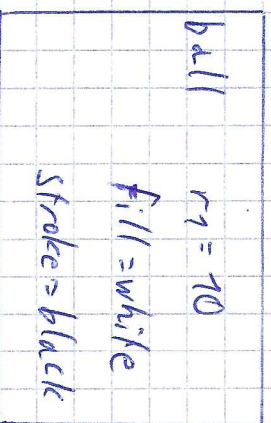
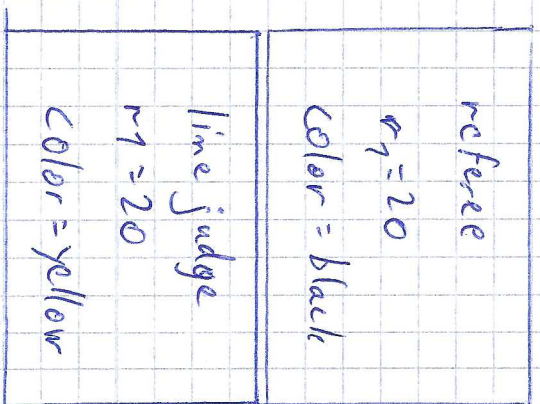
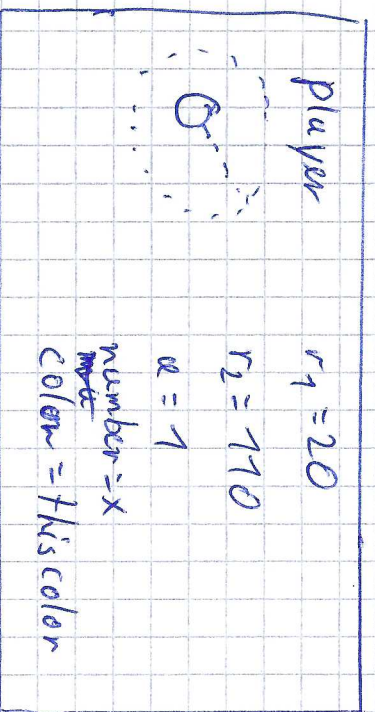
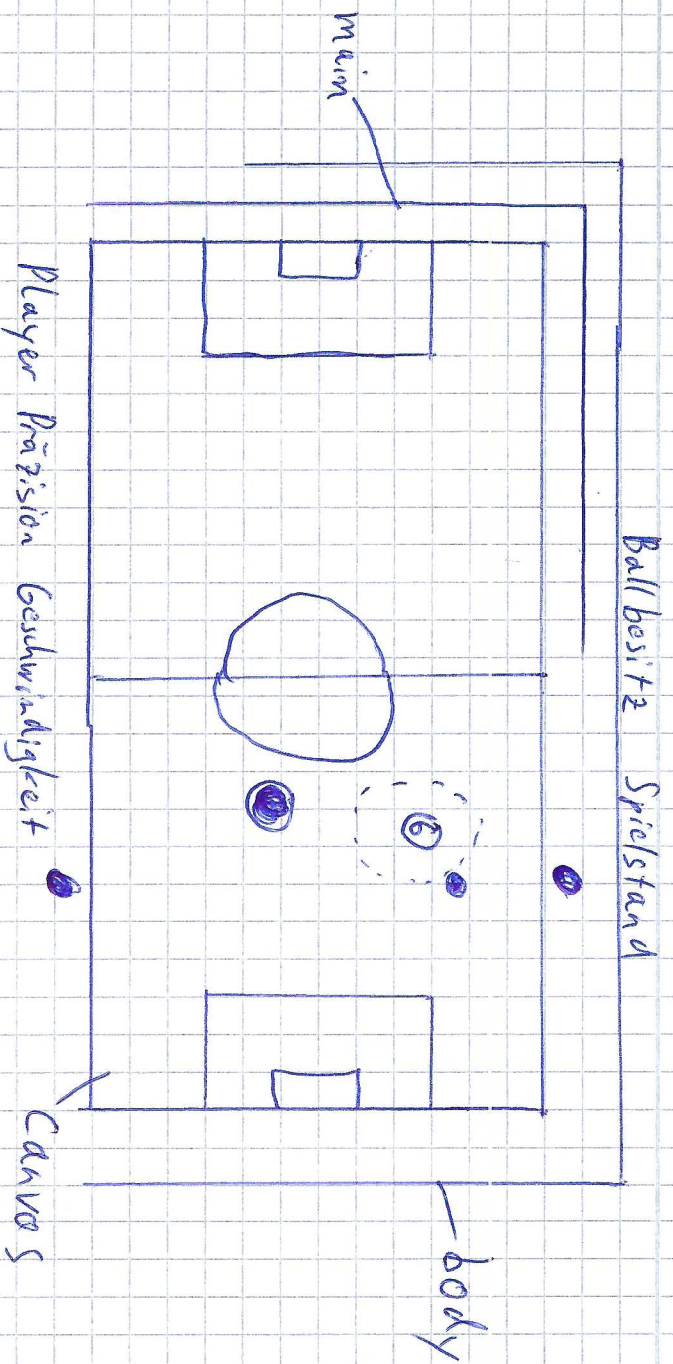


use case diagram



q1 Scribble



<body>

Globale Einstellungen

<h2>

Team A

<label>
for: team0

<label>
for: team1
Bayern

Team B

<input>
type = 'text'
name = 'team0'
placeholder = 'Bayern'

BVB

<input>
type = 'text'
name = 'team1'
placeholder = 'BVB'

Team A Farbe

<label>
for: team0Color

red

Team B Farbe

<label>
for: team1Color

blue

<input>
type = 'text'
name = 'team0Color'
placeholder = 'red'

<input>
type = 'text'
name = 'team1Color'
placeholder = 'red'

<input>
type = 'range'
name = 'precision'
min = 0 max = 1
step = 0,1

<input>
type = 'range'
name = 'speedFactor'
min = 0 max = 1
step = 0,1

Spieler Einstellungen

<h2>

Präzision

<label>
for: precision

Geschwindigkeitsfaktor

<label>
for: speedFactor

Speichern

<button>
id = 'savePlayerButton'
<click>

Aktionen

<h2>

Spiel zurücksetzen

Neuer Spieler (Team A)

Spieler
entfernen

Ball zurücksetzen

Neuer Spieler (Team B)

<button>
id = 'newGameButton'
<click>

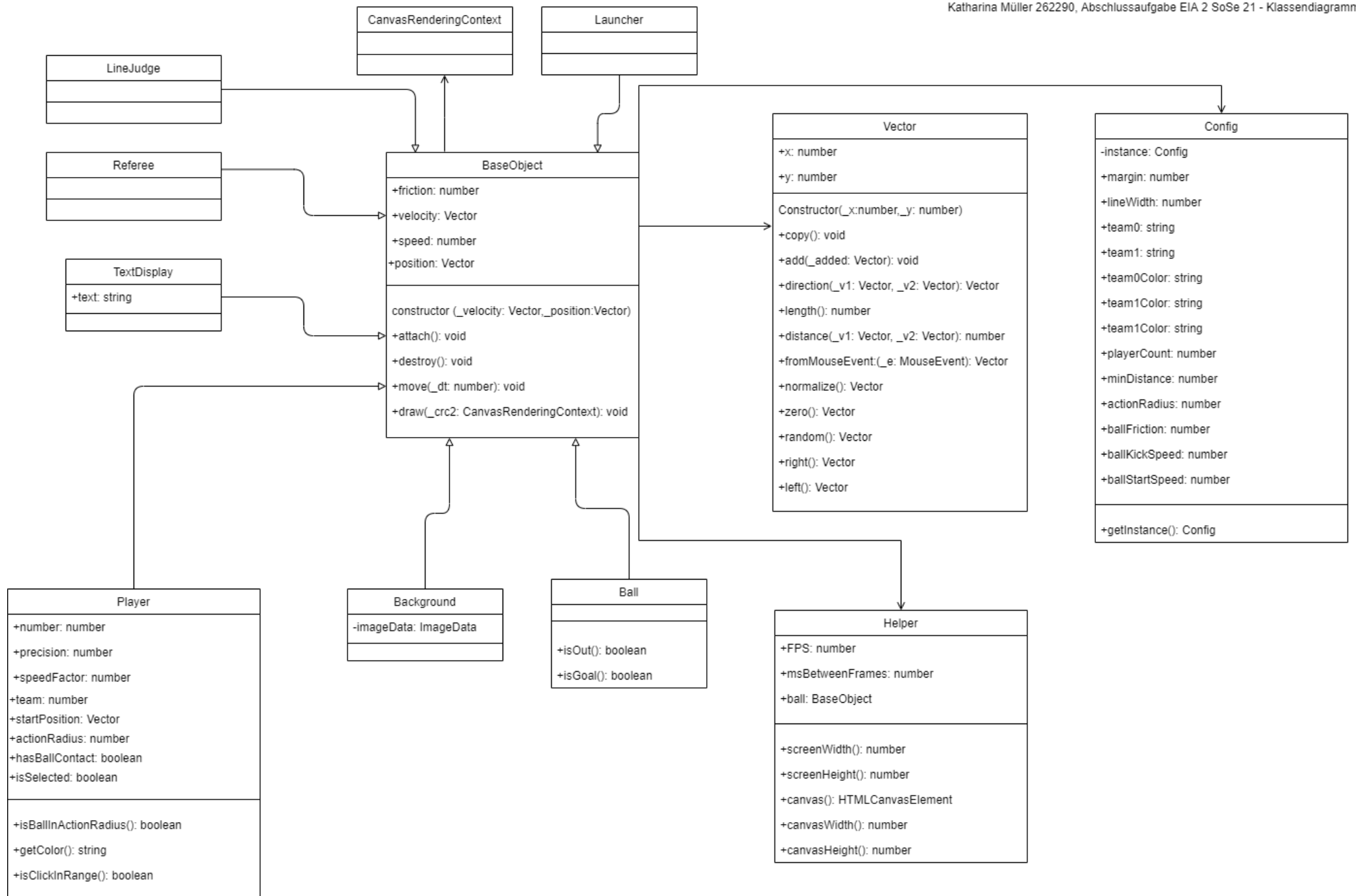
<button>
id = 'removePlayerButton'
<click>

<button>
id = 'restartButton'
<click>

<button>
id = 'saveSettingsButton'
<click>

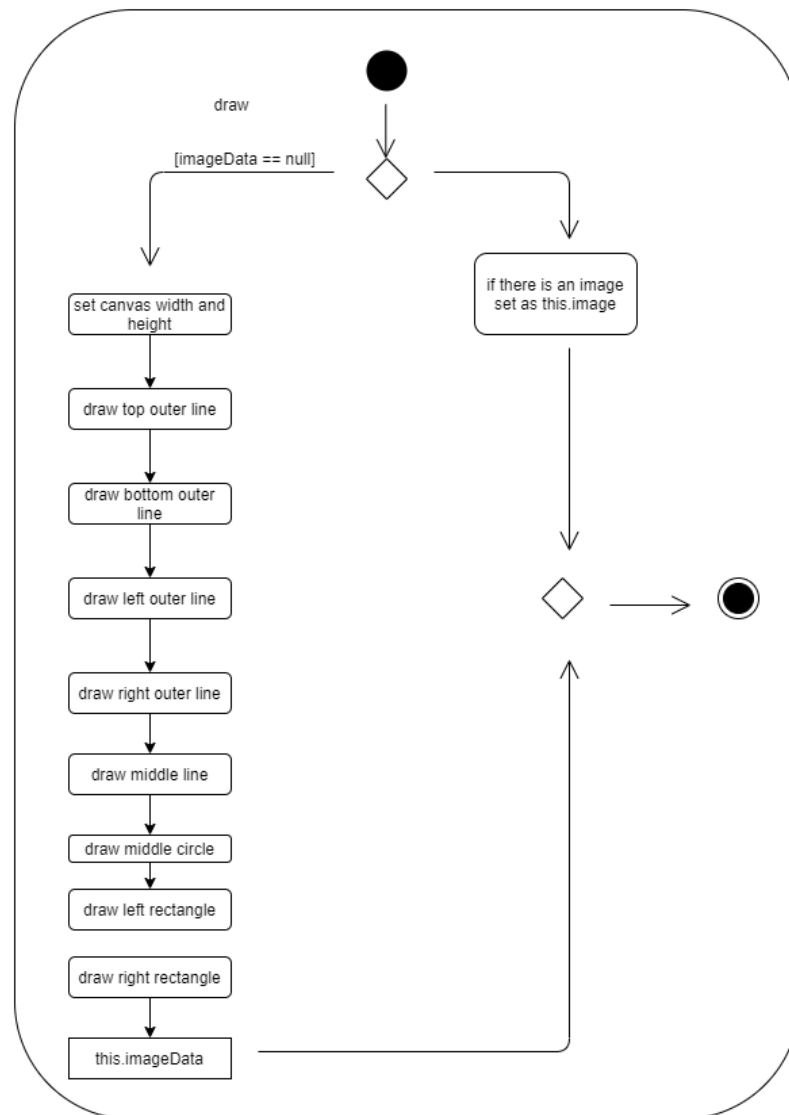
<button>
id = 'addPlayer
Team0Button'
<click>

<button>
id = 'addPlayer
Team1Button'
<click>

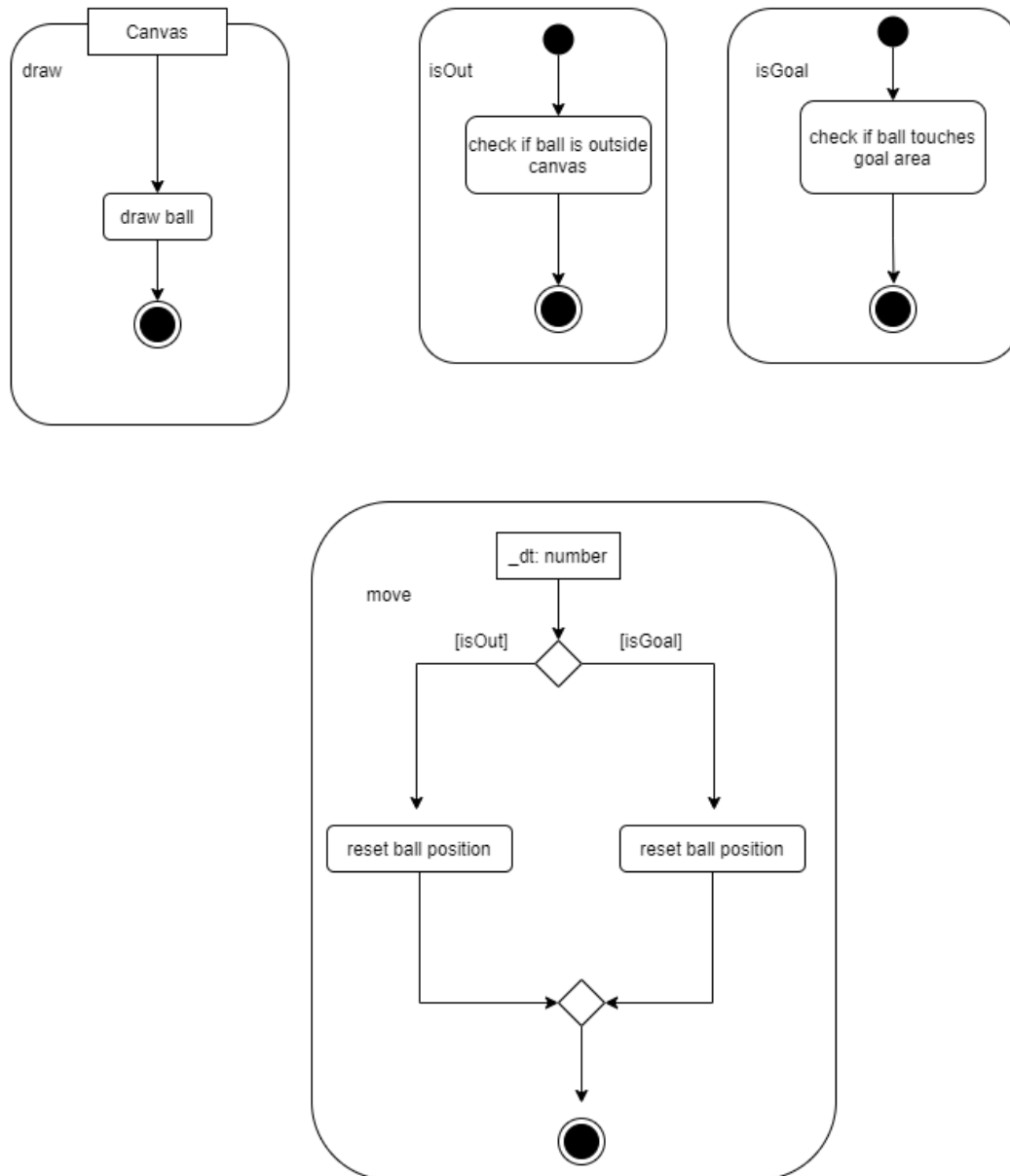


Activity Diagram - Background

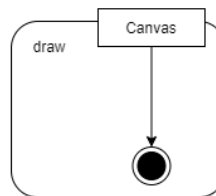
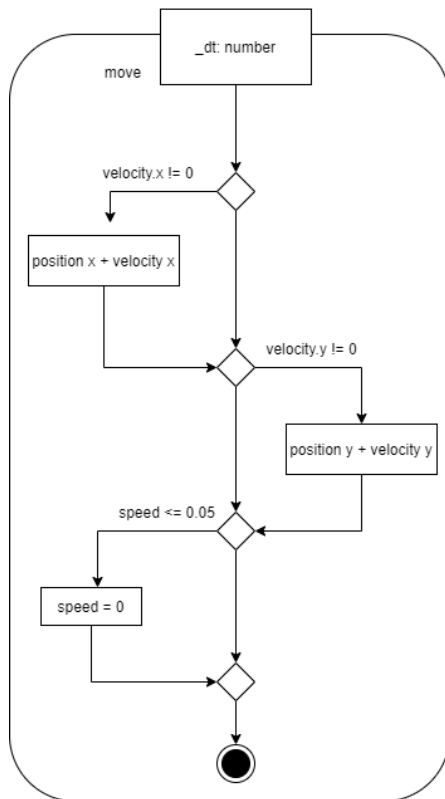
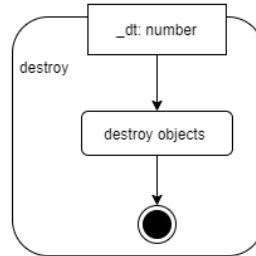
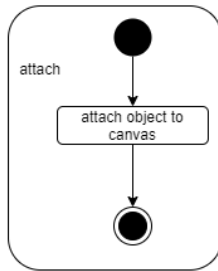
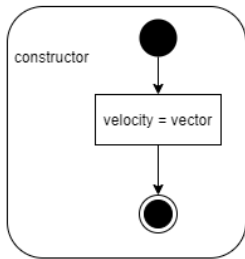
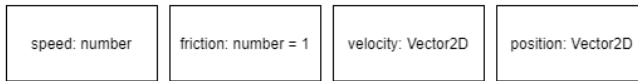
imageDate: Image
Data



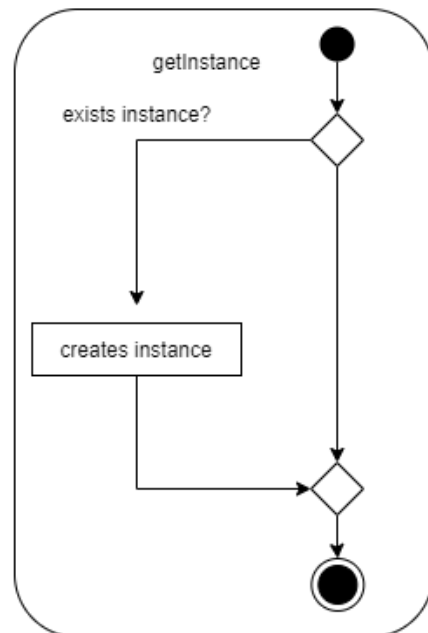
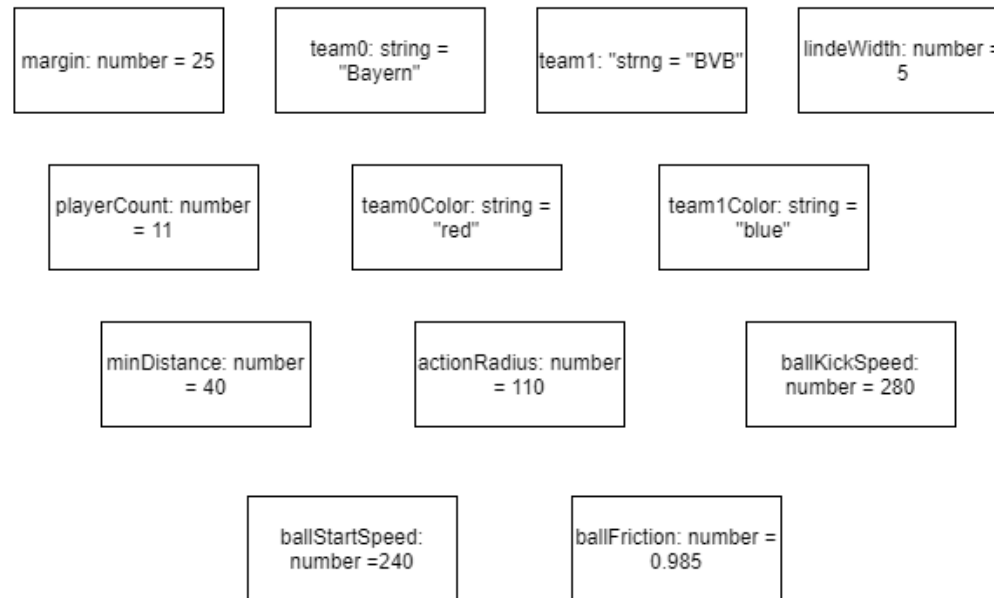
Activity Diagram - Ball



Activity Diagram - baseObject



Activity Diagram - Config

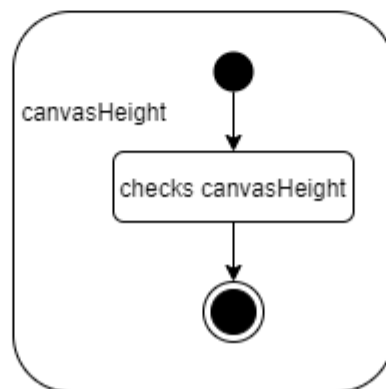
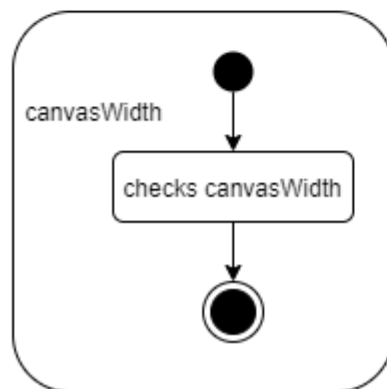
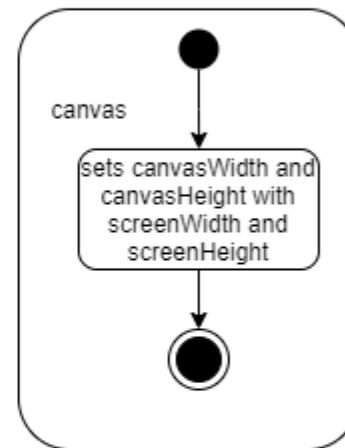
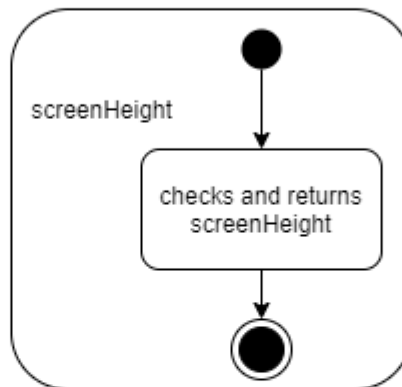
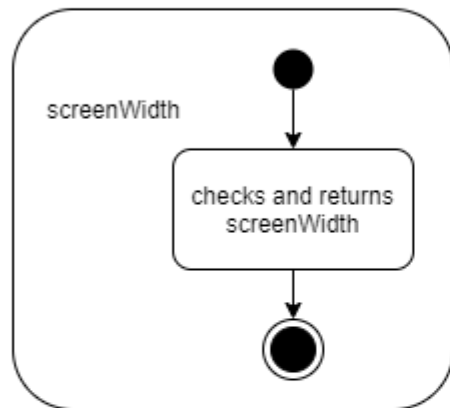


Activity Diagram - Helper

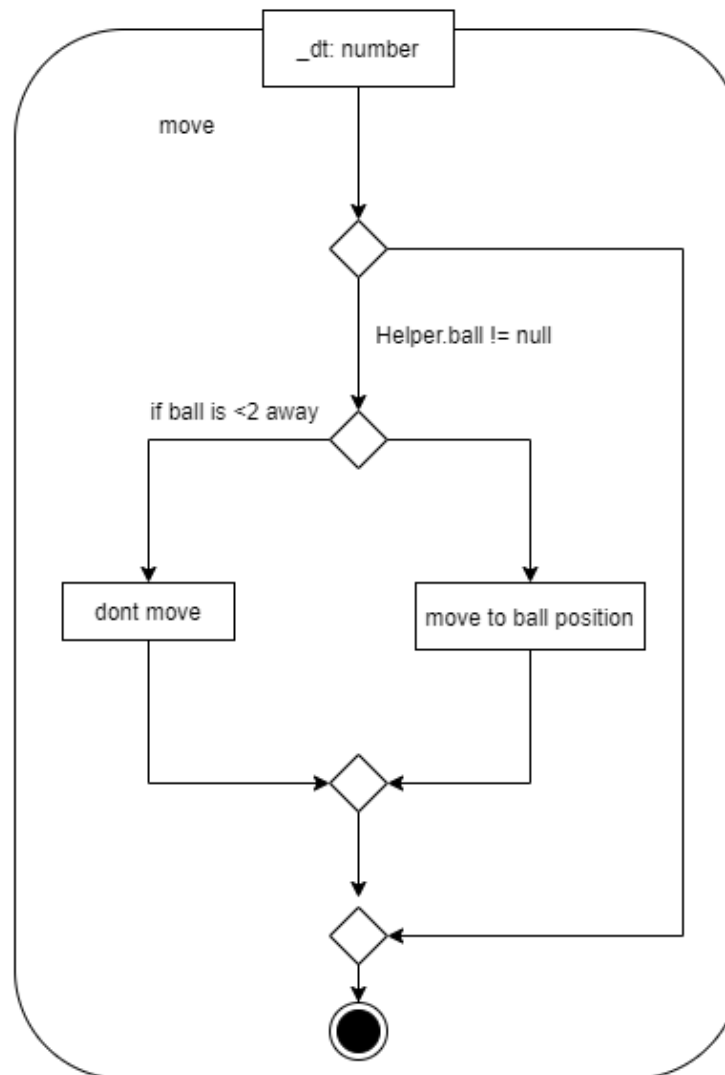
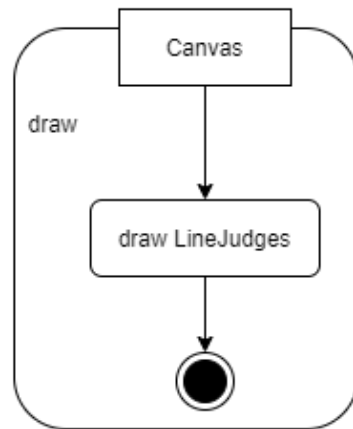
FPS: number = 30

msBetweenFrames:
number = 1000 /
Helper.FPS

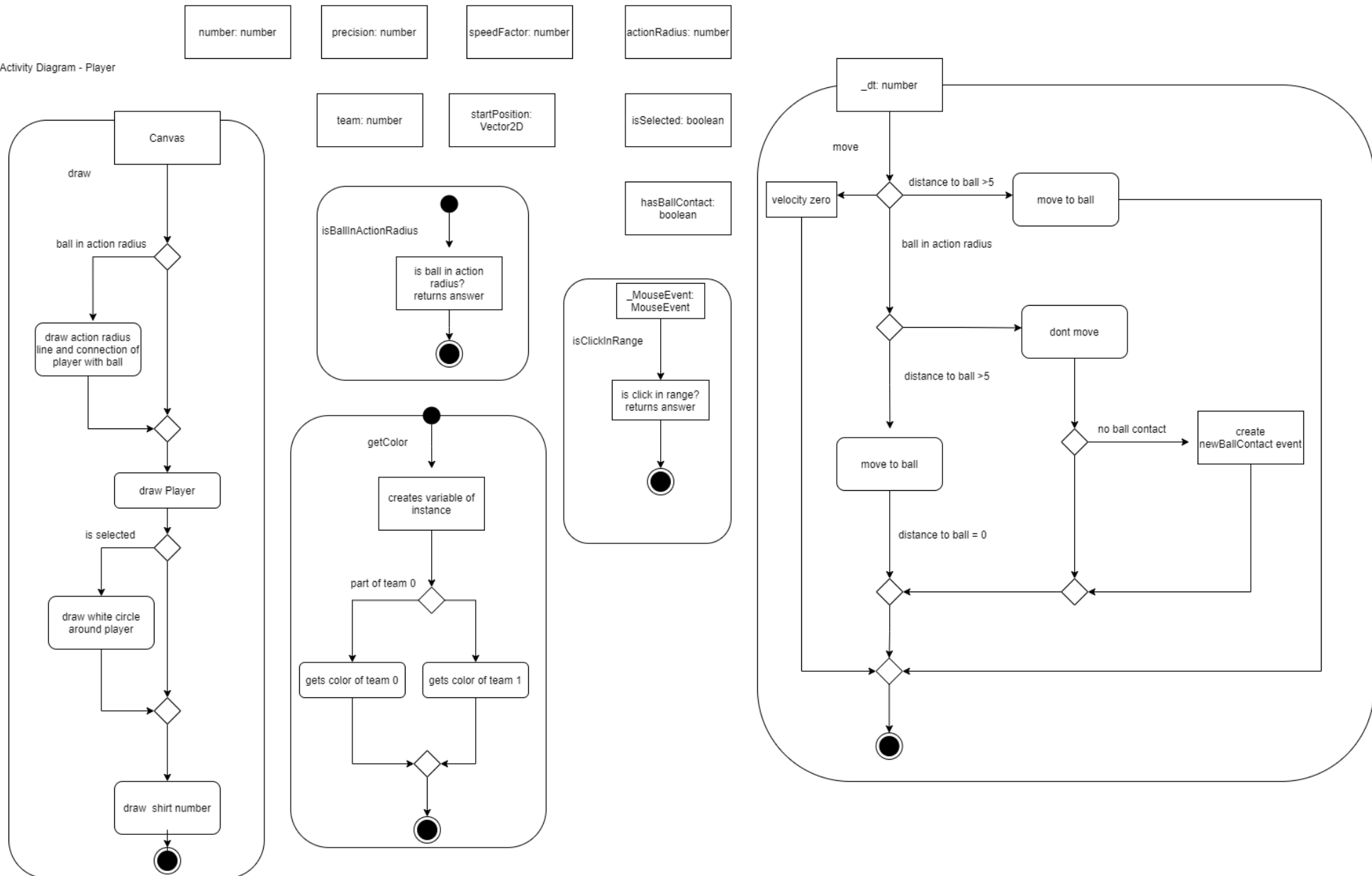
ball: BaseObject



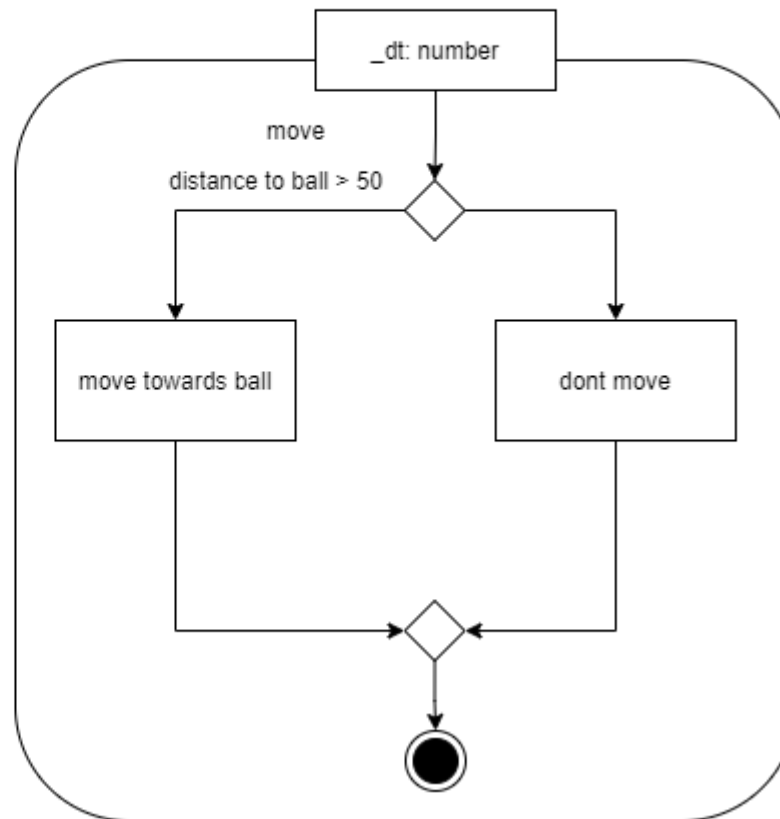
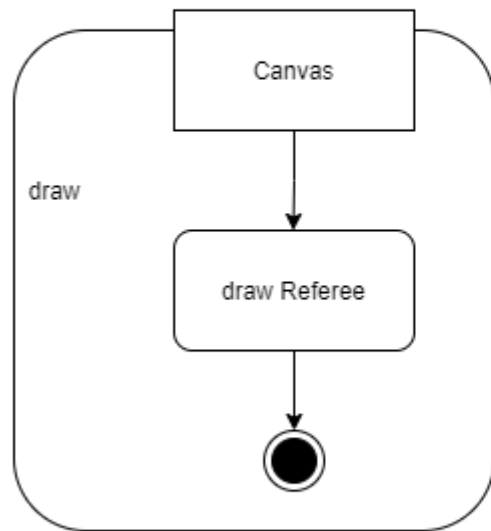
Activity Diagram - LineJudge



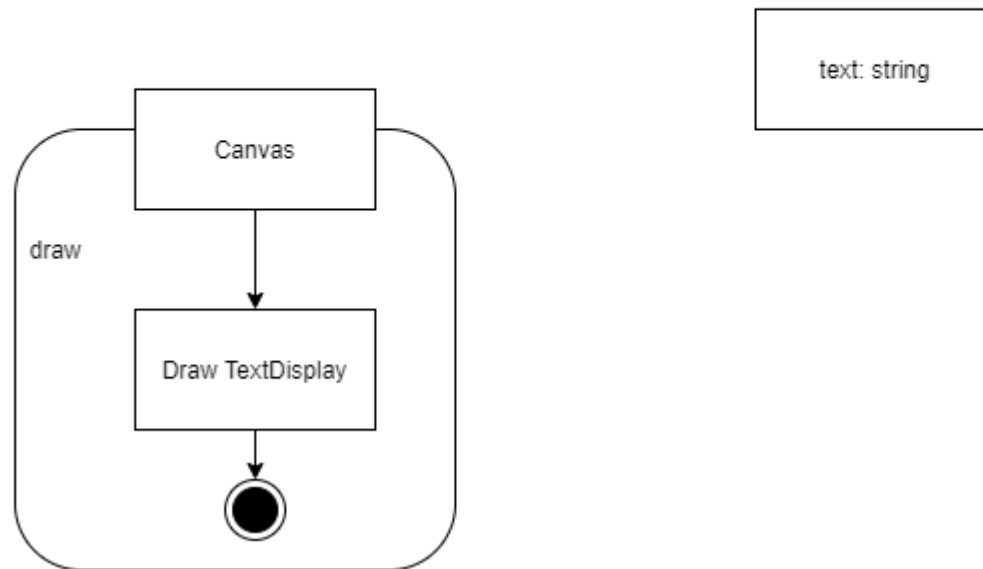
Activity Diagram - Player



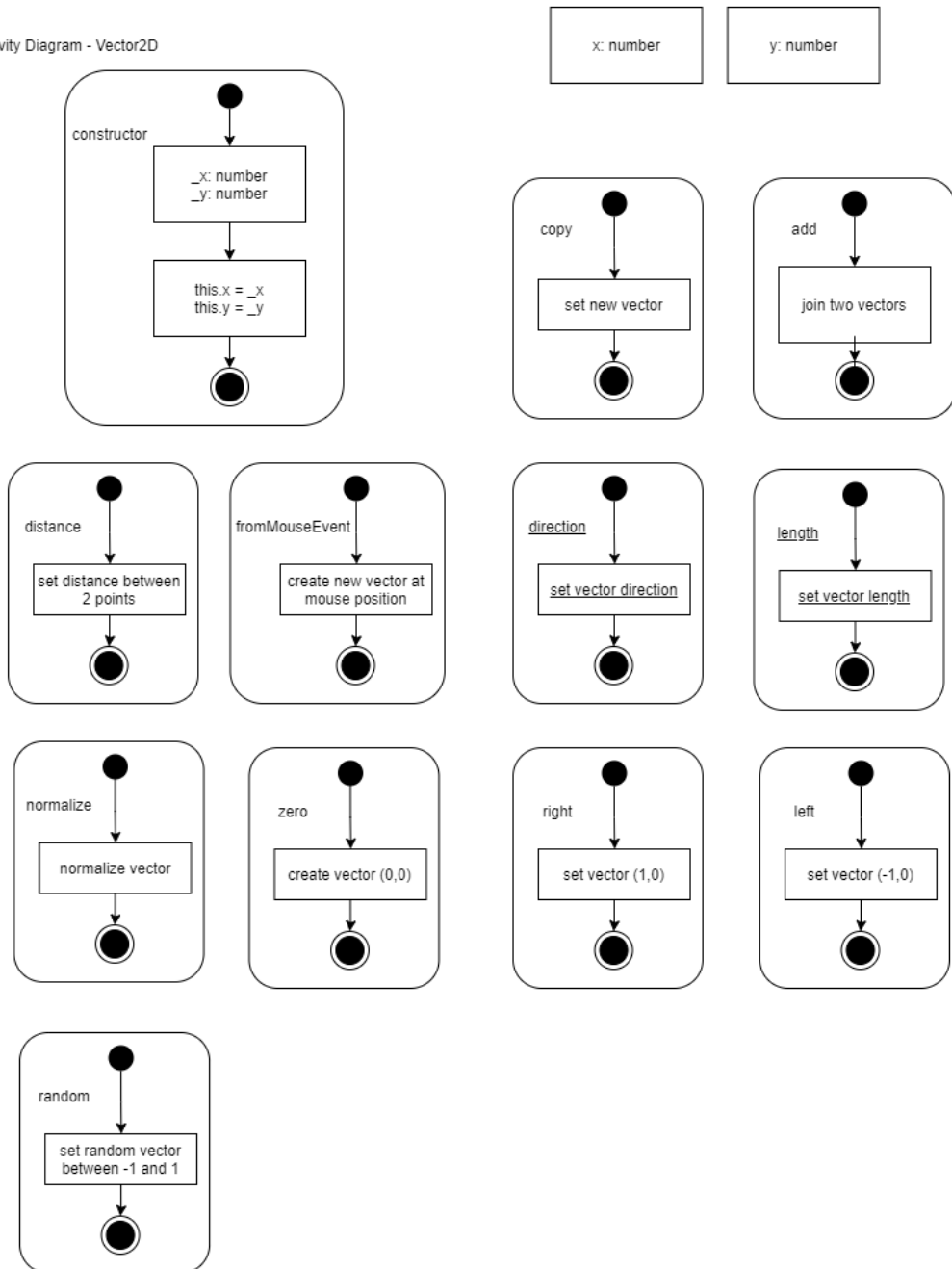
Activity Diagram - Referee

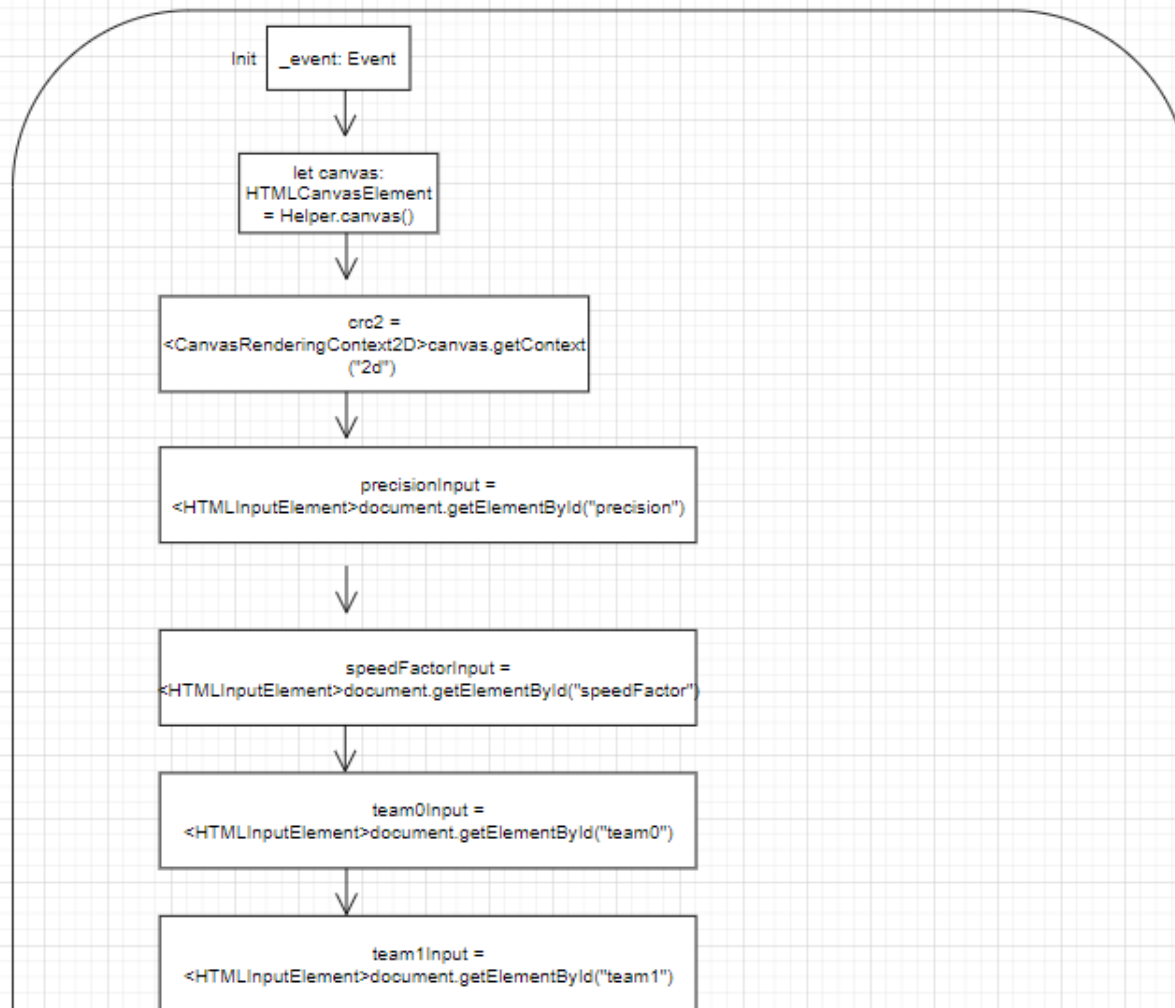
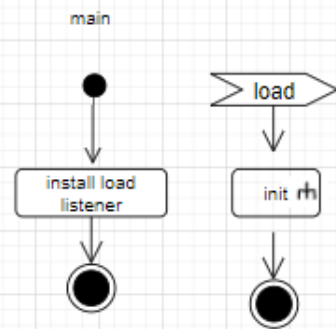


Activity Diagram - TextDisplay



Activity Diagram - Vector2D





team0ColorInput =
<HTMLInputElement>document.getElementById("team0color")

team1ColorInput =
<HTMLInputElement>document.getElementById("team1color")

let bg = new Background ()
objects.push(bg)

let Config: Config =
Config.getInstance

let i: number =
0

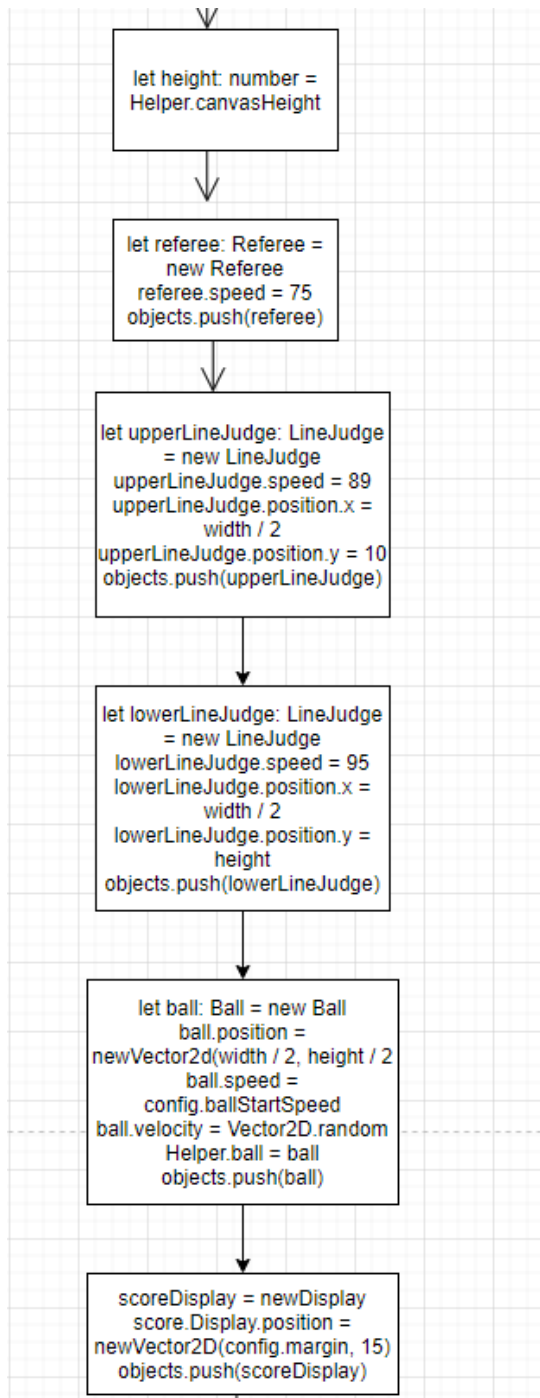


[i < config_Playercount]

create Player 1, i+1

create Player 2, i + 1

let width: number =
Helper.canvasWidth



statsDisplay = new TextDisplay
scoreDisplay.position = new
Vector2D(config.margin, height -5)
statsDisplay.text ("Kein Spieler
ausgewaehlt"
objects.push(statsDisplay)

window.addEventListener('newBallContact',
(_e:Event)

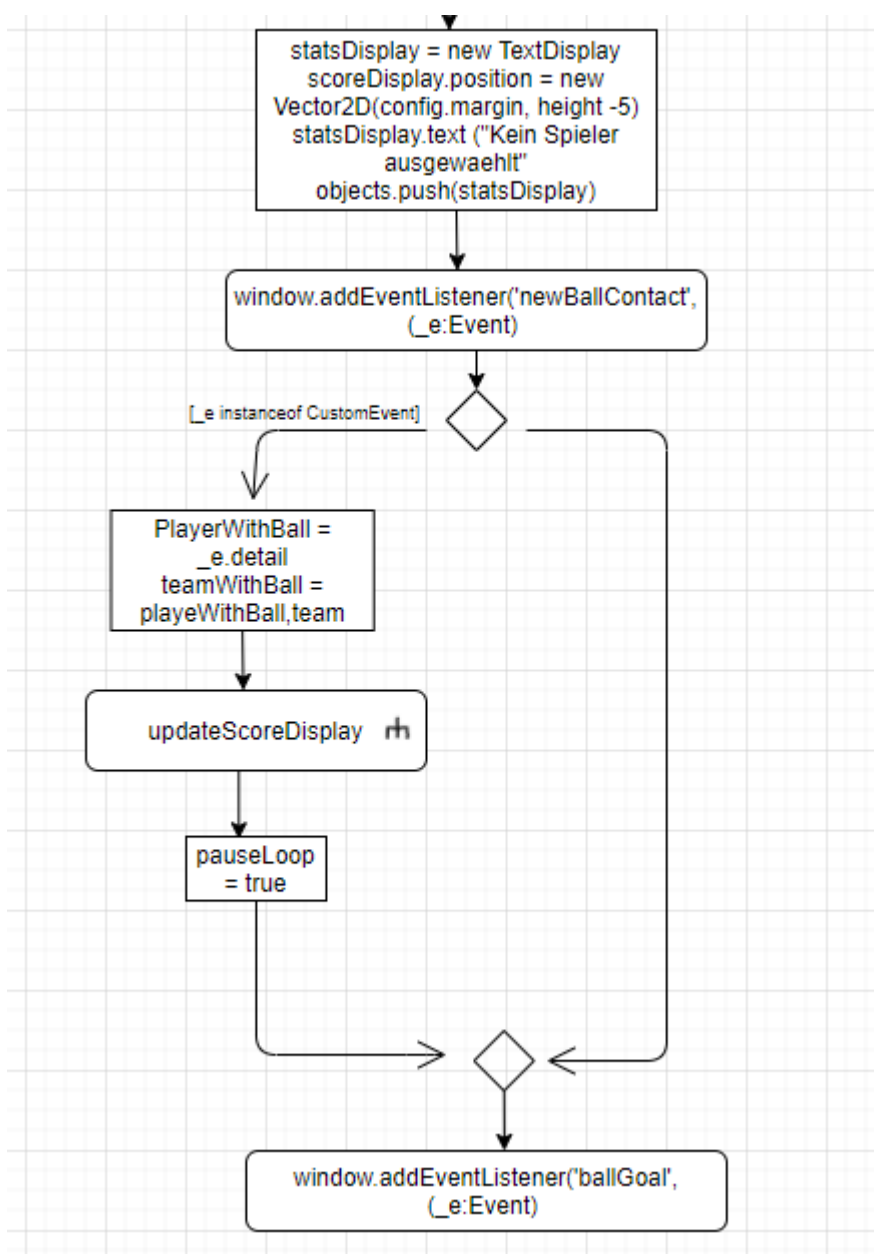
[_e instanceof CustomEvent]

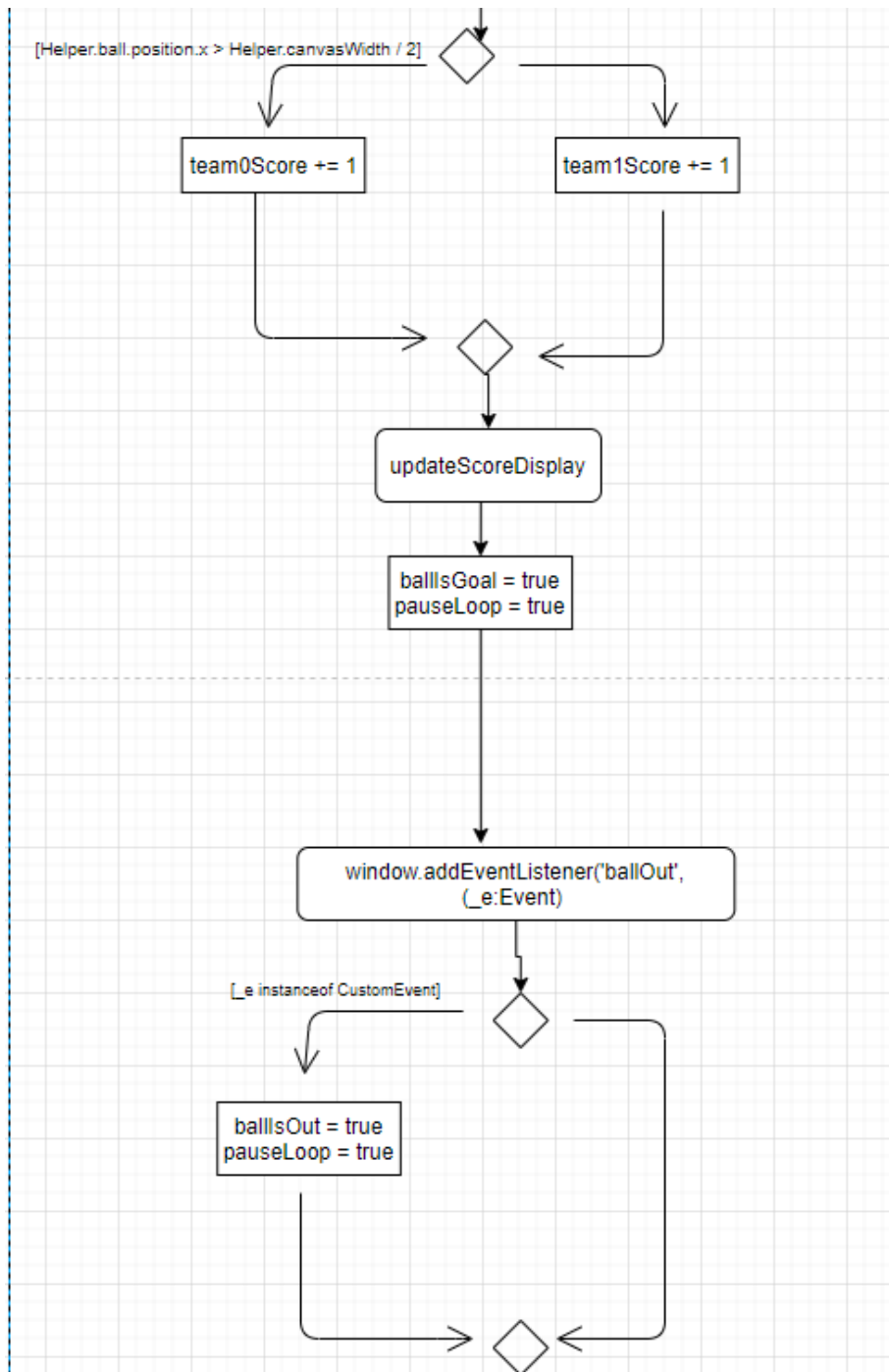
PlayerWithBall =
_e.detail
teamWithBall =
playeWithBall,team

updateScoreDisplay

pauseLoop
= true

window.addEventListener('ballGoal',
(_e:Event)





document.getElementById("saveSettingsButton")
?.addEventListener('click', (_e: Event))

config.team0 = team0Input.value
config.team1 = team1Input.value
config.team0Color = team0ColorInput.value
config.team1Color = team1ColorInput.value

updateScoreDisplay

console.log("settings
saved")

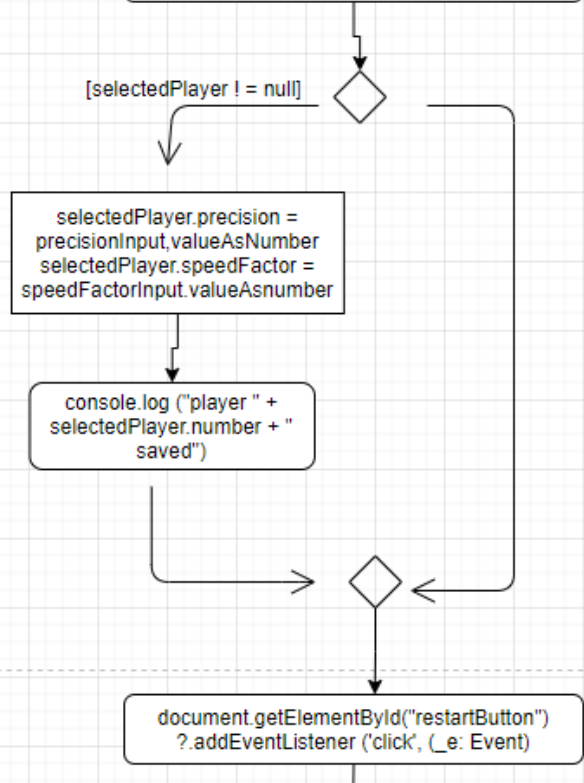
document.getElementById("savePlayerButton")
?.addEventListener('click', (_e: Event))

[selectedPlayer != null]

selectedPlayer.precision =
precisionInput.valueAsNumber
selectedPlayer.speedFactor =
speedFactorInput.valueAsNumber

console.log("player " +
selectedPlayer.number + "
saved")

document.getElementById("restartButton")
?.addEventListener('click', (_e: Event))



↓

```
Helper.ball.position = new Vector2D(width / 2, height / 2)
ball.velocity = Vector2D.random
playerWithBall = new Player
ballsOut = false
pauseLoop = false
selectedPlayer = new Player
teamWithBall = 0
team0Score = 0
team1Score = 0
```

updateScoreDisplay

document.getElementById("removePlayerButton")
?.addEventListener("click", (_e: Event))

[selectedPlayer != null]

let index: number =
objects.indexOf(selectedPlayer)



[index > 1]

objects.splice(index, 1)



selectedPlayer =
newPlayer



