Assignment 3 (SMT – Spring 2018)
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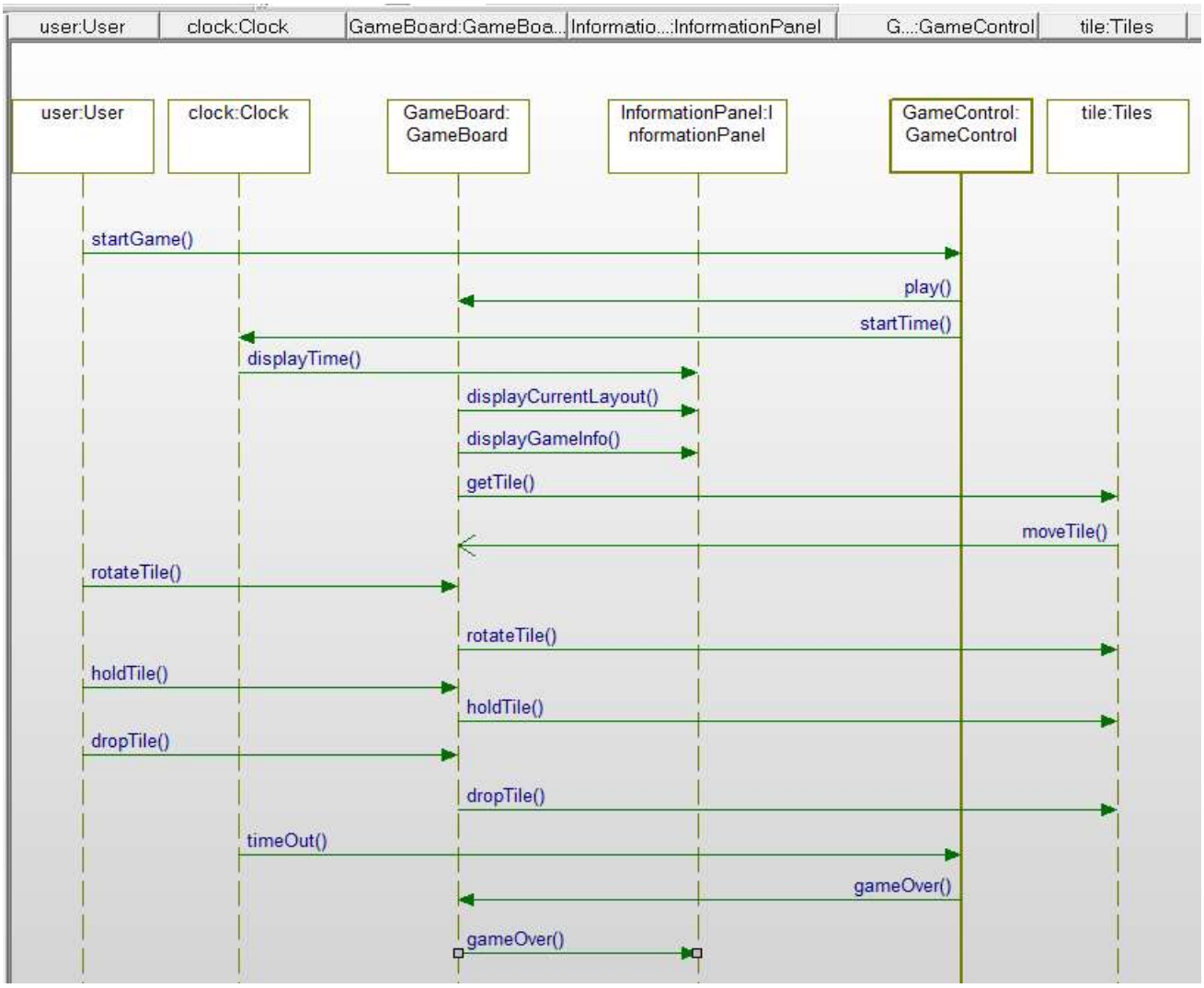
1) Sequence diagram for the Tetris video game – A sequence diagram shows object interactions arranged in time sequence. It depicts the objects and classes involved in the scenario and the sequence of messages exchanged between the objects needed to carry out the functionality of the scenario. In the below diagram, the interactions between different classes (objects) is shown when it comes to playing a game. The activity from starting a new game to game over is shown here.



2) State diagram for the *GameControl* class – This state chart represents the different states a game can be in. A game can be in play state, paused state, stop state, game over state or can be in a fresh new game state. The different state transition depends on the events and triggers made by the user. For example, if a user pauses the game from the user interface while playing, this user action triggers a pause event which causes the game to move from the play state to paused state. Similar is the case with other states and their transitions. Please find below the state chart for the mentioned states.