

Software Methods and Tools

Assignment-2, Spring-2017

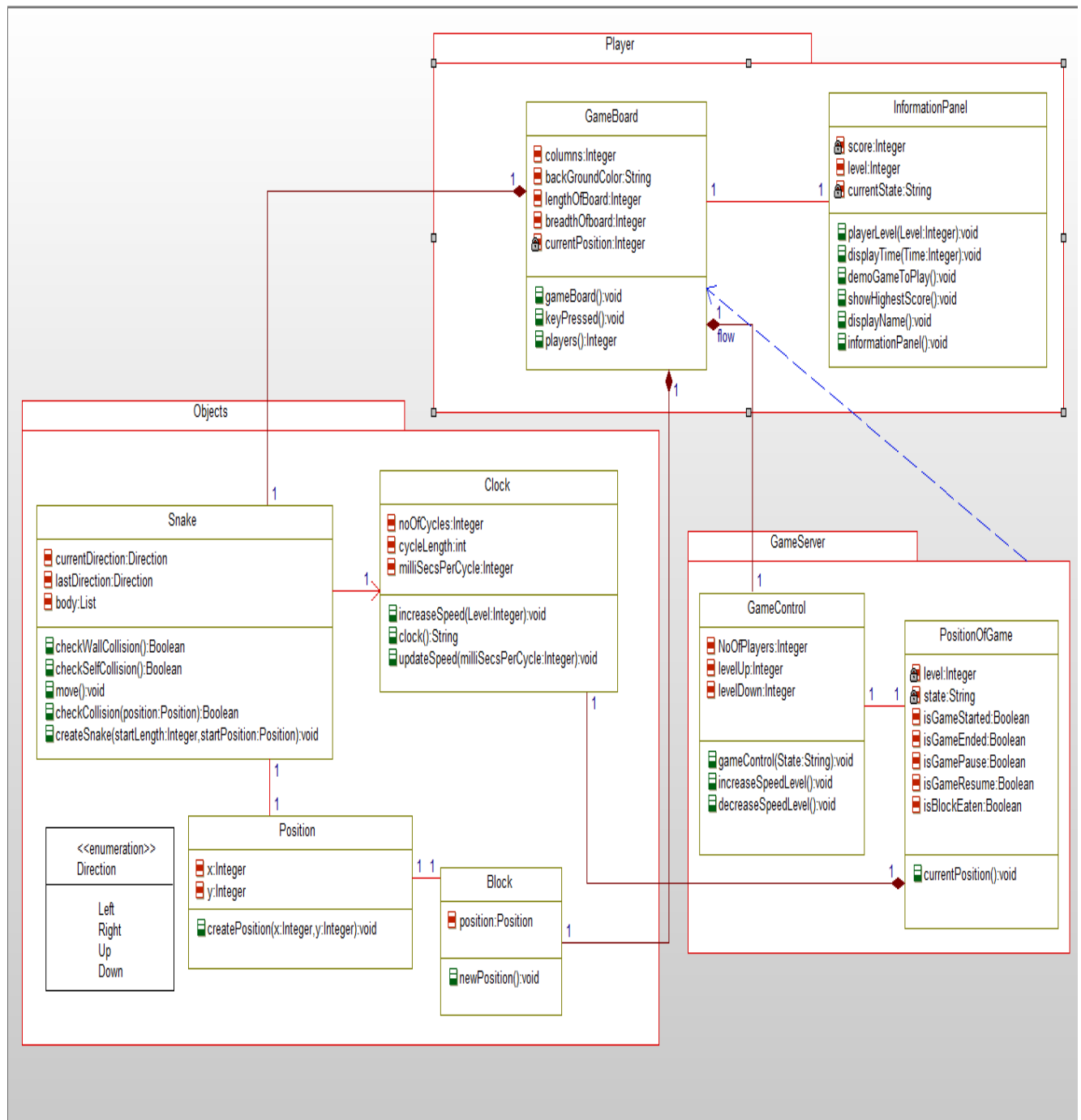


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Question: Create a UML class diagram that captures the main classes and their relationships of the Snake game.



The main aim of this assignment is to give an idea of the class diagram for a snake game. Description for each class is explained below.

GameBoard: This class represent the UI of the game. It has the dimensions and color and players list.

InformationPanel: This class represent the state of the game, level, score. It displays the time for the game. It displays a demo game for new users. This class also represent the name of user, their highest score.

Snake: This class create a position for a snake. It checks if the collision is a wall collision or self collision. It also controls the movement of the snake. It takes care of the direction of the snake too.

Block: This is the food for the snake. This has a new position everytime the snake had eaten the previous one.

Clock: This class is used to maintain the time of the game. It updates the clock every second automatically. After few levels, it also increases the speed gradually.

Position: This class helps in the creation of the snake and block.

GameControl: This class is used to control the total game. It has control of the number of players, levels of the game, speed levels.

PositionOfGame: This class represents the current position, the state of the game whether it is started, ended, or if it is in resume or pause state.