UML and UI Design Document

Become Pac-Man

version: 1

Group F8
1155127434 HO Chun Lung Terrance
Department of Philosophy, The Chinese University of Hong Kong
1155143519 WOO Pok
Department of Physics, The Chinese University of Hong Kong
1155157839 NG Yu Chun Thomas
Department of Computer Science and Engineering, The Chinese University of Hong Kong
1155157719 LEUNG Kit Lun Jay
Department of Computer Science and Engineering, The Chinese University of Hong Kong
1155143569 MOK Owen
Department of Mathematics, The Chinese University of Hong Kong

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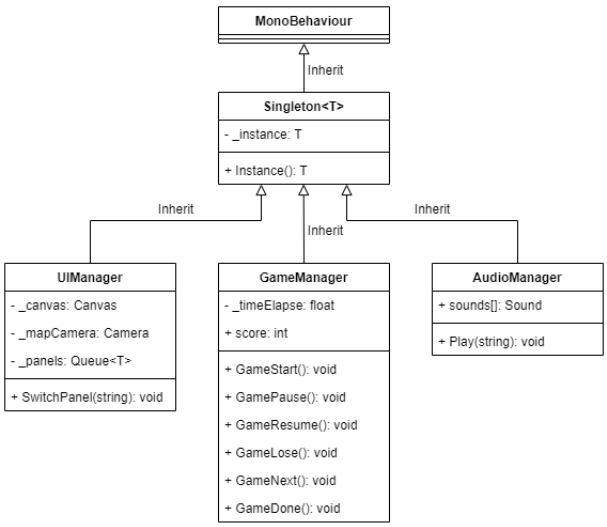
class diagram



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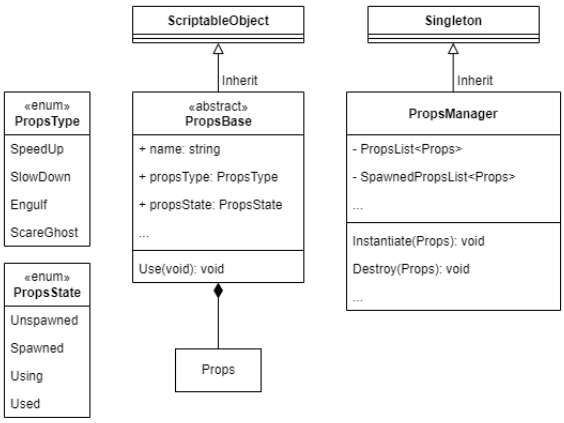

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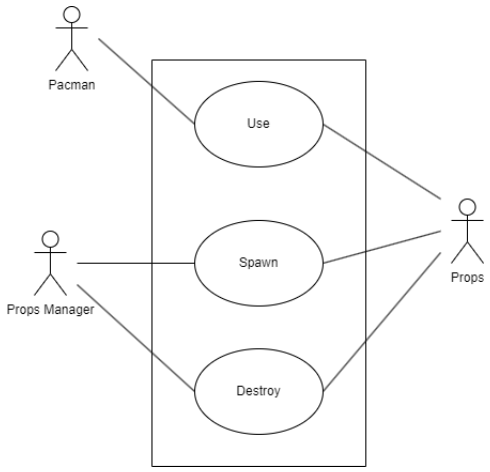

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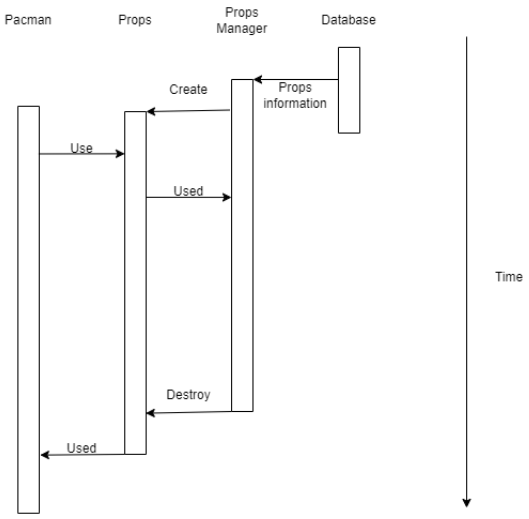

1.2.3 Component Functionality

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.

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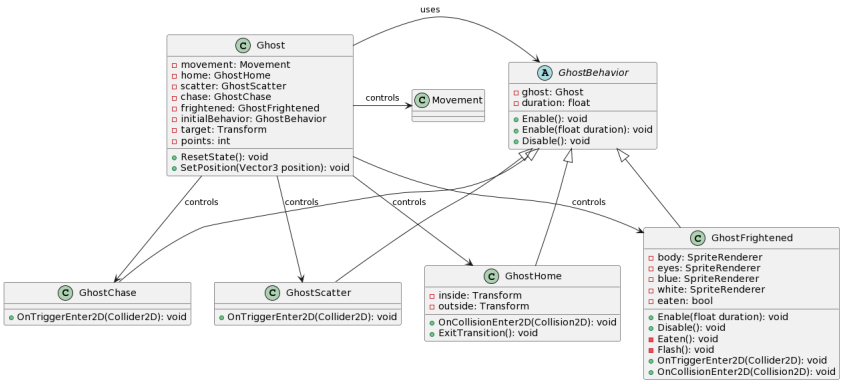
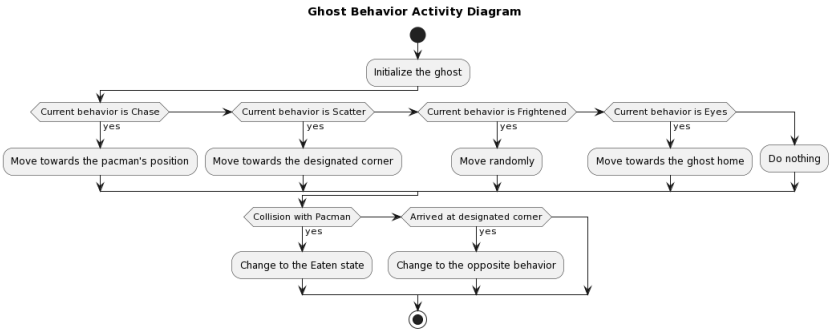


1.4.2 UMLs

activity diagram



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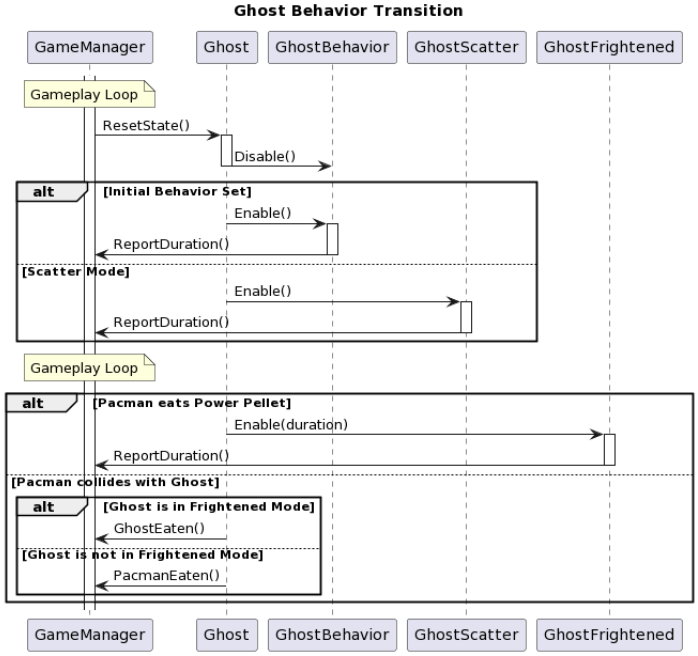

1.4.3 Component Functionality

The Ghost class is to indicate movement for each of all ghosts in the game. It manipulate with ghost behaviour and different status of a ghost.

1.4.4 Major Procedure and Functions

Enable() and Disable(): The two functions set in Ghost Behaviour provide the indication of activation of a ghost, i.e. whether the ghost is working.

ResetState(): This function is to reset the status of a ghost to its default status.

ExitTransition(): This function is to end the transition procedure.

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