Lifelines (sequence diagram participants)

- phaser: Phaser
- game: Game
- Background
- Audio
- bricks: Bricks
- slider: Slider
- ball: Ball
- score: Score
- bonusBall: Ball

Messages

- onLoad()
- createGame(width:int, height:int, canvas:object)
- preload()
- loadImages(name:String, imagePath:String)
- create()
- addBackgroundSprite()
- addAudio(name:String)
- PlayBackgroundMusic()
- addPattern()
- setProperties()
- addSlider(posX:int,posY:int,name:String)
- setPropertiesand KeyboardEvents()
- addBall(posX:int,posY:int,name:string)
- setOutofBoundEvent andanimations()
- addSocreText(posX:int,posY:int,name:string)
- addLivesText(posX:int,posY:int,name:string)
- addBullets(20,'bullet')
- addSoundButton(posX:int,posY:int,name:String,state:boolean)
- clickToStart()
- playOrPauseGame()
- MuteorUnmute()

User

scoreText: ScoreText	livesText: LivesText	bullets: Bullets	soundButton: Sound	playPauseButton: PlayPause	powerup: PowerUp

undEvents
ns()

setProperties()

enablePlayState()

MuteorUnmute()

update()

muteUnmuteVolume(volumeState:String)

changeGameState(state:String)

moveslider(leftkey:String, rightkey:String)

releaseBall()

Loop

[ball!=lost]

collisionWithBrick(ball:Ball,brick:Brick)

selfDestroy()

increaseScoreText(num:int)

RebounceFromBrick(ball:Ball)

rebounce&BallCollisionBrick
(posX:int,posY:int)

collisionWithSlider
(posX:int,posY:int)

CheckPowerUp
():String

cre

dchecidePowerUpType()

Alternative

changeVolumeState()

updateScoreText()

createPowerUp(posX:int,posY:int,type:String):Object

releasePowerUp()

collectPowerUp()

Alternative

[type == 'Slider++']

increaseSliderSize()

[type == 'Slider--']

decreaseSliderSize()

Alternative

increaseSpeed()

[type == 'Speed++']

[type == 'bonusSocre']

bonusScore(num:int)

bulletPow

loadBul

fireBullet()

createBonusBall()

addNewBallInWorld()

Alternative

[stage clear]

StageClear()

levelUpBonus(num:int)

displayNewLevel()

[ball lost]

ballLost()

decreaseLife()

gameover() [life == 0]

updateScore(num)

ulletPowerUp()

loadBullets()

updateScore(num:int)

updateLivesText()