

# UML and UI Design Document

## Become Pac-Man

version: 1

Group F8

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# 1 UML DESIGN

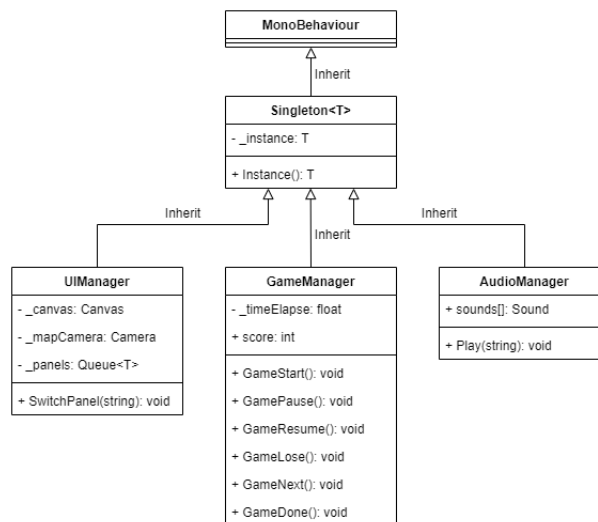
## 1.1 Manager Class

### 1.1.1 Structural Diagram

#### 1.1.2 UMLs

use-case diagram

class diagram



sequence diagram

### 1.1.3 Component Functionality

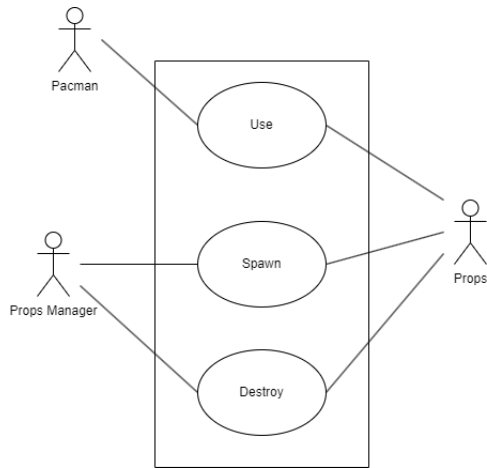
### 1.1.4 Major Procedure and Functions

## 1.2 Props Class

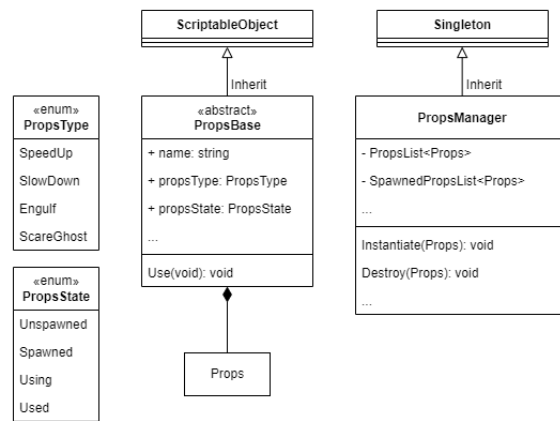
### 1.2.1 Structural Diagram

#### 1.2.2 UMLs

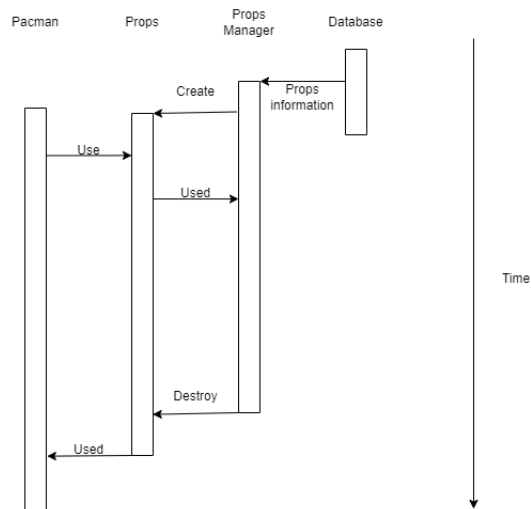
use-case diagram



## class diagram



## sequence diagram



### **1.2.3 Component Functionality**

The props class is to provide the bases for game objects, such as pellets in the maze for Pacman to achieve scores, or other props that will enhance in-game experience.

### **1.2.4 Major Procedure and Functions**

Use(void): The Use function is to obtain the action of using the prop, by destroying the prop from the maze.

Instantiate(Props): The instantiate function is to create the props for each game.

Destroy(Props): The destroy function is to destroy the prop from the maze for each game.

## **1.3 Database**

## **1.4 Ghost Class**

# **2 UI DESIGN**

## **2.1 Login/Sign-up page**

## **2.2 Title Screen**

## **2.3 Shop UI**

## **2.4 Setting UI**

## **2.5 Main Game**

## **2.6 Record page**