

Object Oriented Programming Homework 2; Columbus Game UML

Uws USI ocon Map acean Explorer Island Count int Size : Int Pirate Count ist Scene: Scene root: Anchorpore God Robers J Islands post Shipi image oceaimaf() island, image getrap () Boolers Pirete: maye get and 1 of Shipinagovices getplayer() playship Island image uras get protes 4 plaky Pirate image View got Islad () pois Oceant xplacer () main () Dlayership CLAN start () currently perial islands point Sall () pinde point islads point update () pireled point playershipl) Interface Pinds Shipl getship (achin () getshiplocation() addistants (point 0) island/pirchs Chekislands (Paint) addistants (Patro) Chelkisland (Part) playerhiple No410 addpirely point No Ahl), Sak (), Barth, feet South () NOA4() addistands () Gast () South () West () Check Blods () Eastl add proces (s West () mil probs Udde Obserb

Andysis Paragraph as my Colombus Game 6



My design thinking for the columbs game has five classes, the first one being Ocean explorer, oceanmap, Ship, playership and pinct-ship. I will have one interscee being "ship", and will be using an observe. I need one because the fagress has to be moduler, and permit mutiple wars of the source scene to. this game to work effectivity, money back to my fort class, ocean Explorer which extended apploaching, this being my go; hob, so to say. In this class, I have my lovach and main funkans, as well as my Stryes, archargase, and, ocean, and images, allowing everything to be diployed to the Stage, Another attabate I added after the Fet was my sciling function, this is used to allow my player to more in accordance to the Coordinarce and was The Image, Tostly I added my opdate Strips, which both diployed the movements of the ships on the casale and applied there postors. The second class being oreaning, which credit the amount of income and prodes , as well as the Side of the Grid. In here it was need Some that my pentes or mainstry won't start on an island, and it child my fundrus such as my mit, Grid, player (mainly), piretes, and island. The next two were protestip; playorship, both of which have my similar funding both creating the origin spot of the ship, randonly generated postrum, as well as function for Cheeking Blooks, nating son they arist on the some spot, and lastly the movement. The only differente between the two class is that produsting his adifficult marinest System, where nather than allowing it to move, it check if the player has moved in the Colvern or now and it follows according to those coordinates.

The last class was my interface class, ship which The interce would call morement, location, and check England from these defend closes. With energthing broaded the closes werked together and present traversty Fun product, had - lot of for with it I paid