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1 OBJECT CLASS

4 MAJOR SUB CLASSES

1.OBJECT CLASS

GAME – LOGIC (ONLY HAS A FEW COMMON INSTANCE VARIABLES // E.G CLICKING DETECTION AND K KEYBOARD DETECTION.)

Common – esc, enter ,mouse click ,keyboard detection

SECTION 2: MAJOR SUBCLASSES

1. PLAYER

CONTAINS THE FOLLOWING BASIC SUBCLASSES

1. COLLISION AND MOVEMENT (DETECTION OF COLLISION)
2. PlayerInf (has player info // color etc...)
3. Movement (deriving from main game logic we create a user-friendly movement framework)
   1. E.g Hit (left click) jump (up key) left (left key) right/forward(right key) special (x key) exit (esc) duck (down key)
4. Background (beautiful scenery made to work expertly with collision detection)
5. We will add sub classes like date, login page etc... later
6. Runtime

CONTAINS THE FOLLOWING BASIC SUBCLASSES

1. Simulation (we also run it in menu class and main page class (use downcasting to achieve this)
2. MainMenu

CONTAINS THE FOLLOWING BASIC SUBCLASSES

1. Play (easy to program // need user typing script from parent game-logic // press enter)
2. Edit
   1. Picture of default player color on right
   2. Use random color combination algorithm / have a fixed rgb or other color system on the right side of the screen (allows user to change color to desire)
   3. Replaces default of current playerinfo color to the the chosen one. (when click save)
   4. Renames player (when click rename)
      1. Both c and d have access to player info
   5. Reset (changes back to default) if too problematic then we remove feature.
3. Credits
   1. Running text going up down of the team.
   2. Escape (from object class game-logic) pressed to go back to main
4. Exit
   1. Ends game (asks using if and only if) are you sure yes or no?
   2. If sure end.

N/BBB – ESCAPE PRESSED HERE(MAIN MENU) CALLS (4.)

1. MenuPage

CONTAINS THE FOLLOWING BASIC SUBCLASSES

1. Start (if pressed enter goes to main menu class)

2. No action class (uses runtime class and simulation to determine how much time spent and plays animation/video)