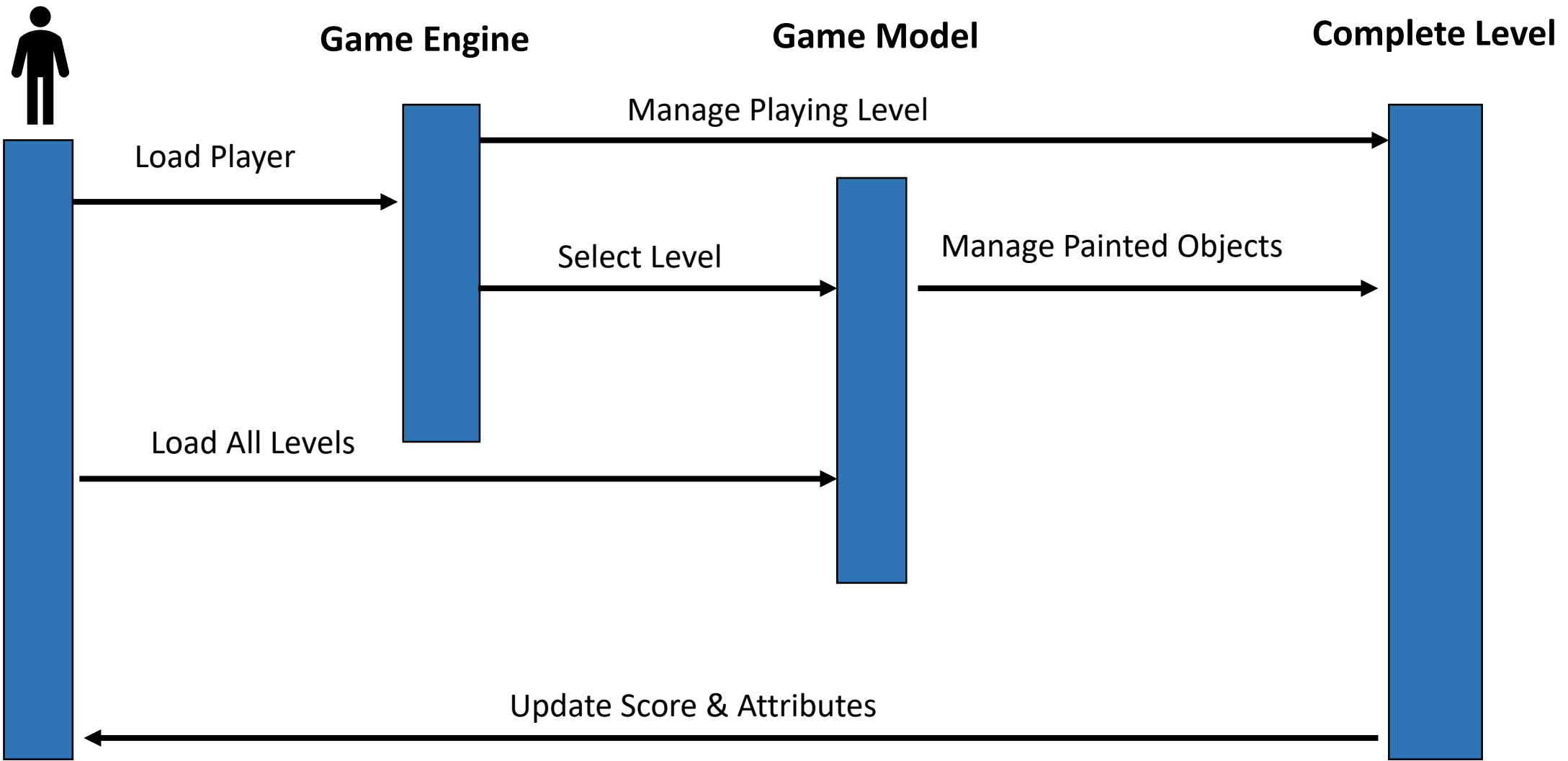


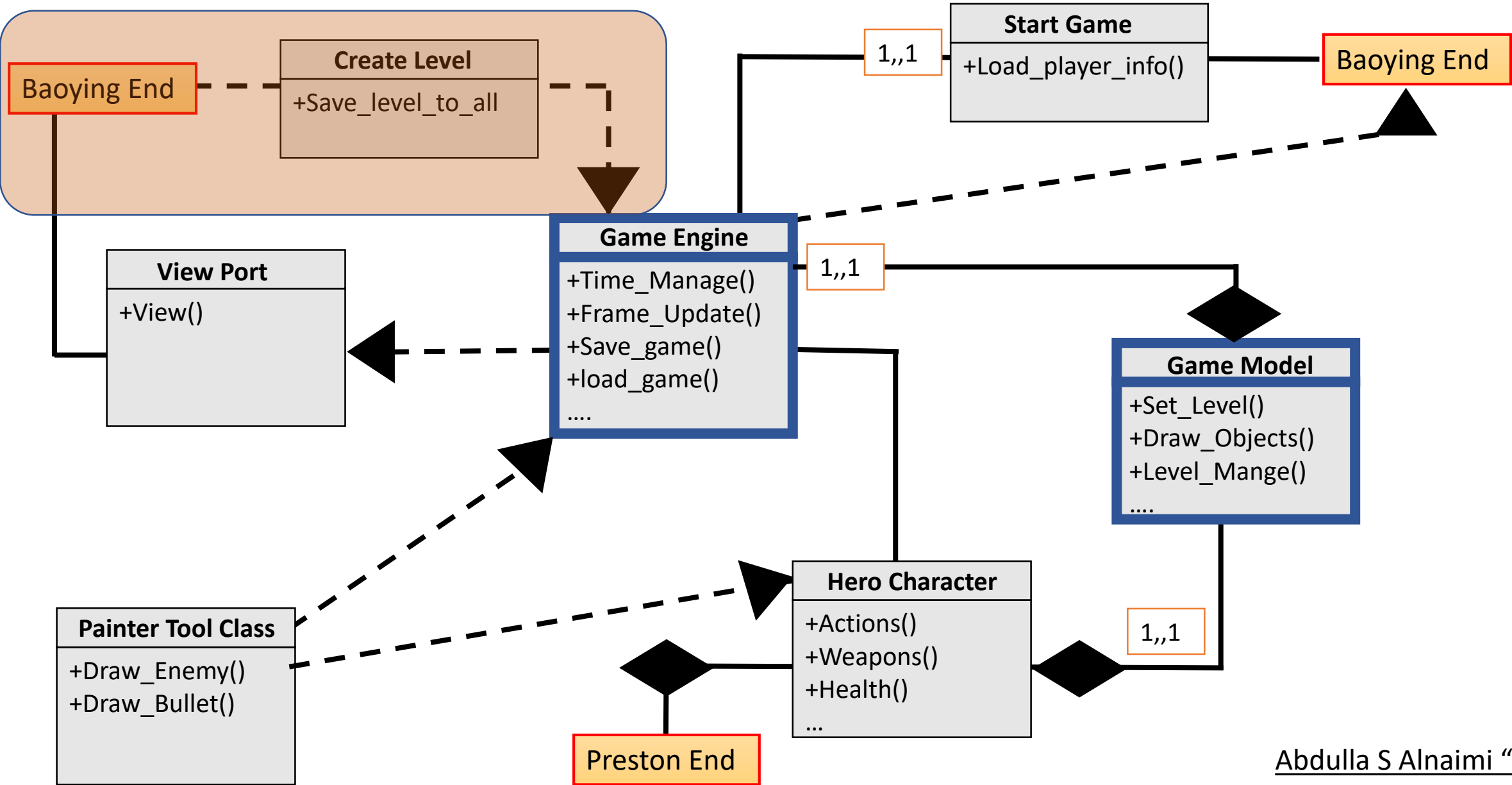
Sequence Diagram: Level Design “Updated”

Abdulla S Alnaimi “Karb”

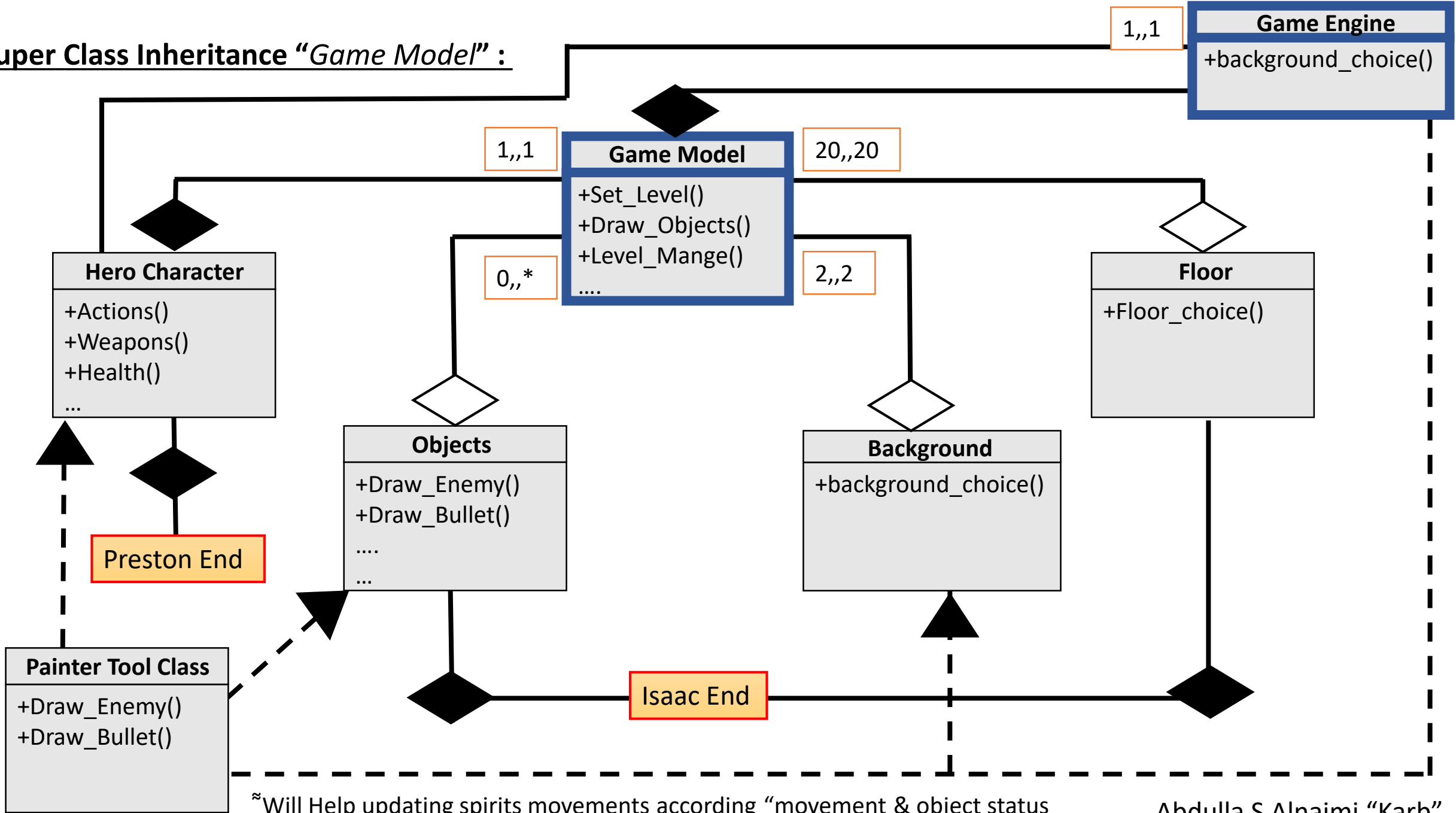
Game Start



Super Class Inheritance “Game Engine” :



Super Class Inheritance “Game Model” :



Grant TimeLine

Task	Duration
Game Engine: Set objects for level and set player	1W
Game Model: Get objects and draw it	2W
Paint Class Tool: help paint and control animation	3W
Background: Test it and confirm, to be used by other classes such as enemies and hero.	3W

Game Engine	After Baoying pass Me the player attributes				
Game Model					
Paint Class Tool					
Background					

Sequence Diagram: Level Design “Old”

Abdulla S Alnaimi “Karb”

