

Regatta Rush

Code Structure

CRC Cards

Class: Game Manager	
Responsibilities:	Collaborators:
<ul style="list-style-type: none">• Manage game states (Menu, In-Game, Pause, End Screen)• Track player progress and high scores	<ul style="list-style-type: none">• PlayerController• UIController• ScoreManager

Class: PlayerController	
Responsibilities:	Collaborators:
<ul style="list-style-type: none">• Handle player input for rhythm timing• Manage player's stamina and speed	<ul style="list-style-type: none">• GameManager• StaminaBar• Boat

Class: Boat	
Responsibilities:	Collaborators:
<ul style="list-style-type: none"> • Display the boat on the screen • Update boat position based on player input 	<ul style="list-style-type: none"> • PlayerController

Class: UIController	
Responsibilities:	Collaborators:
<ul style="list-style-type: none"> • Update in-game UI based on game state • Show/Hide pause and end screens 	<ul style="list-style-type: none"> • GameManager • ScoreManager

Class: StaminaBar	
Responsibilities:	Collaborators:
<ul style="list-style-type: none"> • Visual representation of the player's stamina • Decrease stamina at a rate based on player's actions 	<ul style="list-style-type: none"> • PlayerController

Class: ScoreManager	
Responsibilities:	Collaborators:
<ul style="list-style-type: none"> • Calculate and save the player's score • Display high scores 	<ul style="list-style-type: none"> • GameManager • UIController

UML Diagram

