

TCP2201 Object-Oriented Analysis and Design

TC02 GROUP ASSIGNMENT

Lecturer:

Lee Kian Chin

Project Name:

World War 4.0

Group Members:

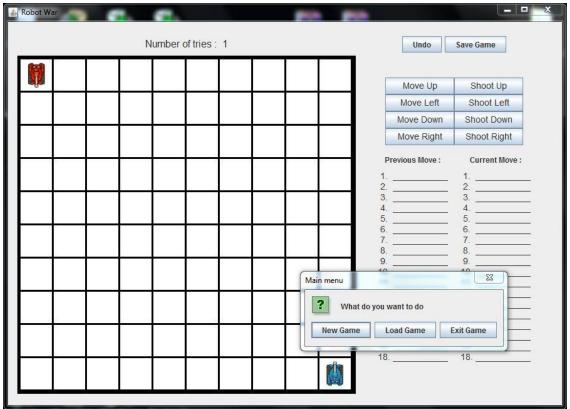
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<u>Instructions</u>

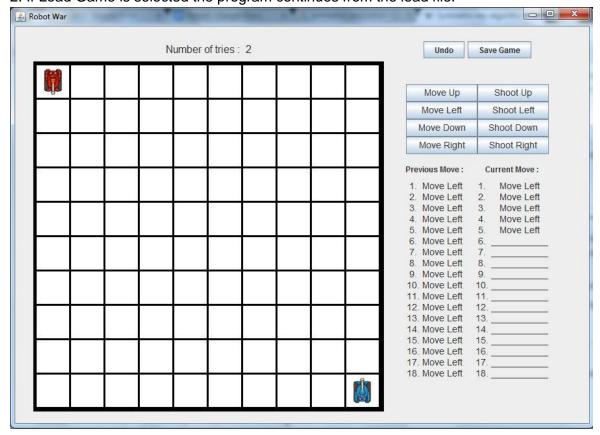
- Compile the file by using the following code: javac MVCGame.java
- 2. Run the game by using the following code: java MVCGame

User Documentation

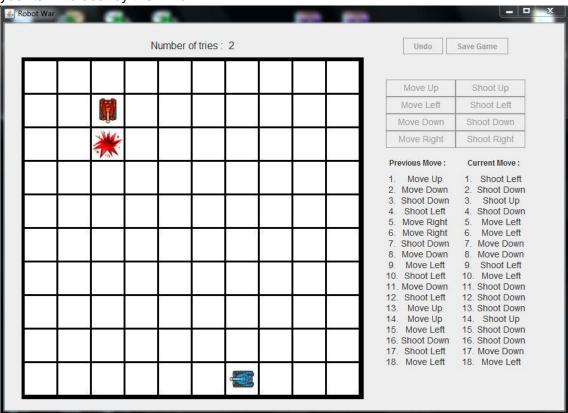
1. Select between New Game, Load Game and Exit Game.



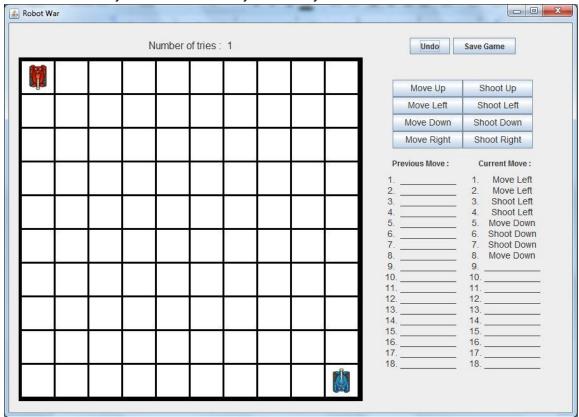
2. If Load Game is selected the program continues from the load file.



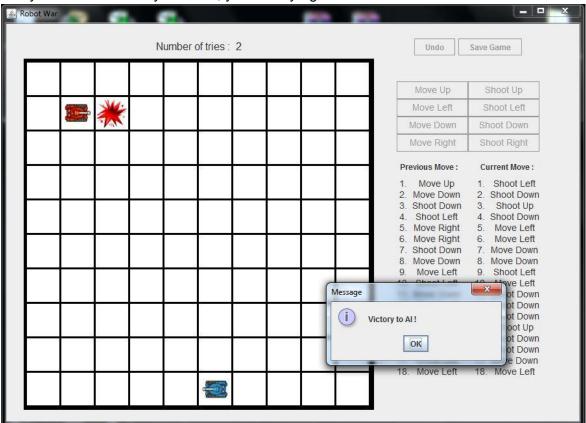
3. If New Game is selected you must choose 18 sequences that you wish to be executed by your tank to destroy the AI tank.



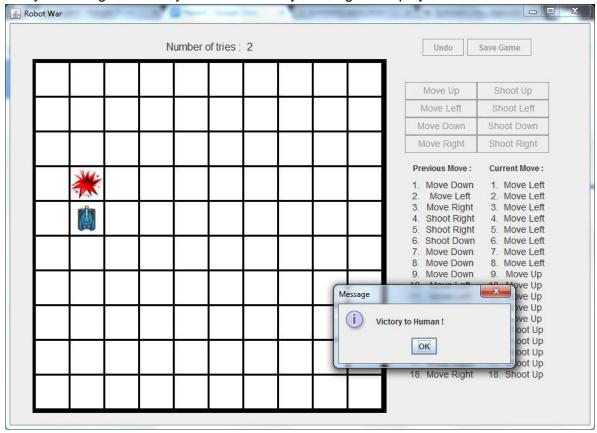
4. You can undo your moves as many times as you want.



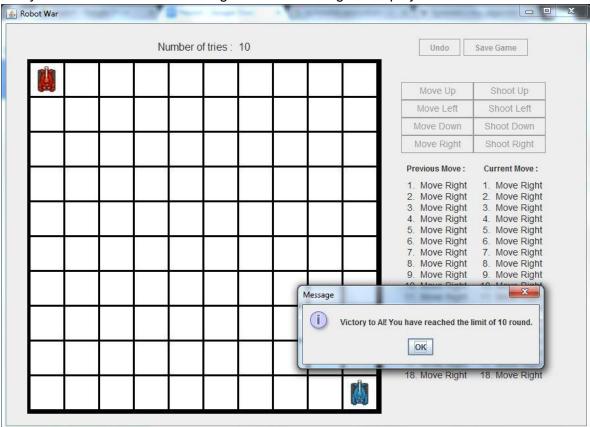
5. If you fail to to destroy the tank, you can try again for 9 times.



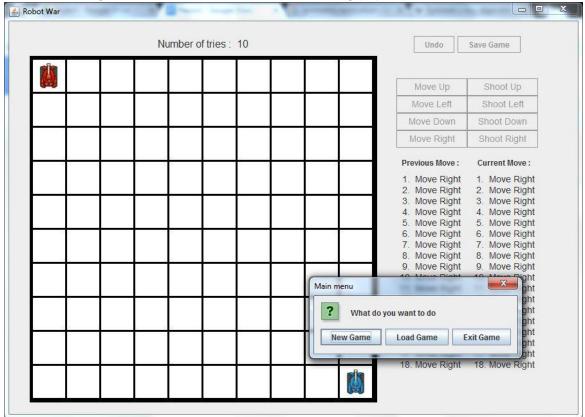
6. If you manage to destroy the tank a victory message is displayed.



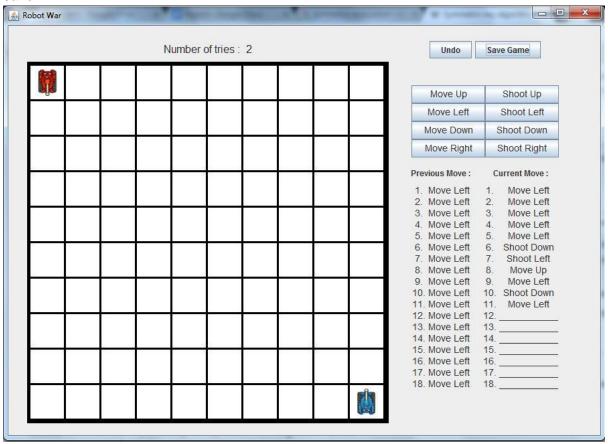
7. If you still failed after 10 tries a game over message is displayed.



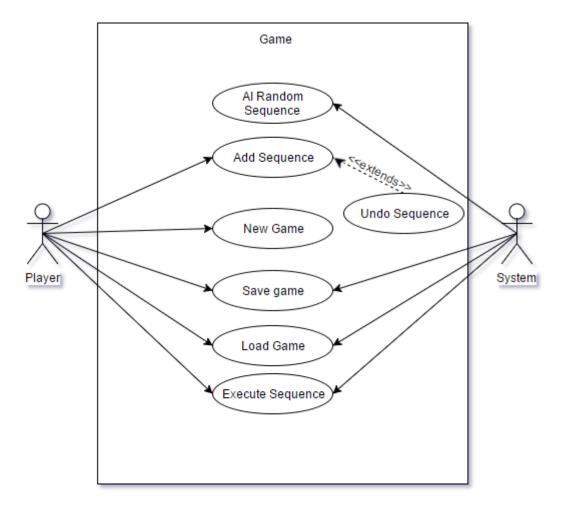
8. After winning or after 10 failed tries an option dialog pops up.



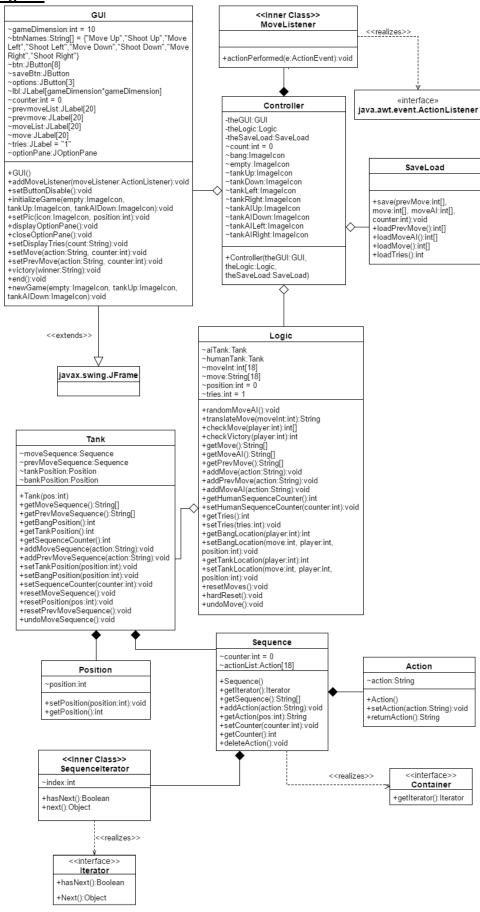
9. If you select save game, the program will override the current load game with the new save.



Use Case Diagram



Class Diagram



Sequence Diagram

