

High Level Design Document

Become Pac-Man

version: 1

Group F8

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1 UML DESIGN

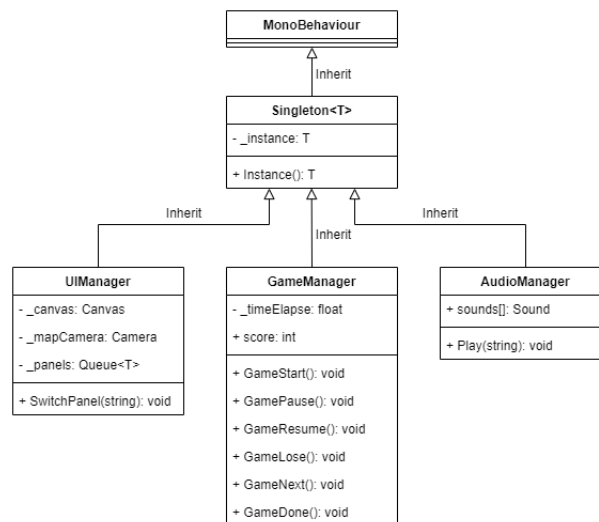
1.1 Manager Class

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

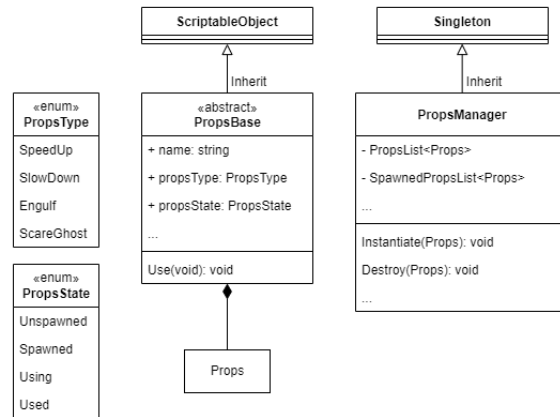
1.2 Props Class

1.2.1 Structural Diagram

1.2.2 UMLs

use-case diagram

class diagram



sequence diagram

1.2.3 Component Functionality

1.2.4 Major Procedure and Functions

1.3 Character Class

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