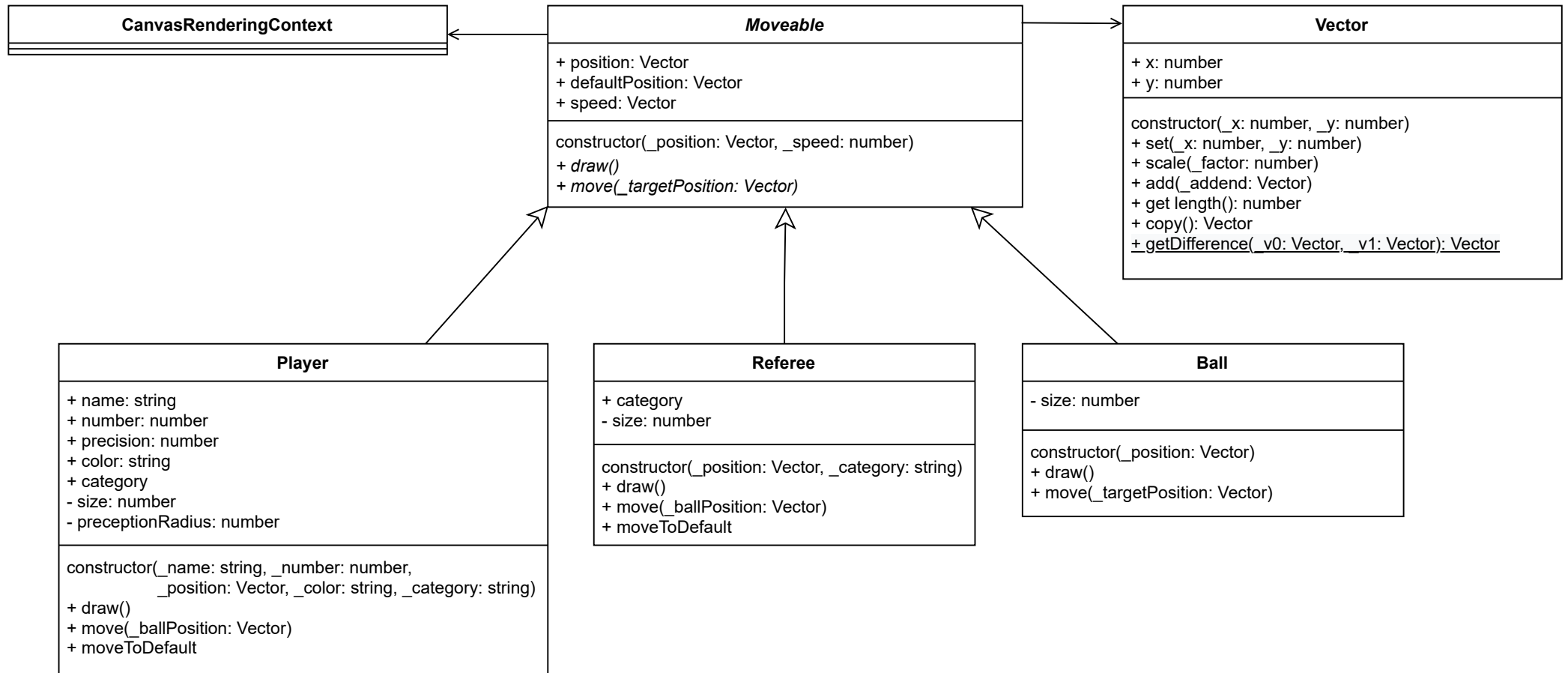


## Interaktionszeitraum

- zu Beginn der Simulation (vorm Start)
- wenn Änderungen innerhalb der Start-Einstellungen vorgenommen werden

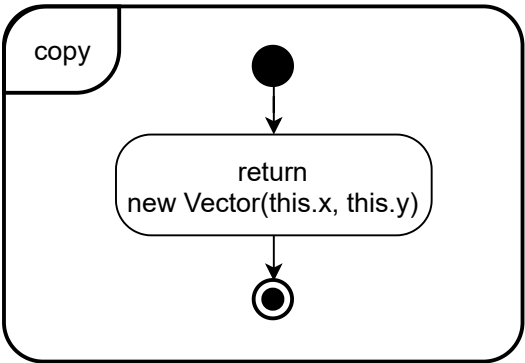
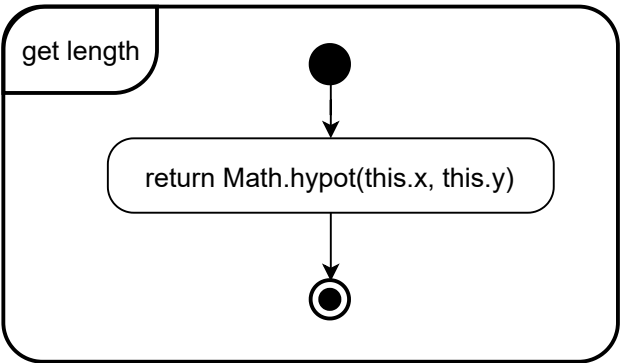
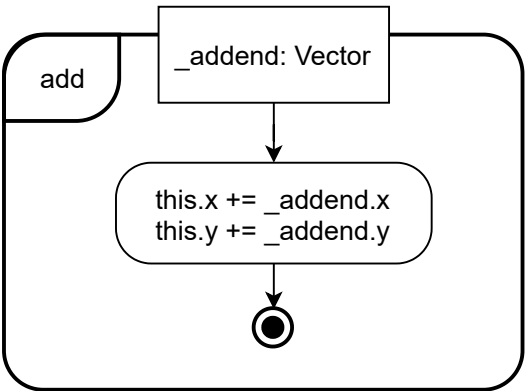
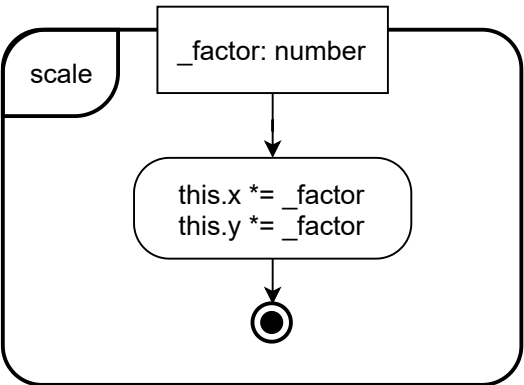
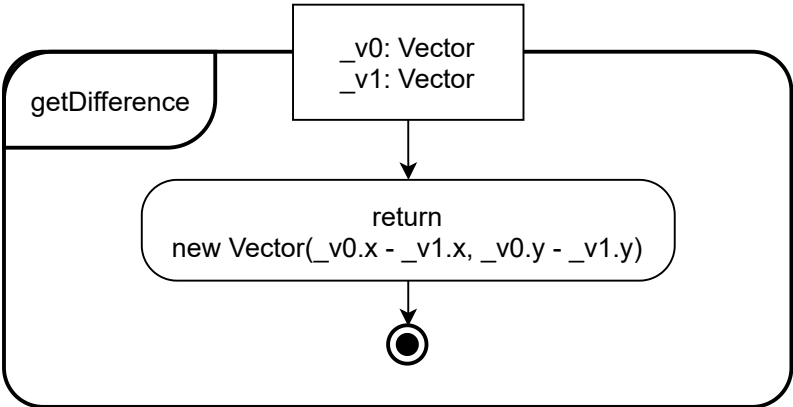
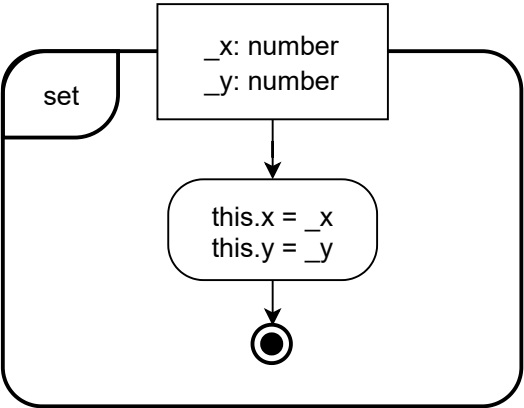
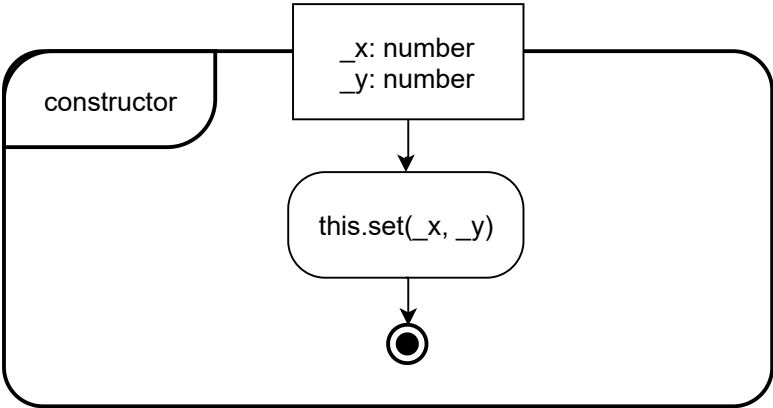


# "Fussball-Simulation" - ClassDiagram -

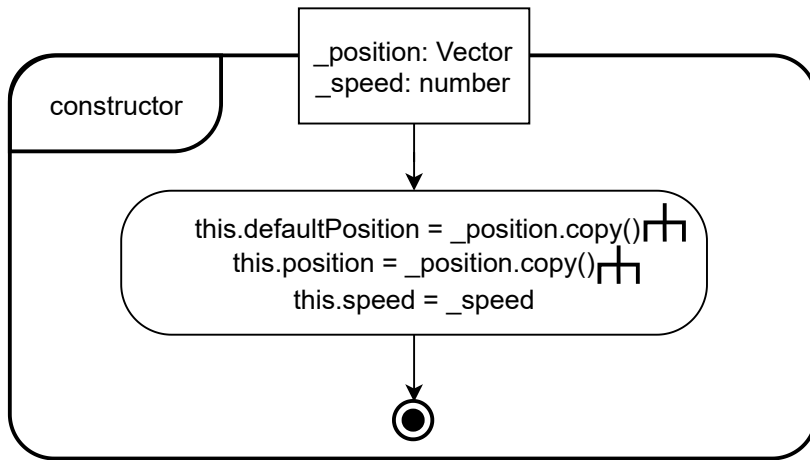


# "Fussball-Simulation" - ActivityDiagram -

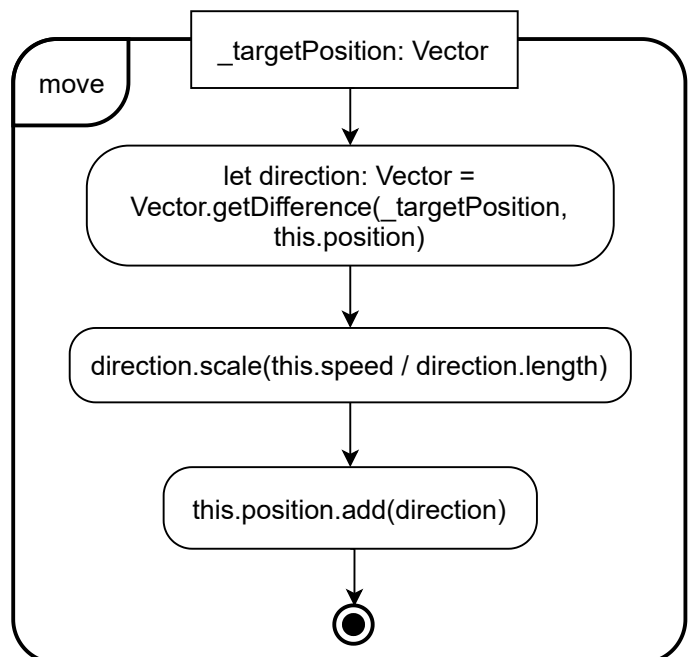
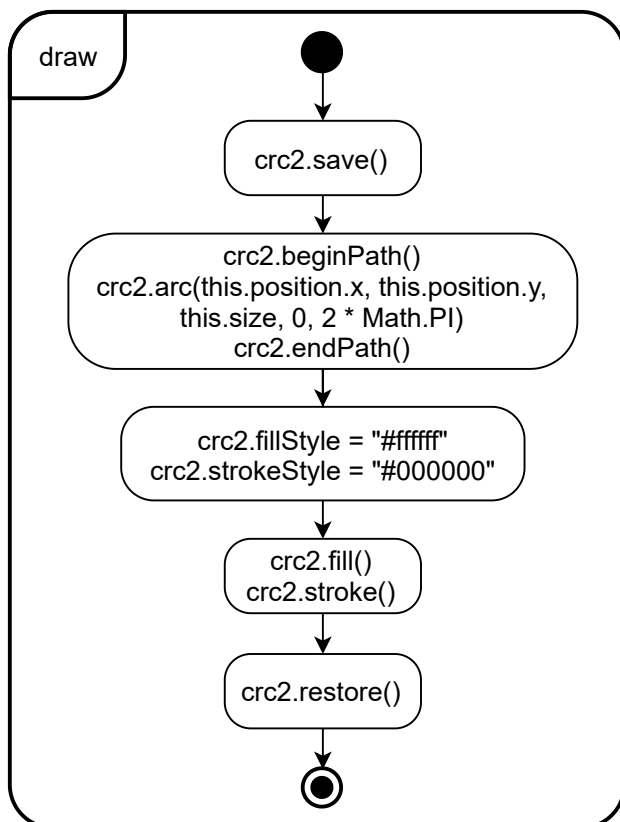
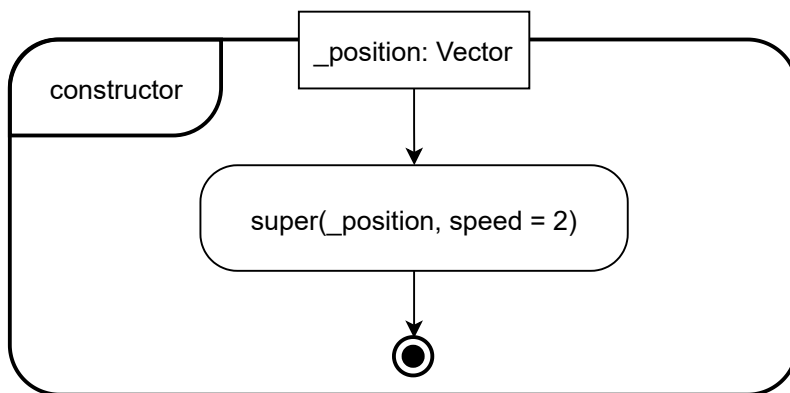
## Vector



## Moveable

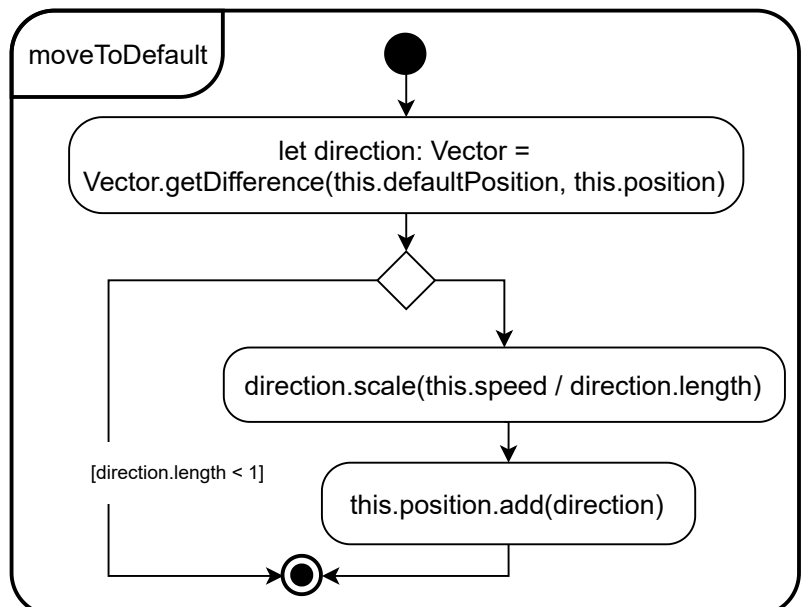
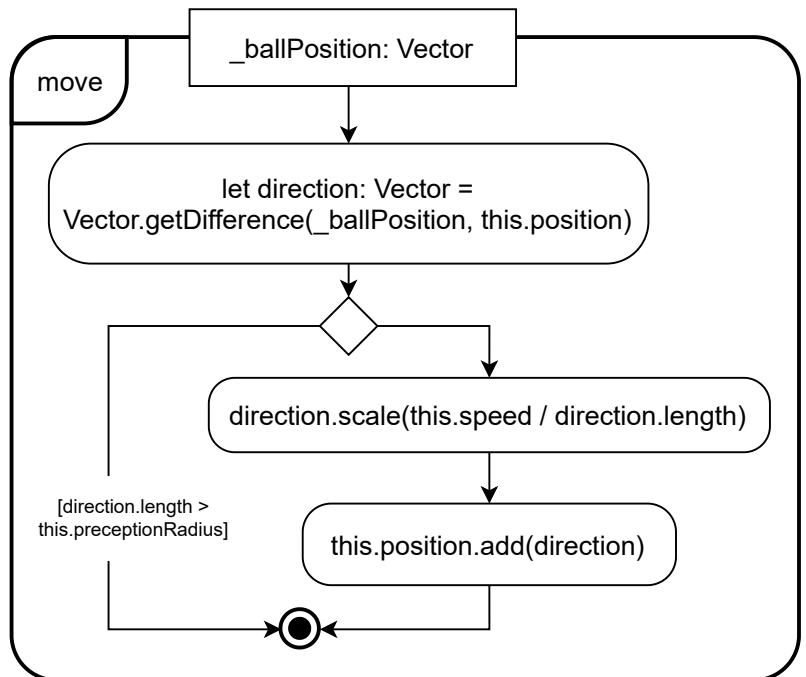
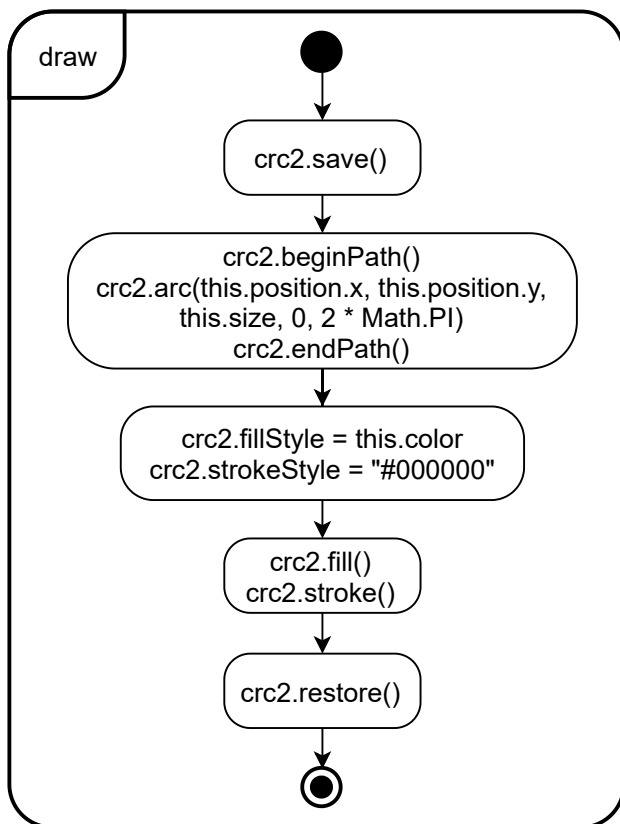
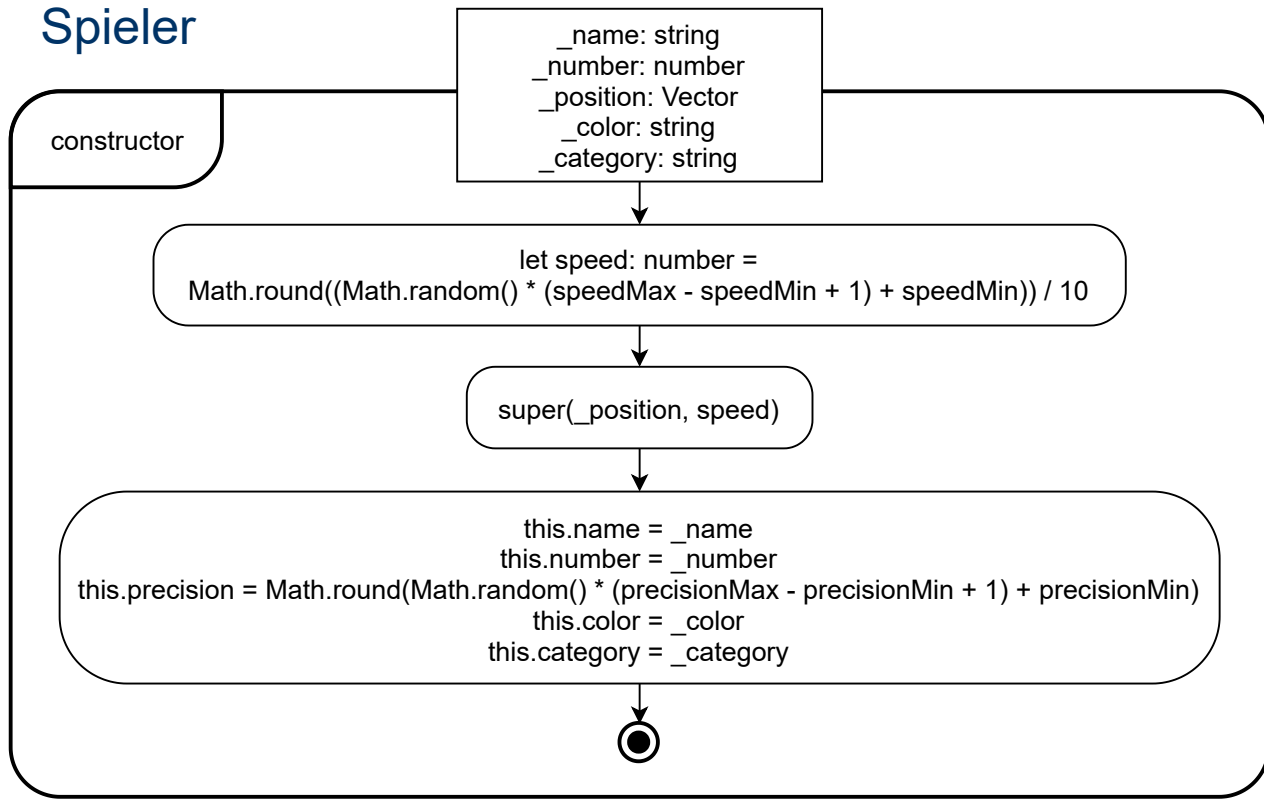


## Ball



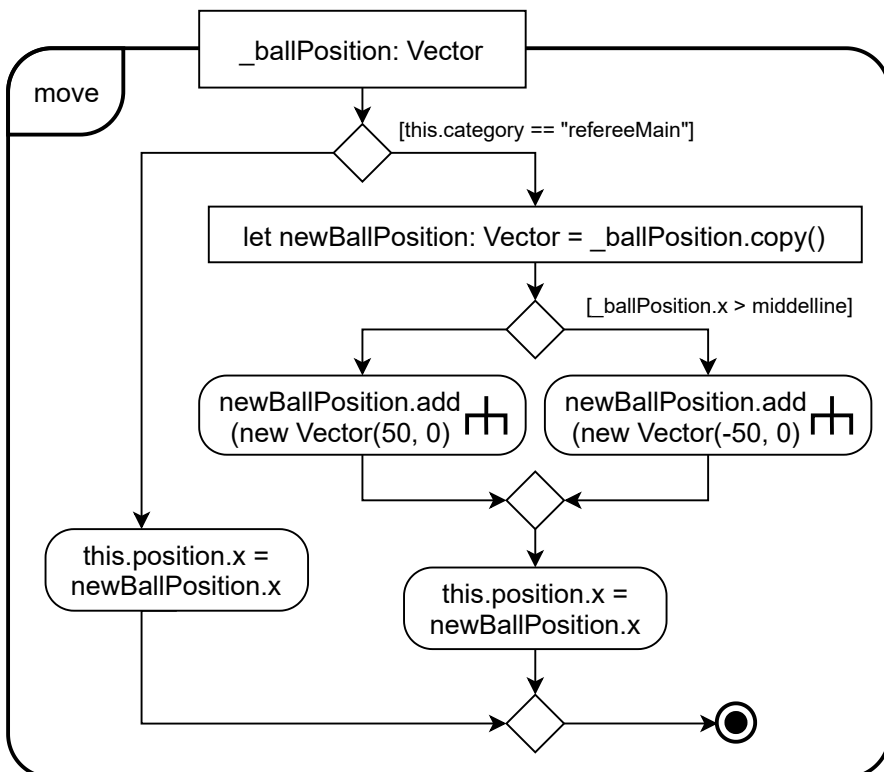
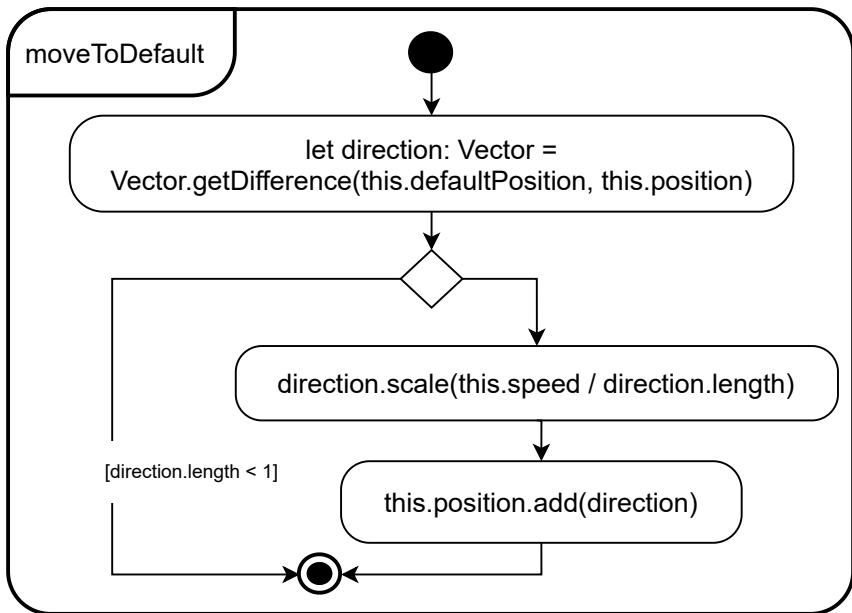
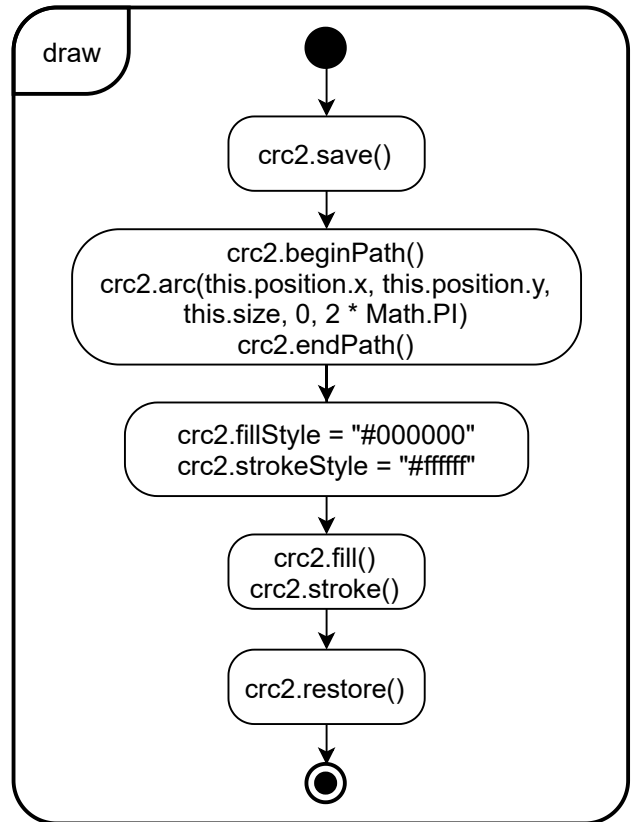
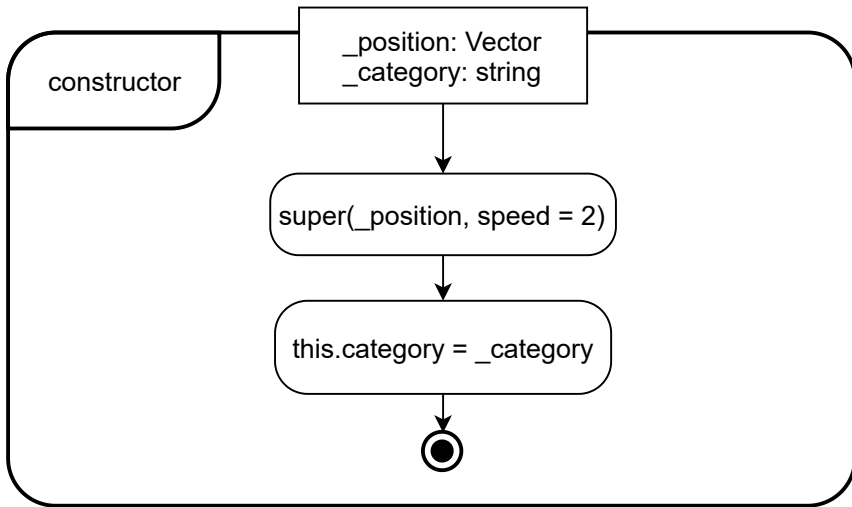


# Spieler

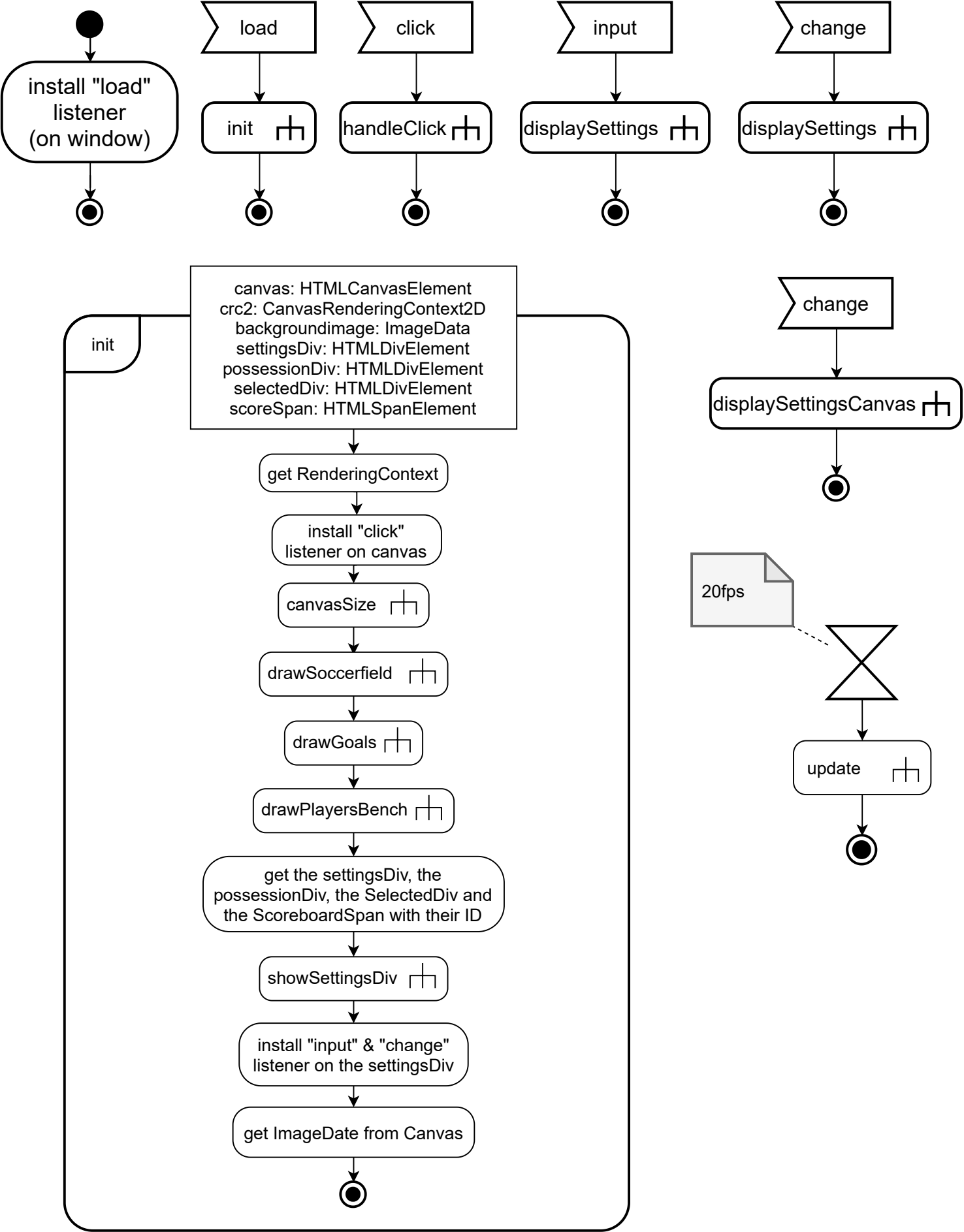


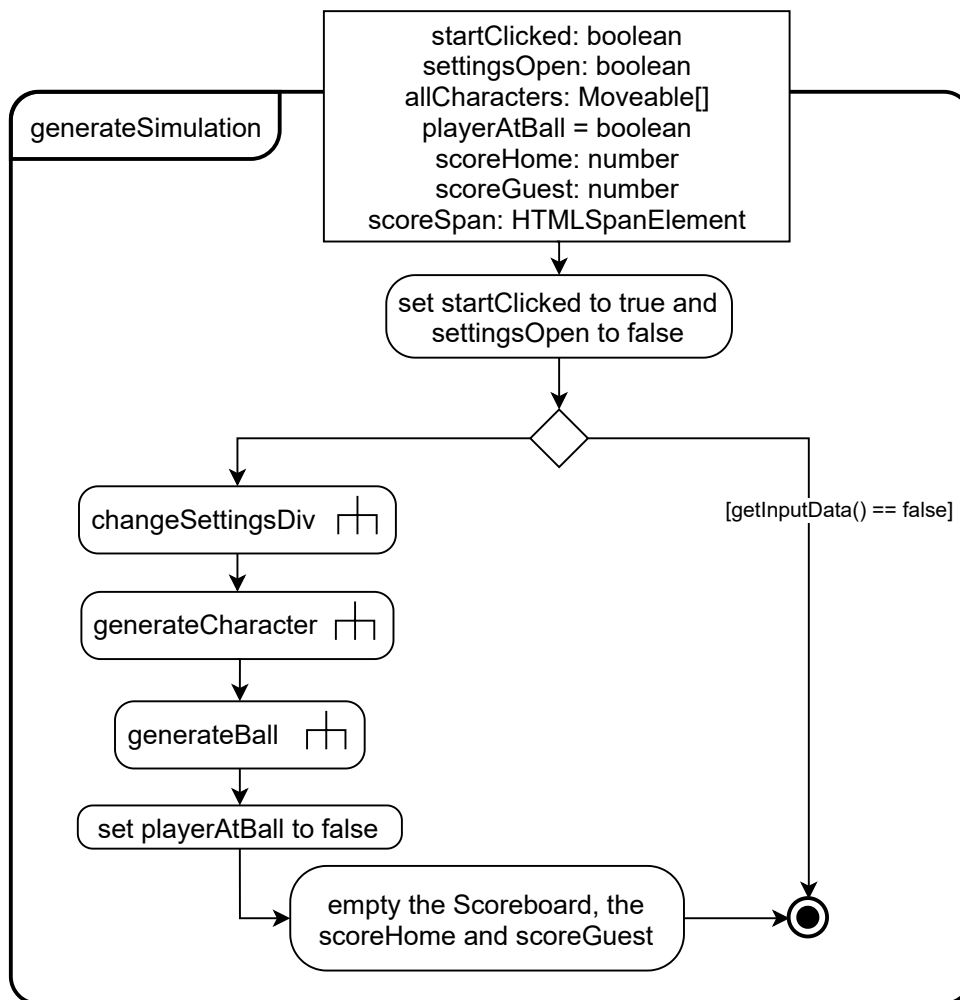
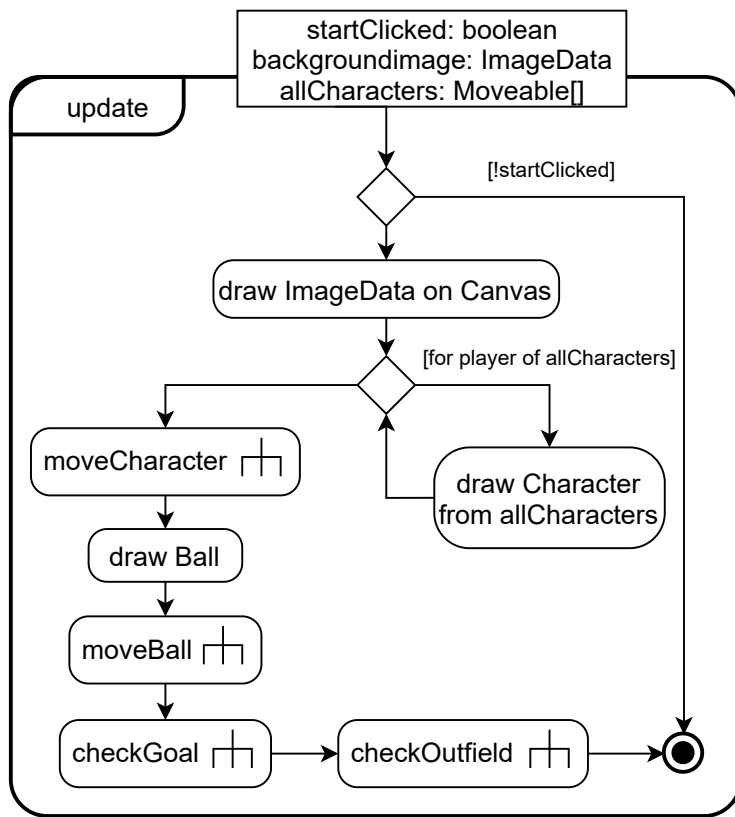


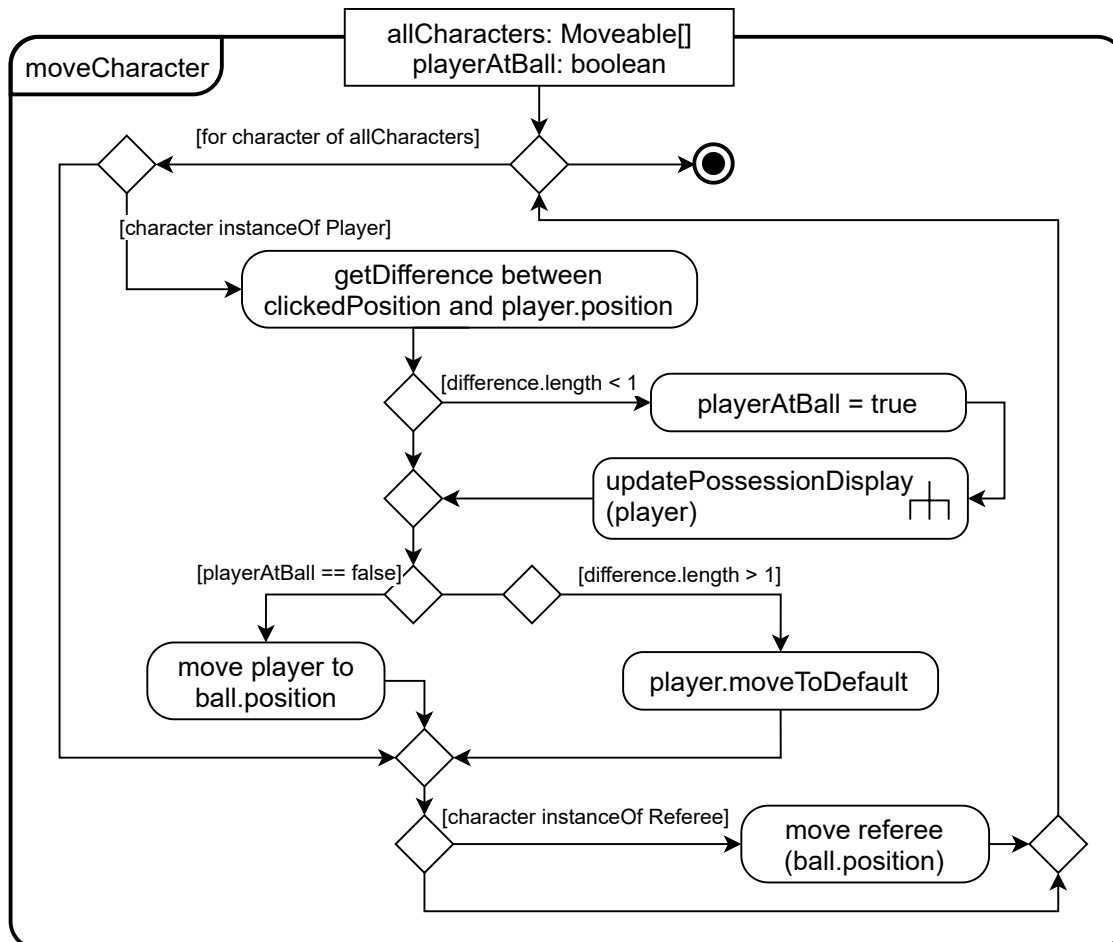
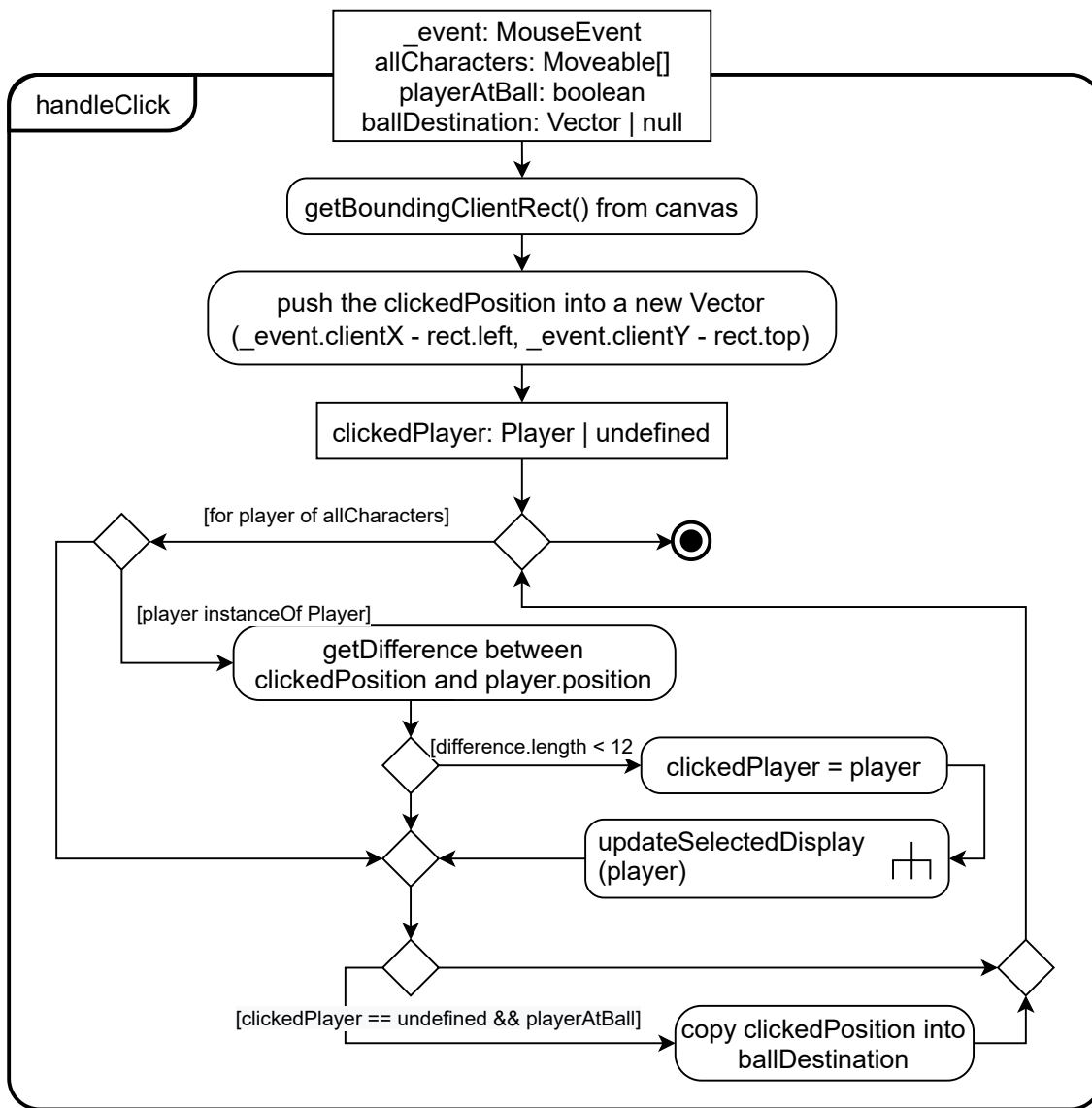
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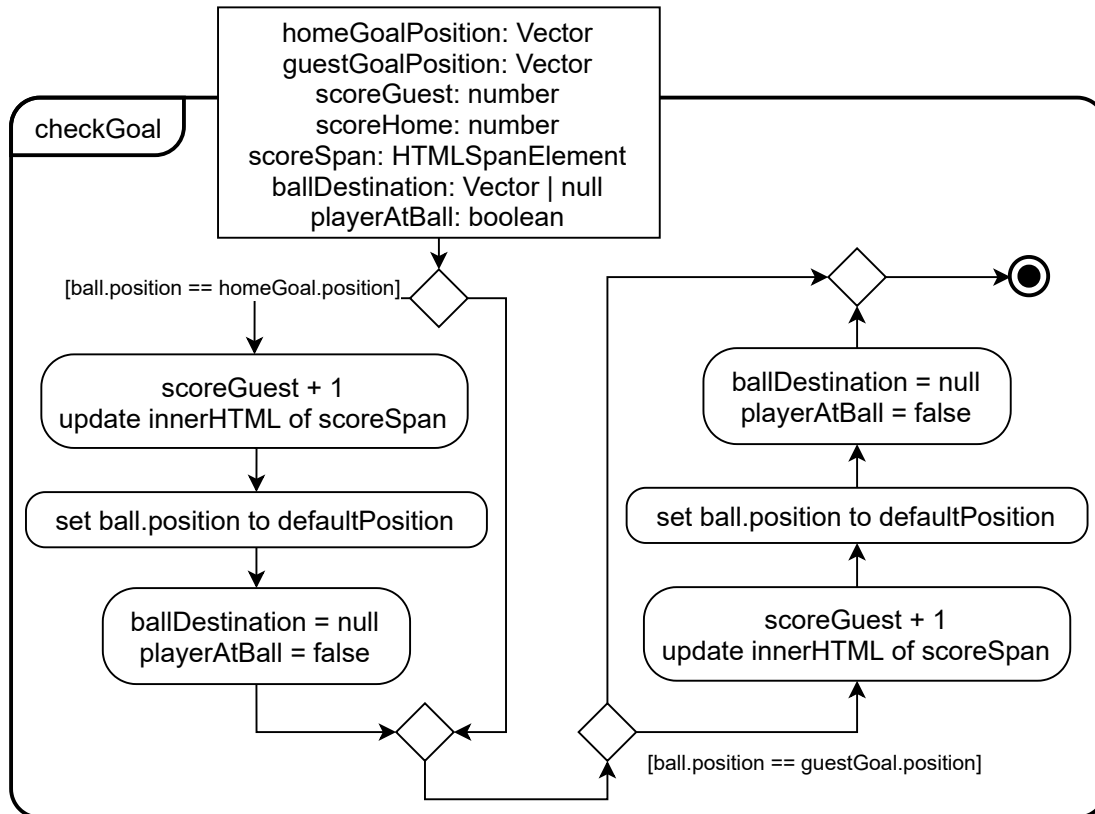
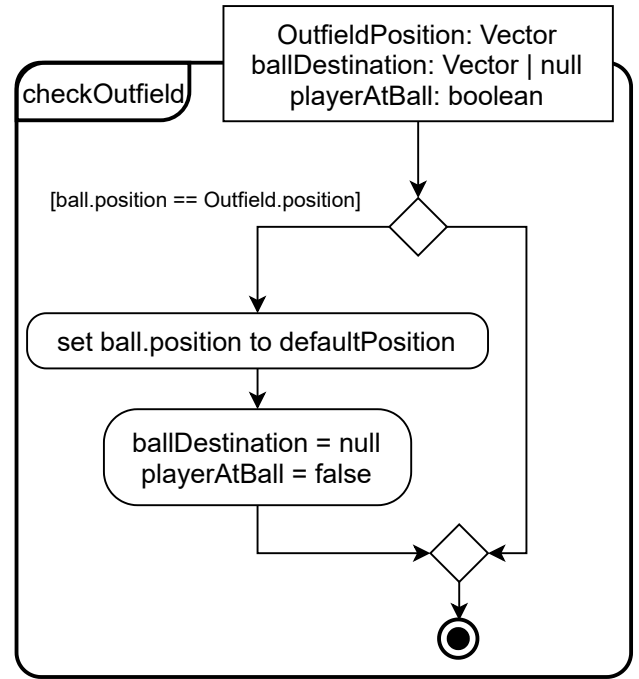
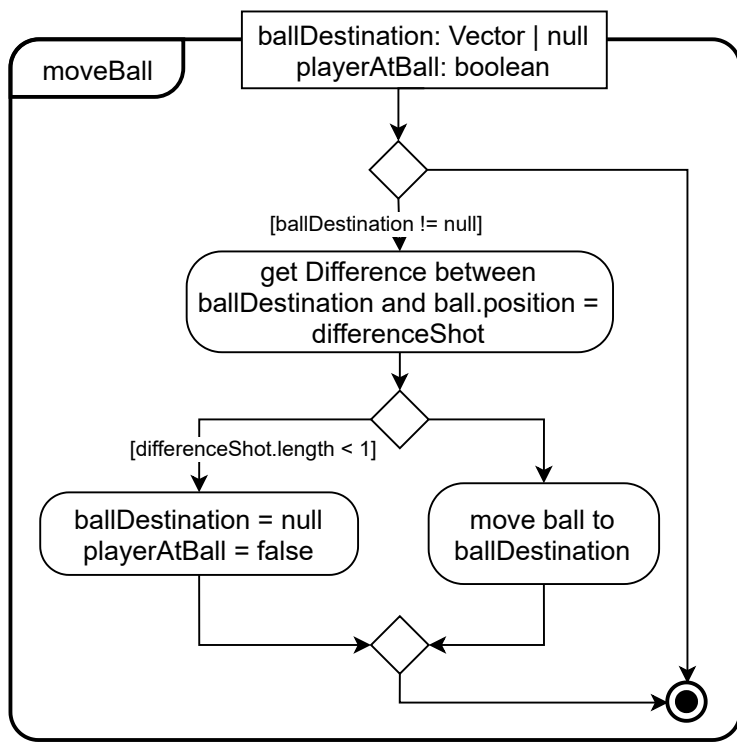


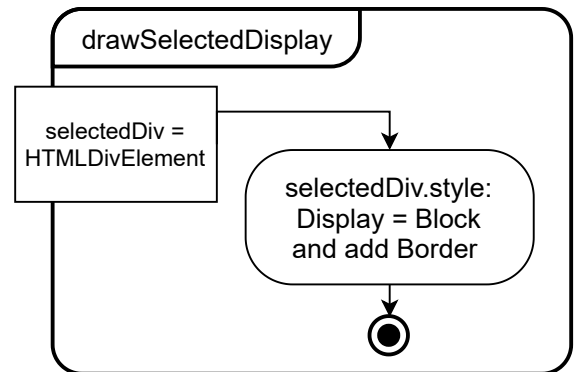
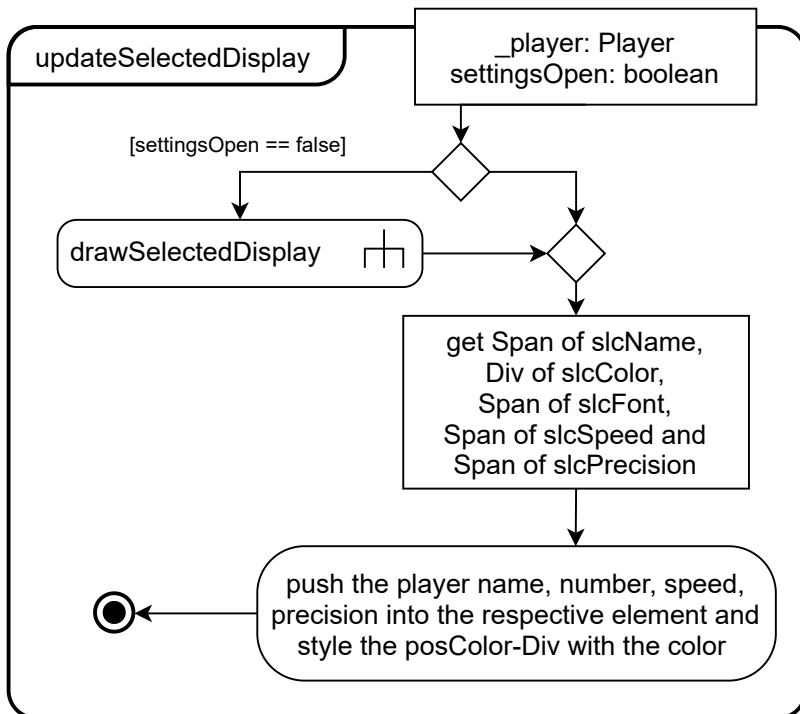
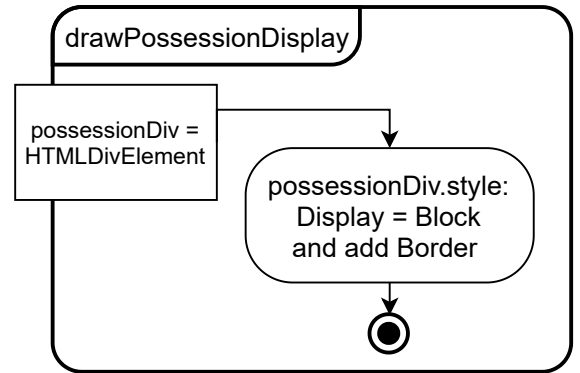
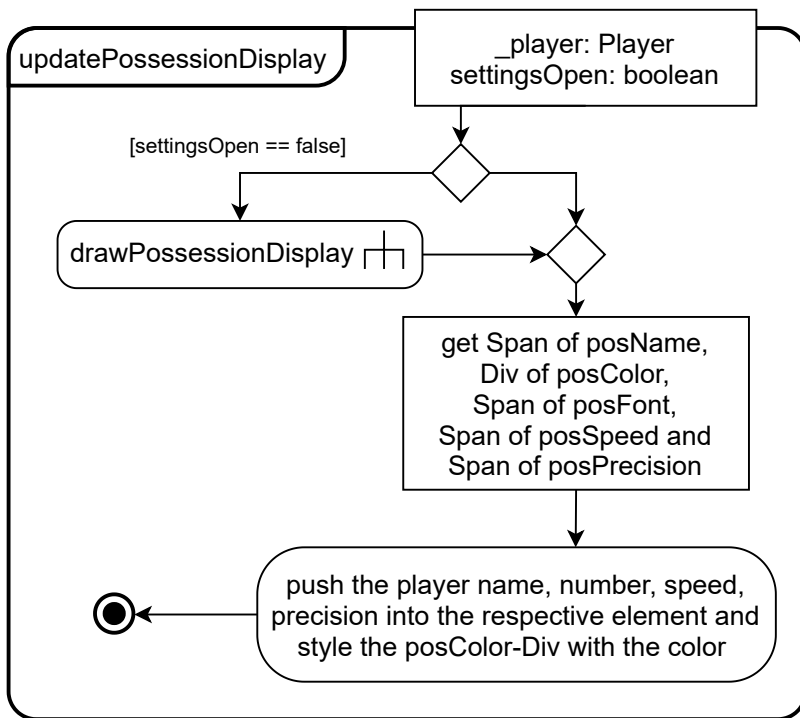
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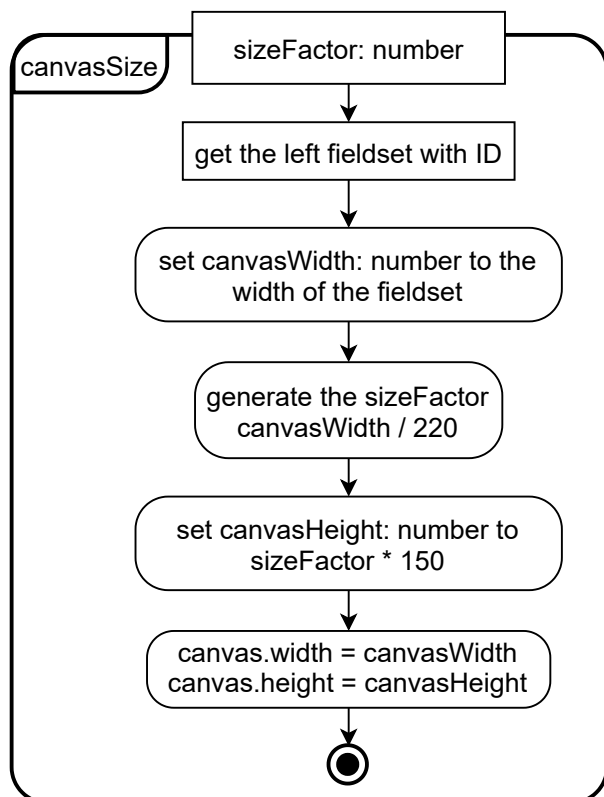
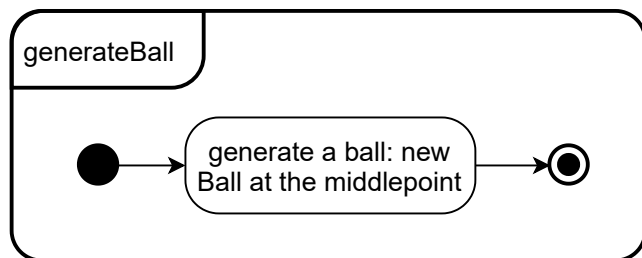
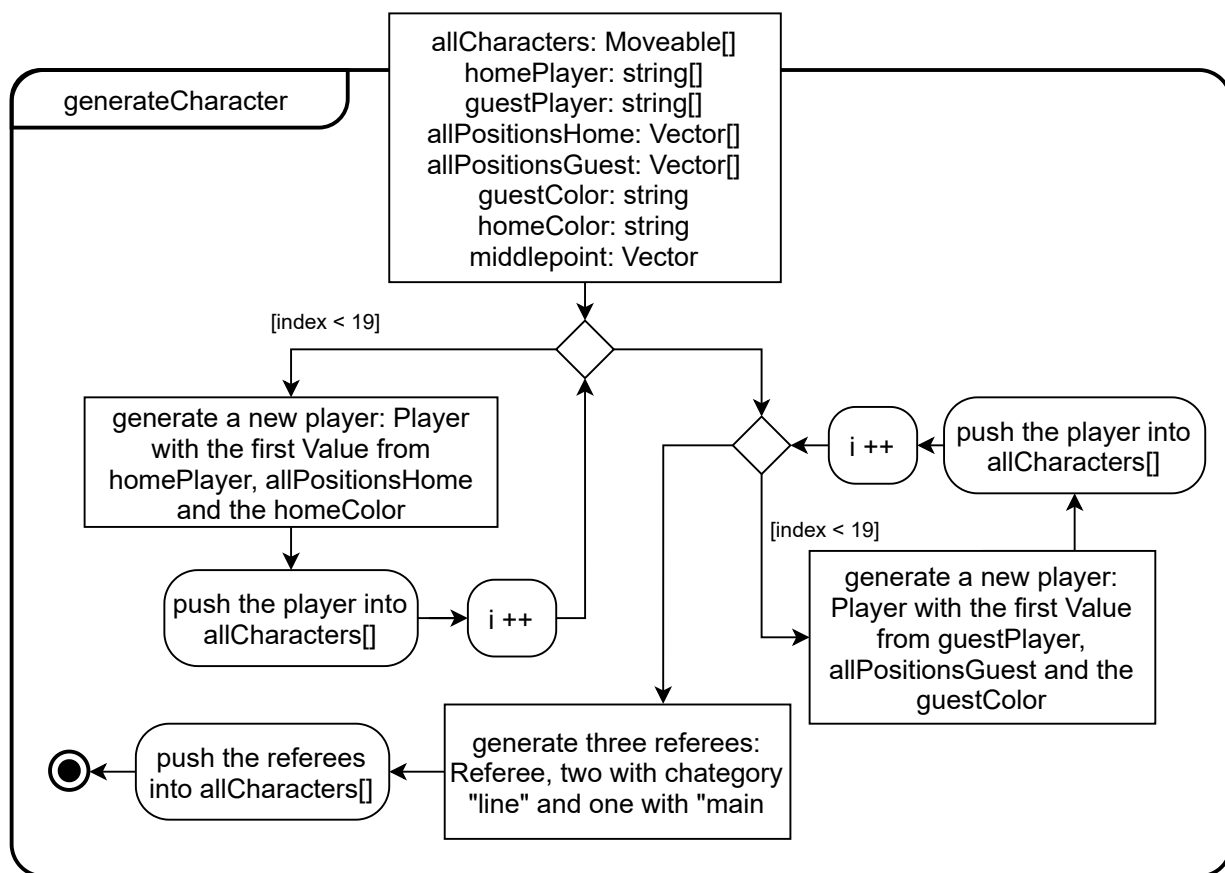




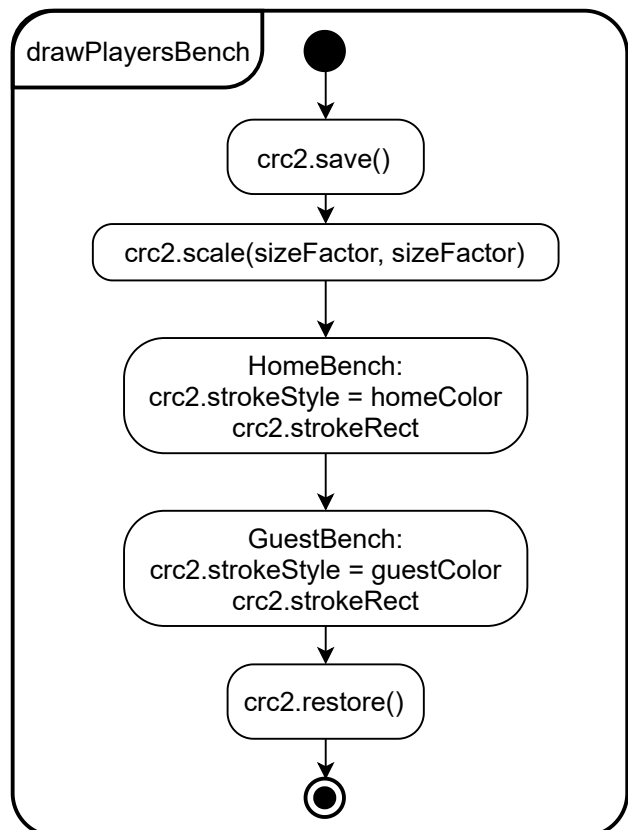
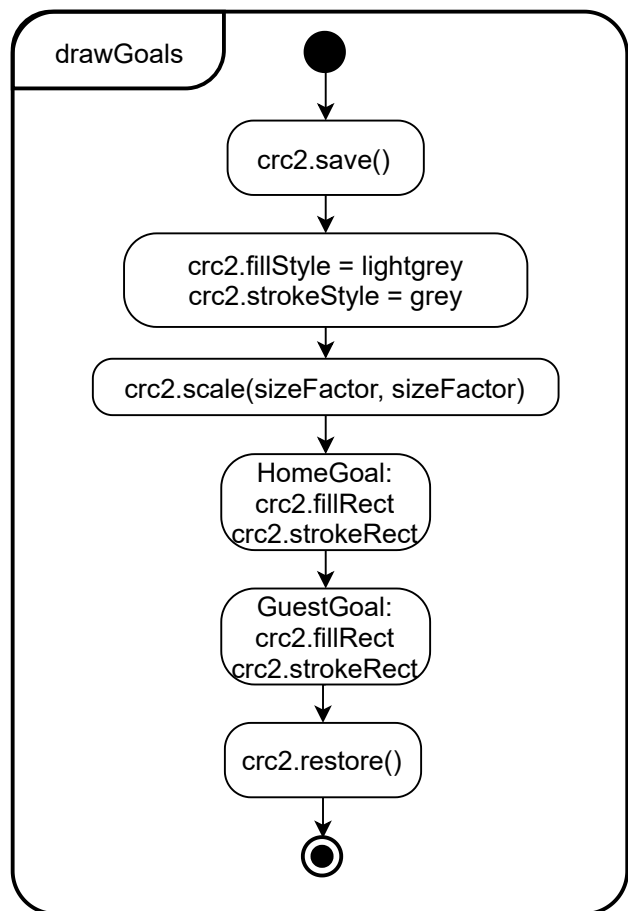
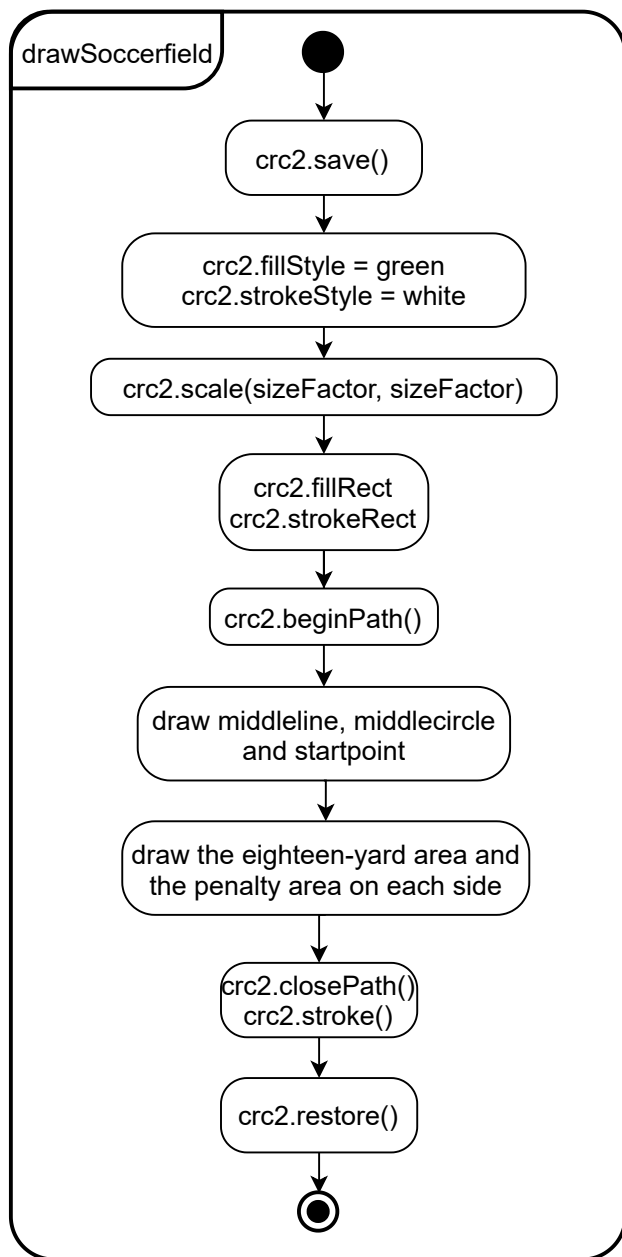


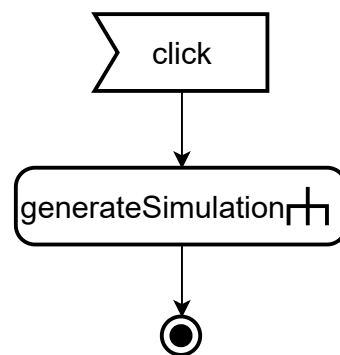
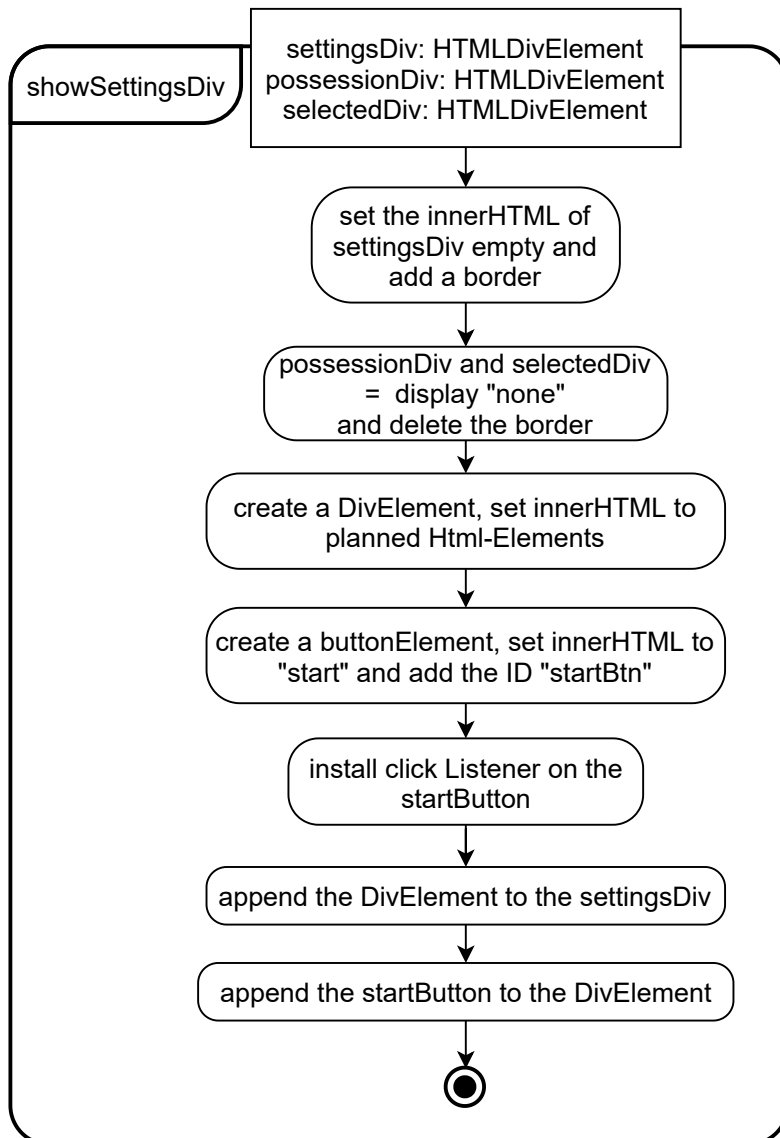
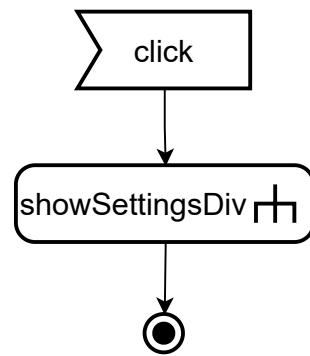
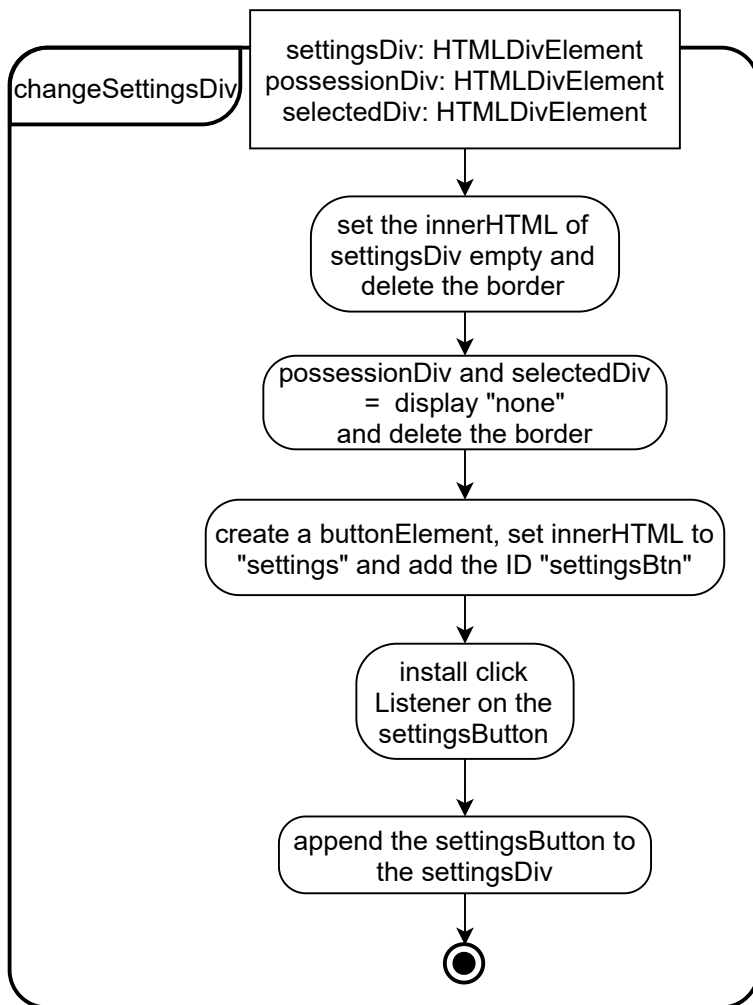


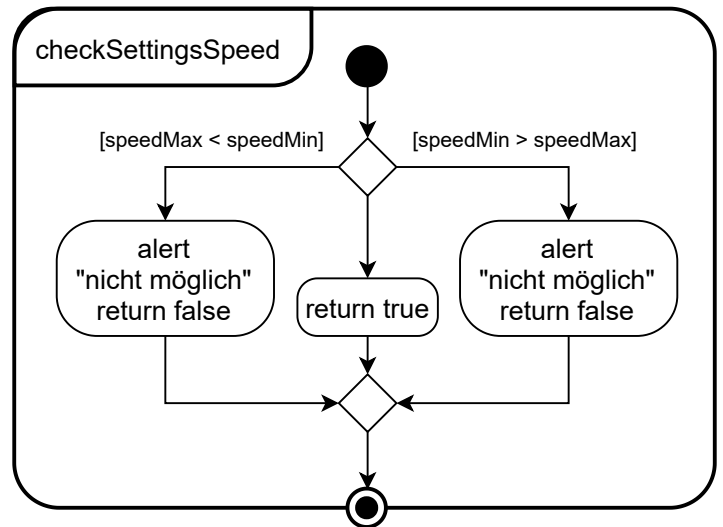
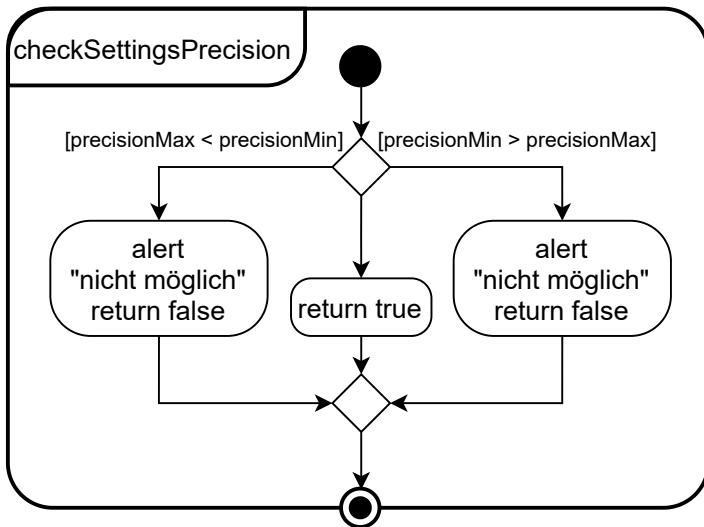
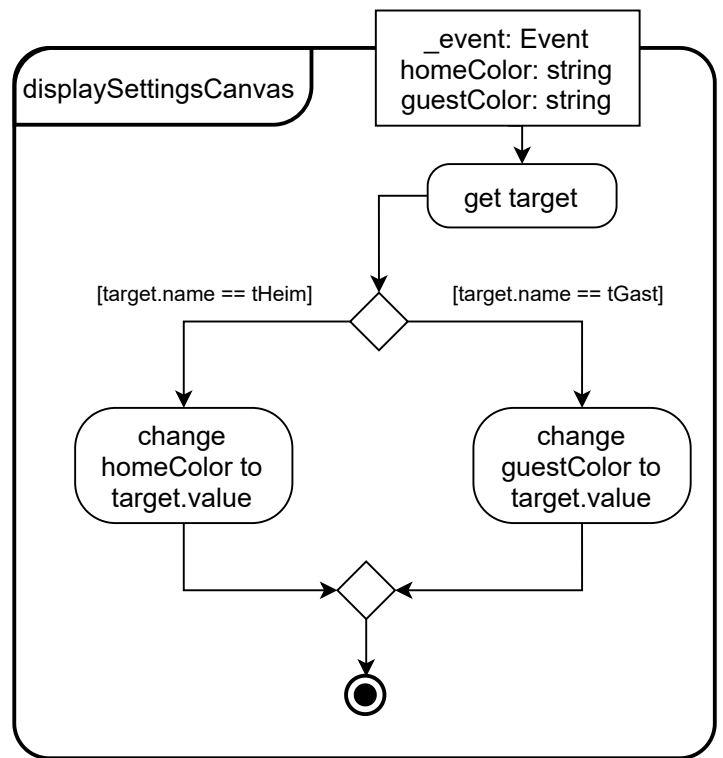
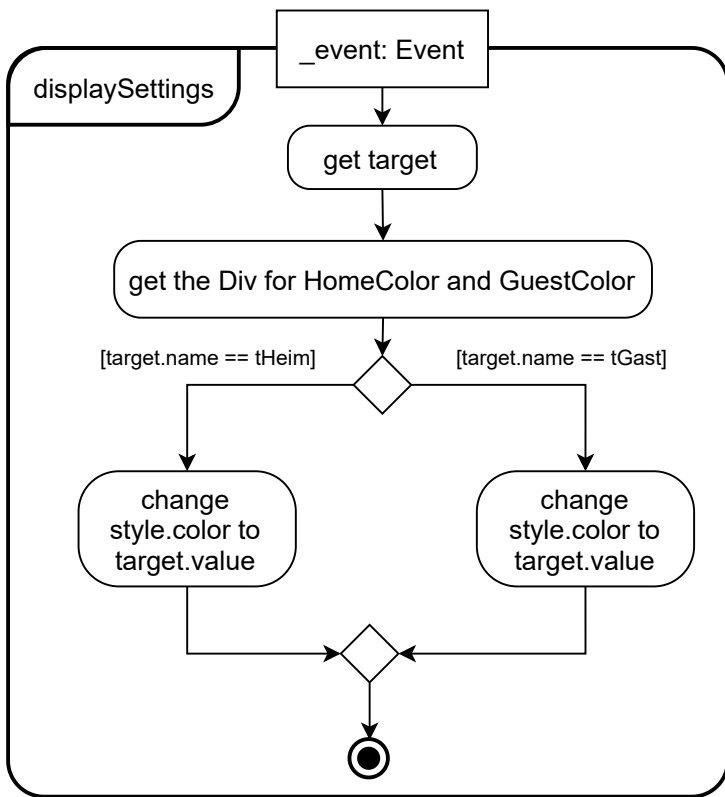












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