UML and UI Design Document

Become Pac-Man

version: 1

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1 UML DESIGN

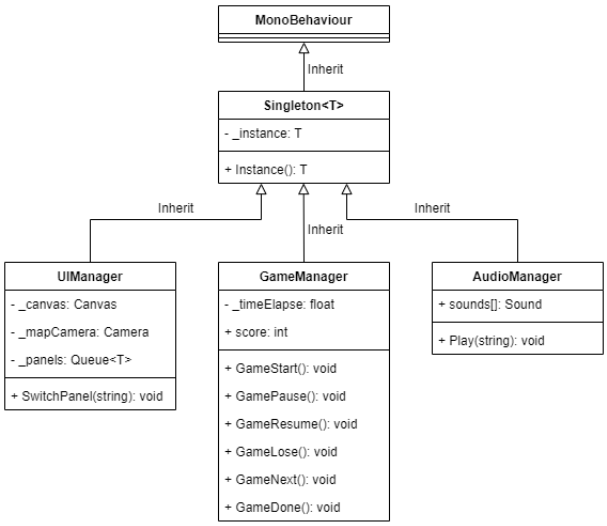
1.1 Manager Class

1.1.1 Structural Diagram

1.1.2 UMLs

use-case diagram

class diagram



sequence diagram

1.1.3 Component Functionality

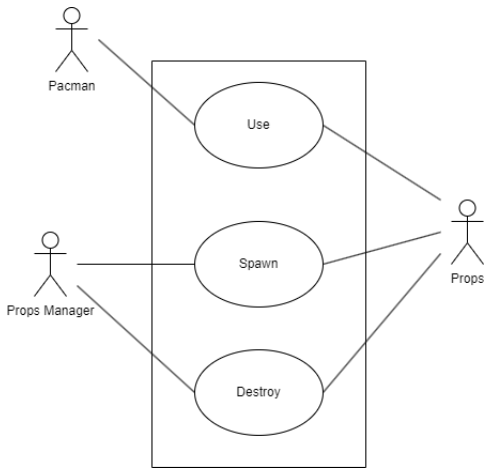
1.1.4 Major Procedure and Functions

1.2 Props Class

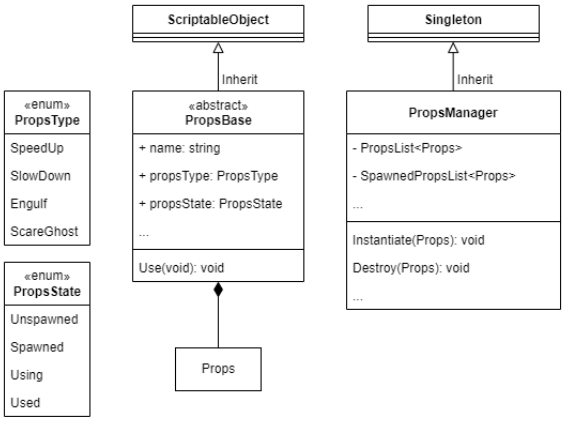
1.2.1 Structural Diagram

1.2.2 UMLs

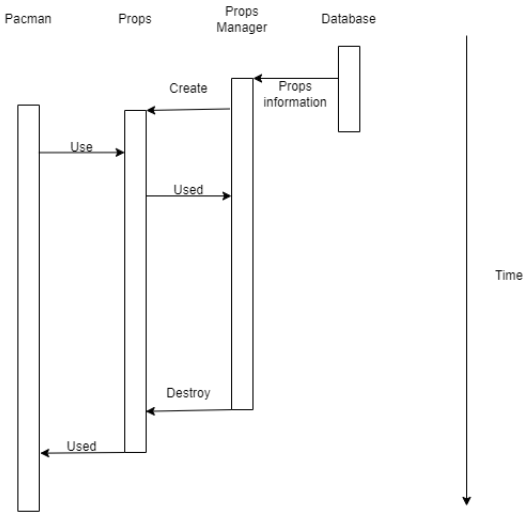
use-case diagram



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 enhence 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

1.3.1 Structural Diagram

1.3.2 UMLs

use-case diagram

class diagram

sequence diagram

1.3.3 Component Functionality

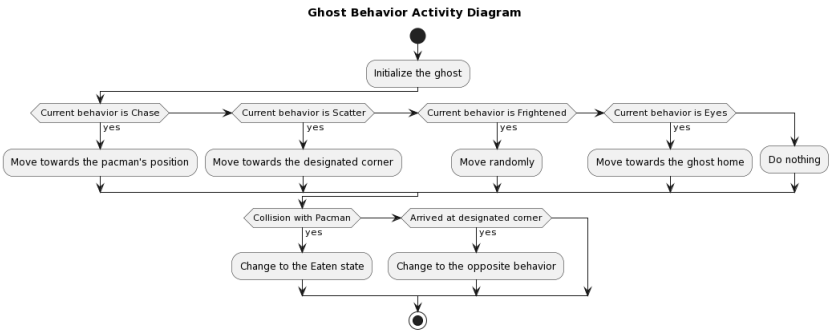
1.3.4 Major Procedure and Functions

1.4 Ghost Class

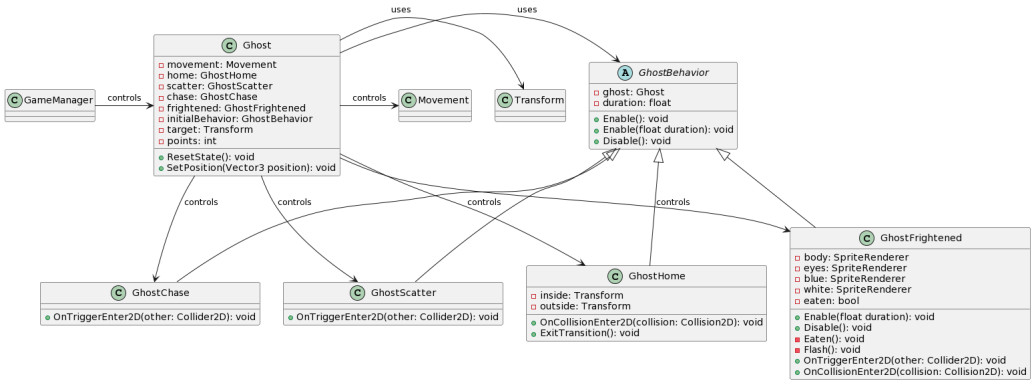
1.4.1 Structural Diagram

1.4.2 UMLs

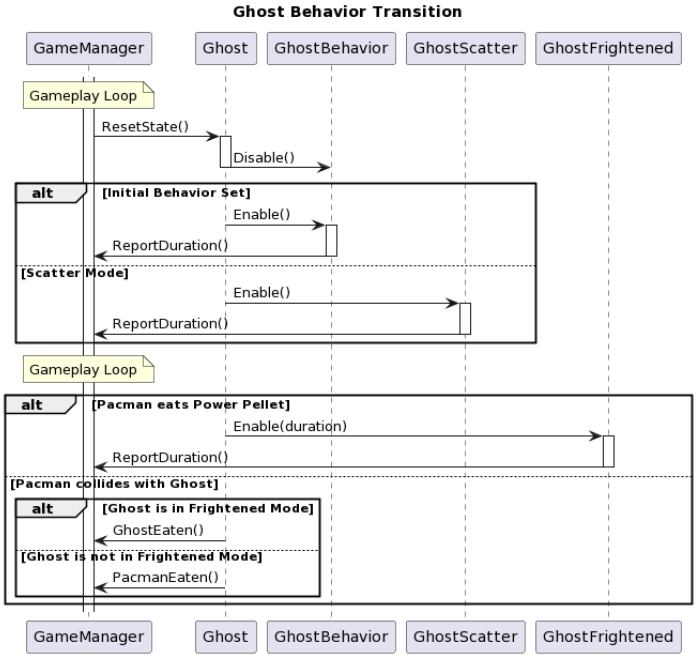
activity diagram



class diagram



sequence diagram



1.4.3 Component Functionality

1.4.4 Major Procedure and Functions

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