

Assignment 2

State

1

Write a natural language description of why and how the pattern is implemented in your code.

1

Make a class diagram of how the pattern is structured statically in your code.

1

Make a sequence diagram of how the pattern works dynamically in your code.

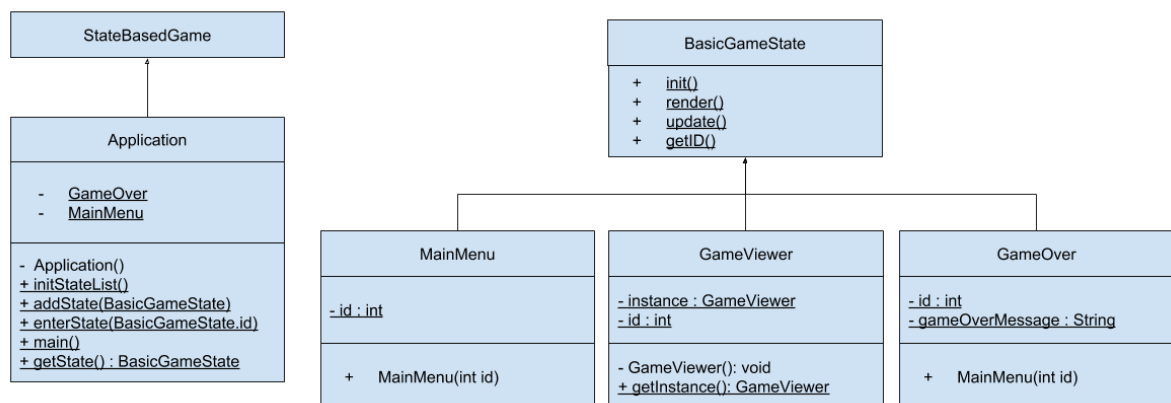
2

State

1. Write a natural language description of why and how the pattern is implemented in your code.

We implemented the states pattern for the different phases of the game: Start Menu, Game, Pause and Game Over. We chose the states pattern because the game works like a finite state machine, i.e. it is changing its state over time and game status. It also enables us to implement new states such as a high-score menu state.

2. Make a class diagram of how the pattern is structured statically in your code.



3. make a sequence diagram of how the pattern works dynamically in your code.

