

# High Level Design Document

## Become Pac-Man

version: 1

Group F8

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# 1 UML DESIGN

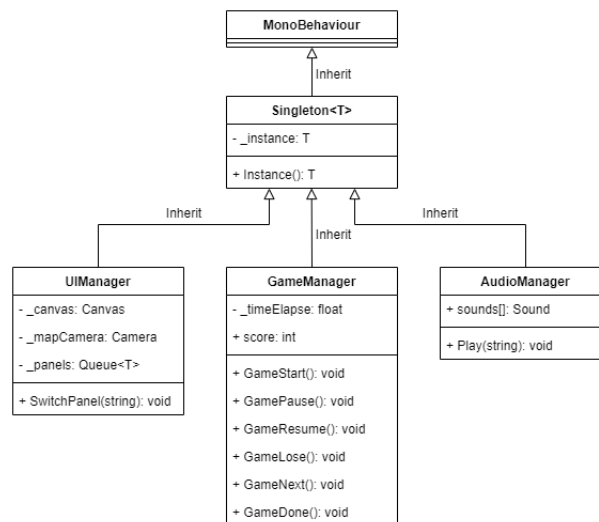
## 1.1 Manager Class

### 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

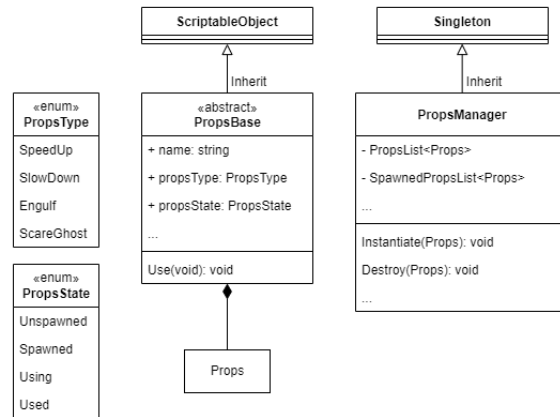
## 1.2 Props Class

### 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