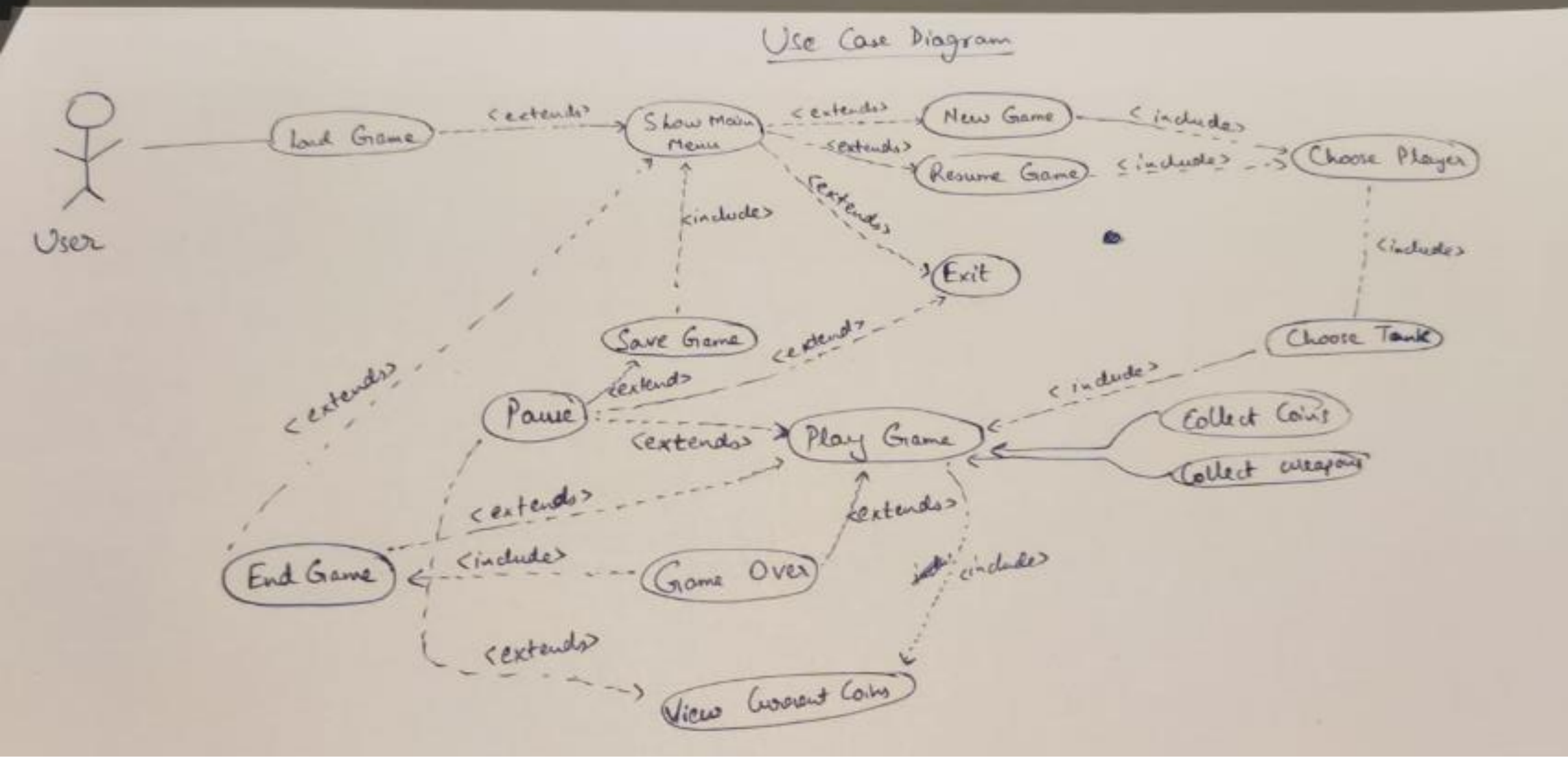
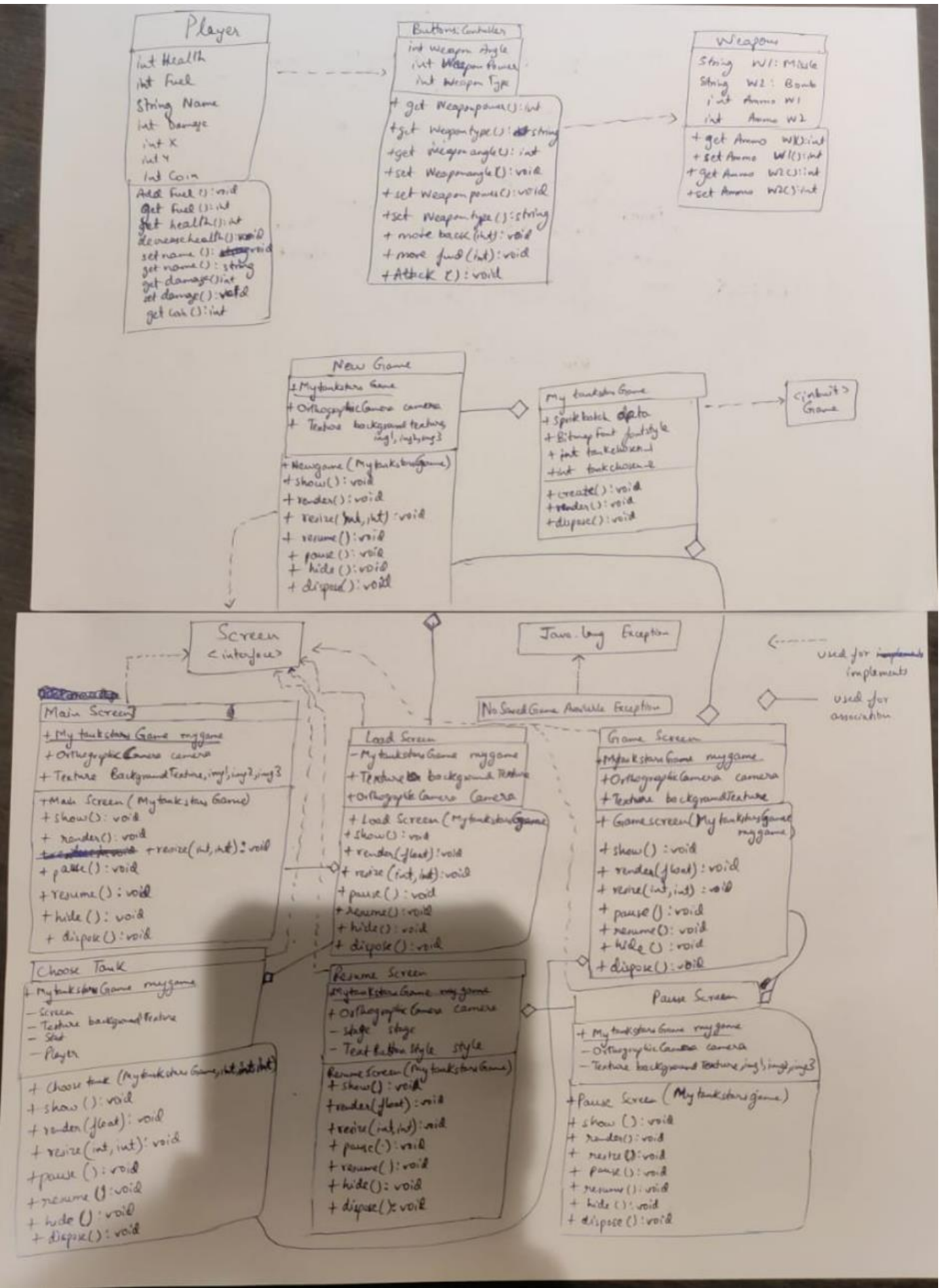
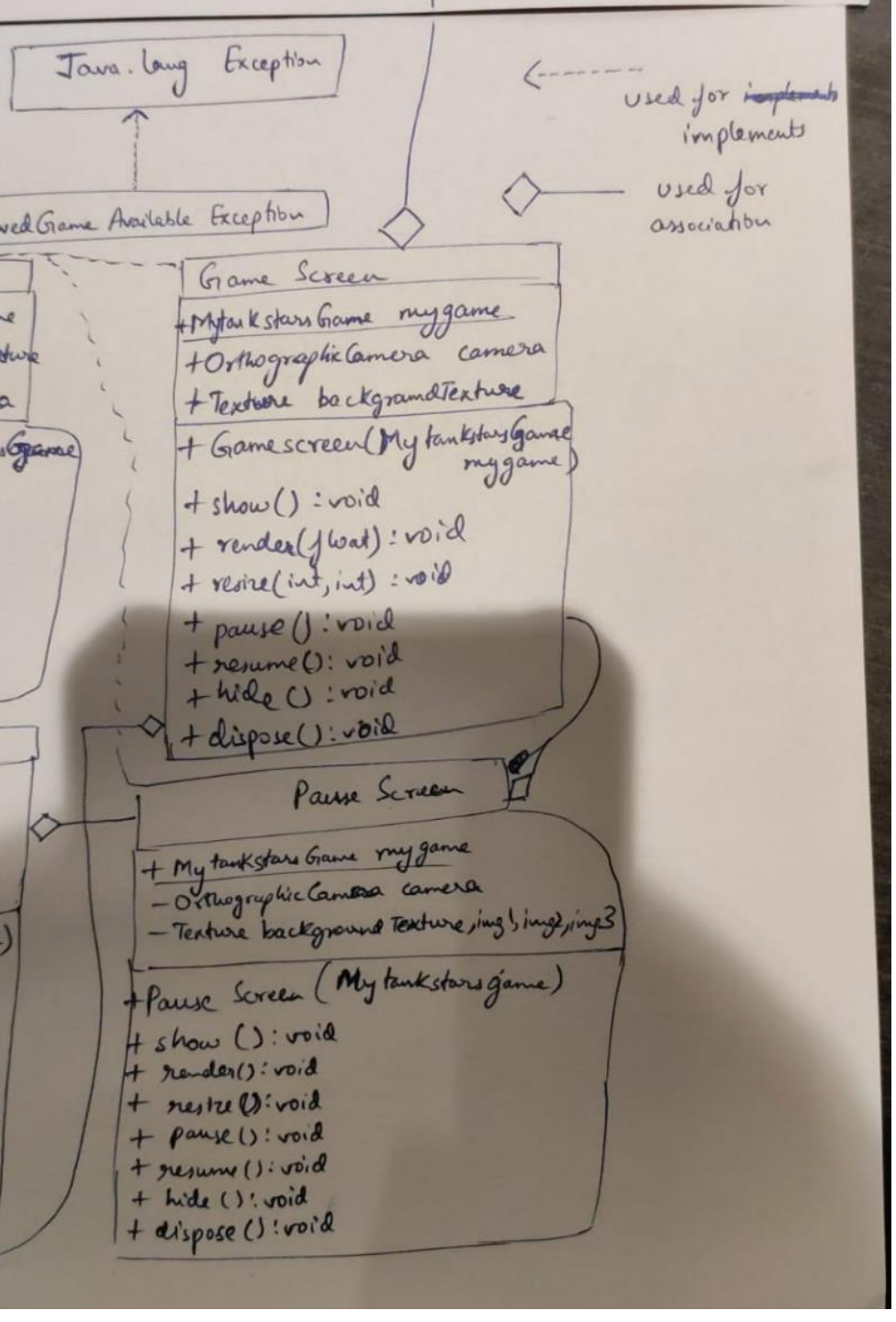
# Use Case Diagram




Player
int Health
int Fuel
String Name
int Damage
int X
int Y
int Coin
Add fuel ():void
Get fuel ():int
Get health():int
Decrease health():void
set name ():void
get name ():string
get damage():int
set damage():void
get coin ():int
Buttons Controller
int Weapon style
int Weapon Power
int Weapon Type
+ get Weaponpower():int
+get Weapon type():string
+get Weapon angle():int
+set Weapon angle():void
+set Weapon power():void
+set Weapon type():string
+ move back(int):void
+ move fwd(int):void
+Attack ():void
Weapons
String W1: Missile
String W2: Bomb
int Ammo W1
int Ammo W2
+ get Ammo W1():int
+ set Ammo W1():int
+ get Ammo W2():int
+ set Ammo W2():int
New Game
-MyTankStars Game
+ OrthographicCamera camera
+ Texture background texture img1, img2, img3
+Newgame (MyTankStarsGame)
+ show():void
+ render():void
+ resize(int,int):void
+ resume():void
+ pause():void
+ hide():void
+ dispose():void
My tankstars Game
+ SpriteBatch data
+ Bitmap font fontstyle
+ int tankchosen1
+ int tankchosen2
+ create():void
+ render():void
+ dispose():void
<<inbuilt>> Game
Screen <<interface>>
Java.lang Exception
No Saved Game Available Exception
used for implements
used for association
Main Screen
+ MyTankStars Game mygame
+ OrthographicCamera camera
+ Texture BackgroundTexture, img1, img2, img3
+Main Screen (MyTankStarsGame)
+ show(): void
+ render(): void
+ resize(int,int): void
+ pause(): void
+ resume(): void
+ hide(): void
+ dispose(): void
Load Screen
- MyTankStarsGame mygame
+ Texture background Texture
+ OrthographicCamera Camera
+ Load Screen (MyTankStarsGame
+ show(): void
+ render(float): void
+ resize(int, int): void
+ pause(): void
+ resume(): void
+ hide(): void
+ dispose(): void
Game Screen
+MyTankStarsGame mygame
+OrthographicCamera camera
+Texture backgroundTexture
+ GameScreen(MyTankStarsGame mygame)
+ show(): void
+ render(float): void
+ resize(int,int): void
+ pause(): void
+ resume(): void
+ hide(): void
+ dispose(): void
Choose Tank
+ MyTankStarsGame mygame
- Screen
- Texture background Texture
- Skin
- Player
+ Choose tank (MyTankStarsGame, int, int, int)
+ show(): void
+ render(float): void
+ resize(int, int): void
+ pause(): void
+ resume(): void
+ hide(): void
+ dispose(): void
Resume Screen
-MyTankStarsGame mygame
+ OrthographicCamera camera
- stage stage
- Text button style style
Resume Screen (MyTankStarsGame)
+ show(): void
+ render(float): void
+ resize(int,int): void
+ pause(): void
+ resume(): void
+ hide(): void
+ dispose(): void
Pause Screen
+ MyTankStarsGame mygame
- OrthographicCamera camera
- Texture background Texture img1, img2, img3
+Pause Screen (MyTankStarsGame)
+ show(): void
+ render(): void
+ resize(): void
+ pause(): void
+ resume(): void
+ hide(): void
+ dispose(): void


Java.lang Exception
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Game Screen
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+ show() : void
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+ hide() : void
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Pause Screen
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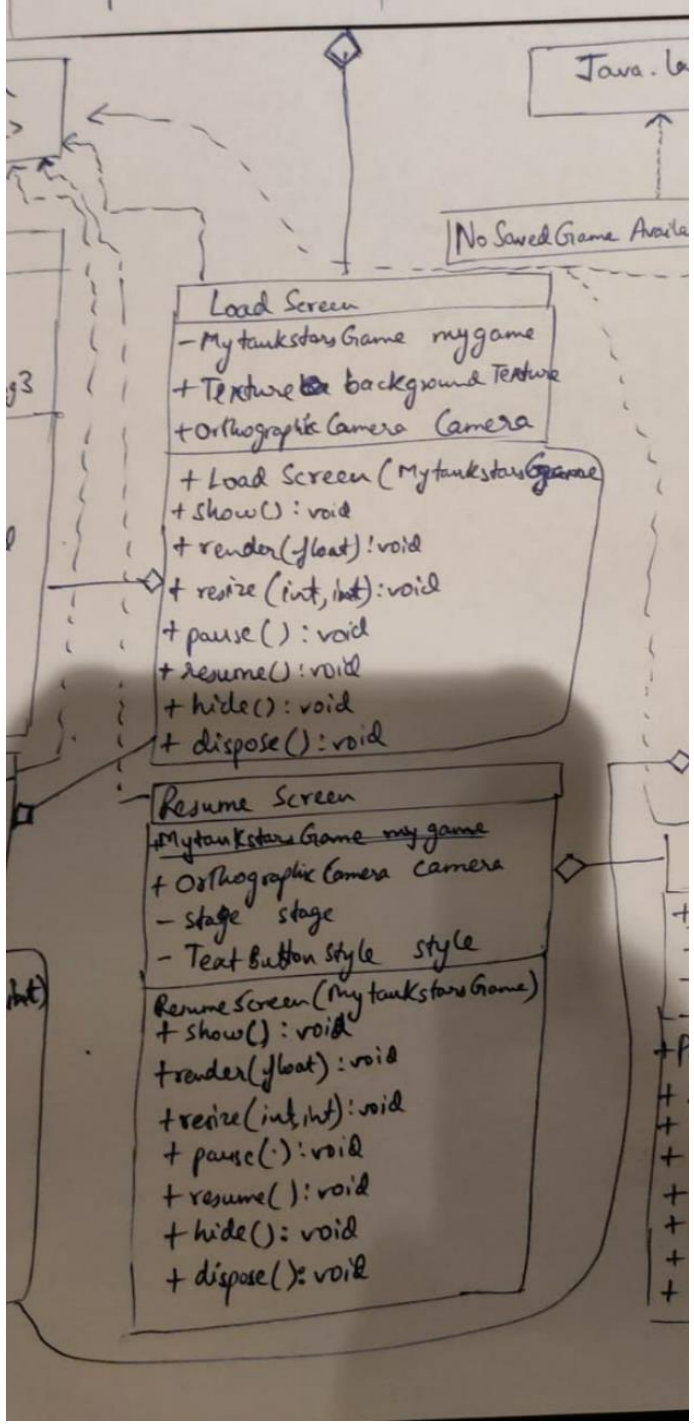
Java.
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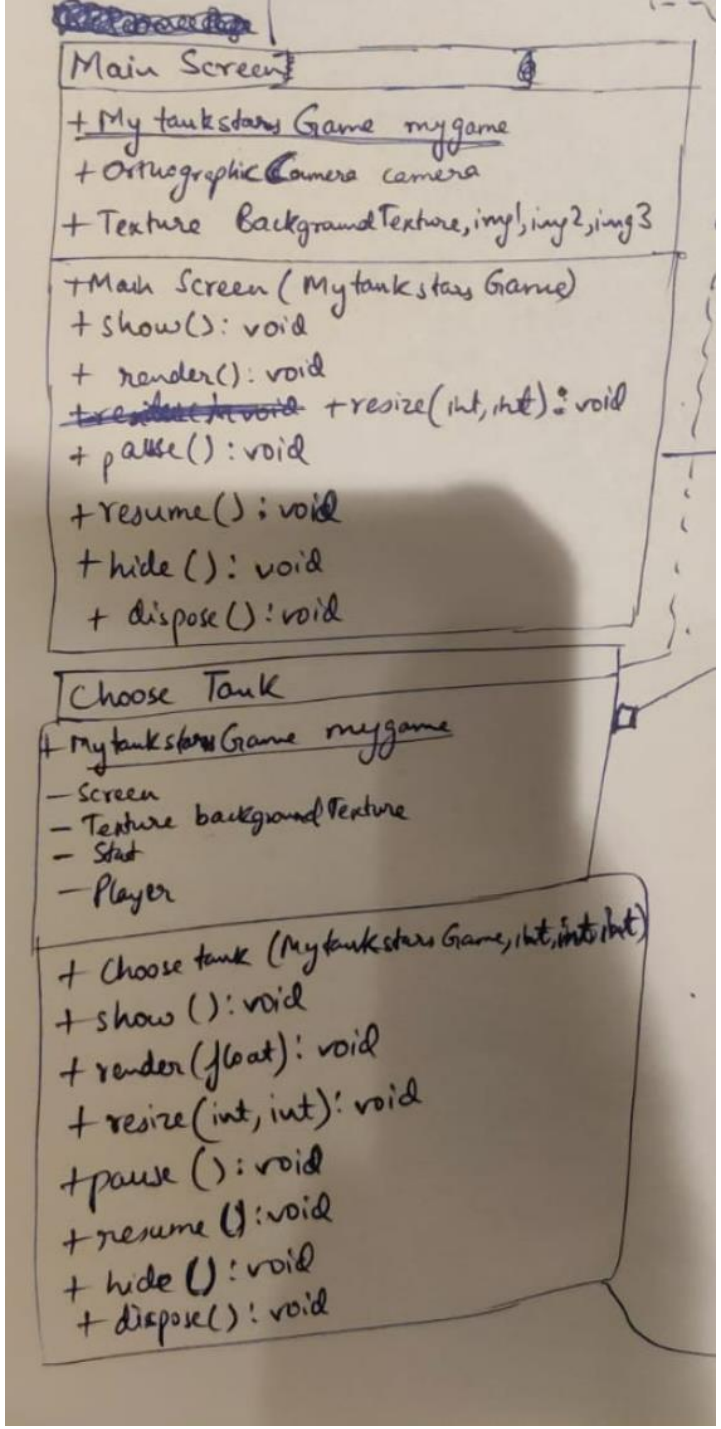
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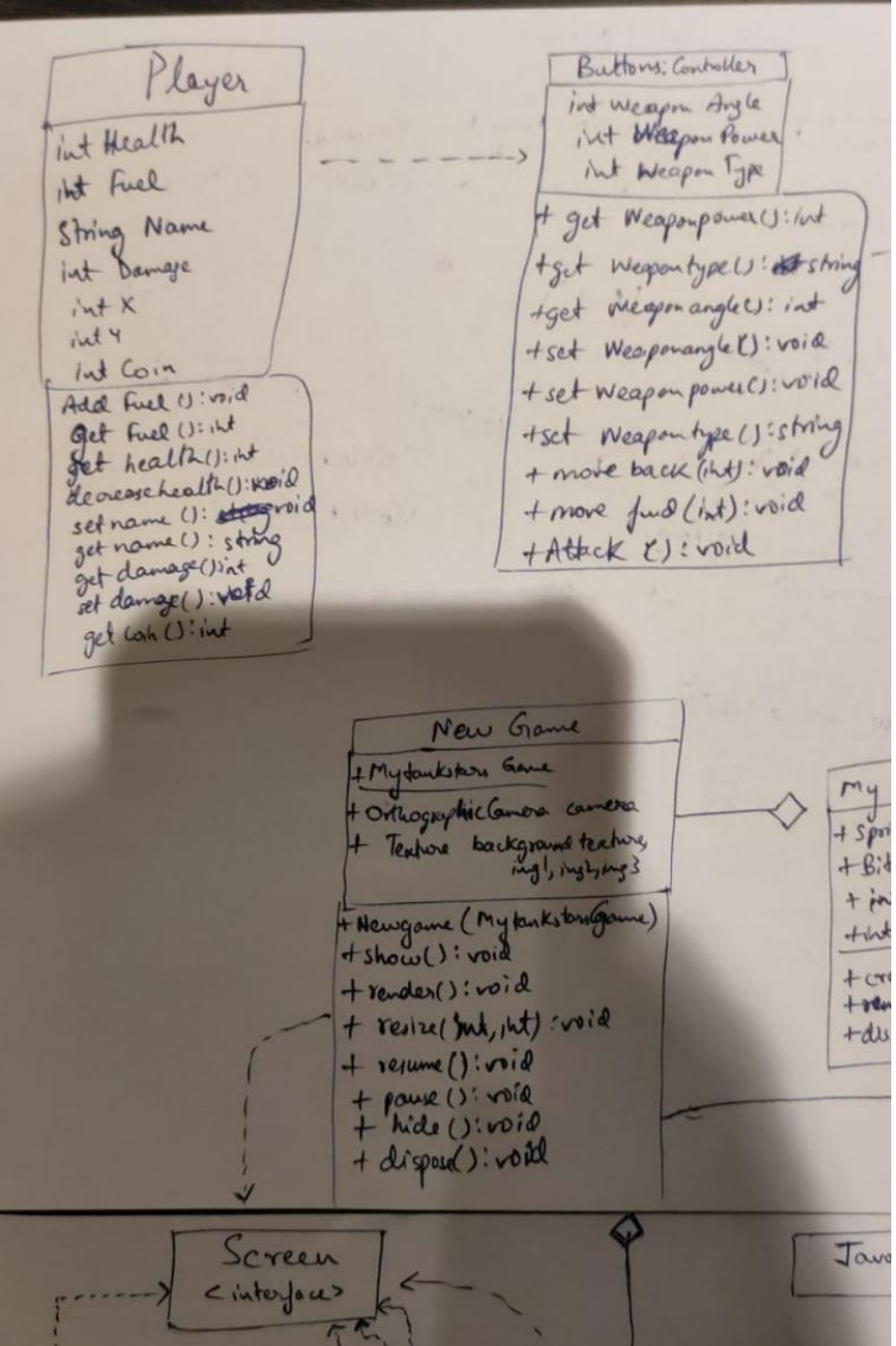
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int Fuel
String Name
int Damage
int X
int Y
int Coin
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Get Fuel (): int
get health(): int
decrease health(): void
set name (): void
get name (): string
get damage(): int
set damage(): void
get Coin (): int
Buttons: Controller
int Weapon Angle
int Weapon Power
int Weapon Type
+ get Weaponpower(): int
+get Weapontype(): string
+get Weaponangle(): int
+set Weaponangle(): void
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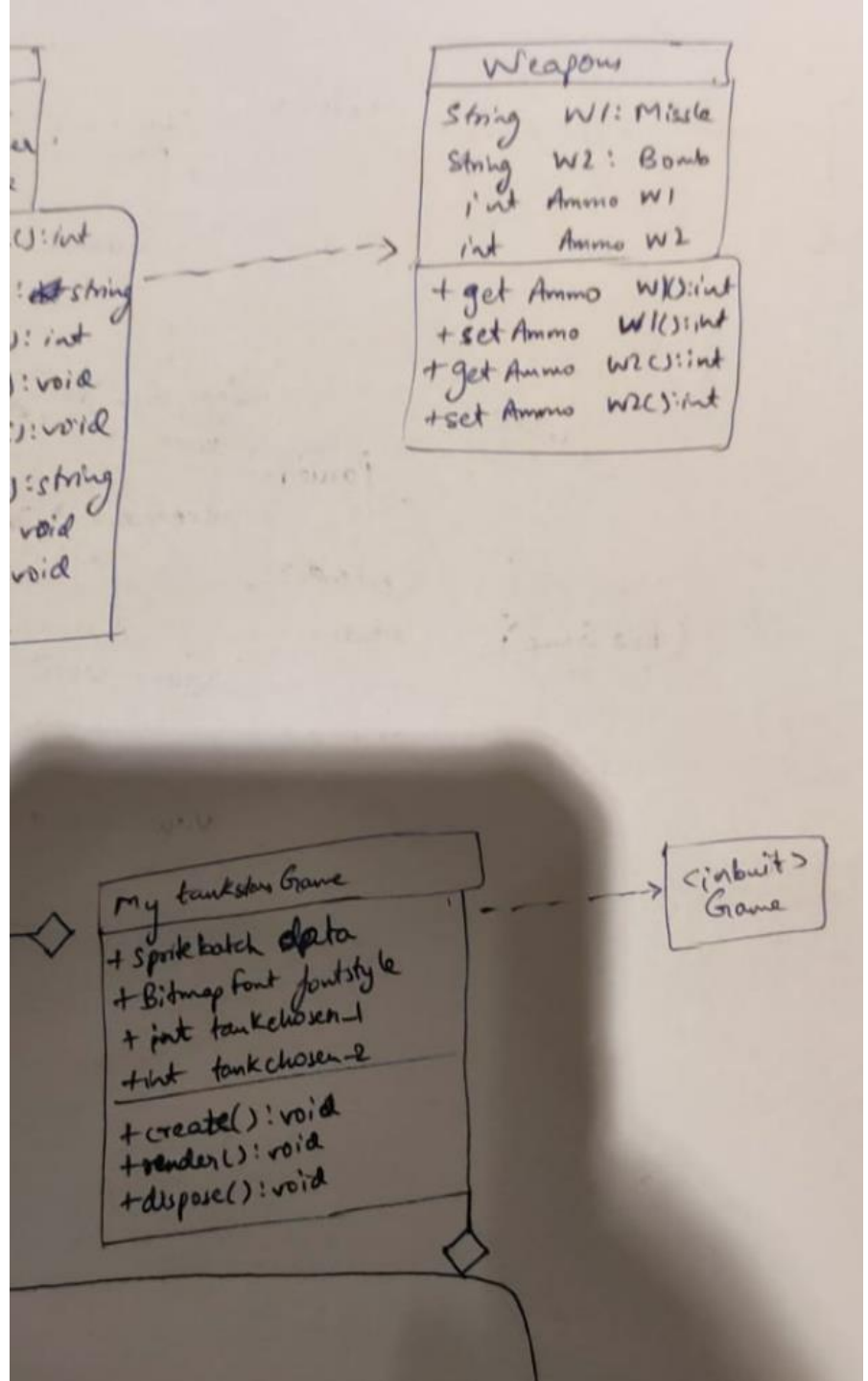
Screen
<interface>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my tankstars Game
+ Spritebatch batch
+ Bitmap font fontstyle
+ int tankchosen_1
+int tankchosen_2
+ create(): void
+render(): void
+dispose(): void
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