Domain Class Diagram

A domain class diagram for capturing the covering the domain concepts relating to the autoplayer and game levels/maps for PacMan in the TorusVerse.

https://canvas.lms.unimelb.edu.au/courses/153221/pages/case-study-2-dot-3-domain-class-diagram-and-tutorial-video

This includes all the classes provided with the 2D Map Editor such as GridView, Tiles, etc.

Handlers for different argument types

Folder Level Handler

File Level Handler

Null Level Handler

1   1

1   1

1

Controller

loadGame
startGame
saveGame

1   Uses classes provided by   0..*

MaTachi Map Editor Pac

...

1   Edits   1

Level

File

1

0..*   < Consists of

1

PacMan Gamegrid

Num Horz Cells

Num Vert Cells

Initial Actor Locations

Item Locations

1   Contains   0..*

Portal

Color

Location1

Location2

Game Folder

Folder

1

< Plays

Creates when startGame

Calls Controller for argument based startup

1

Driver.main

arguments = FIle/Folder

Pill

Value = 1

GoldPiece

Value = 5

Effect

IceCube

Effect

Value = 0

Item

Type

Location

0..*   < Contains   1

Game

Seed

Properties

1   Uses   1

Level Checker

File path

Level name

1   Uses   1

Game Checker

Folder path

Game name

Contains

Contains

1

0..*

PacActor

Score

Autoplayer type

1

Uses

Monster

Type

TX5

Troll

Actor

Sprite(s)

Current Location

Character

Visited Locations

1

Autoplayer

Subareas

Items in Subareas

Portals in Subareas

Random Autoplayer

Smart Autoplayer

Directed Autoplayer