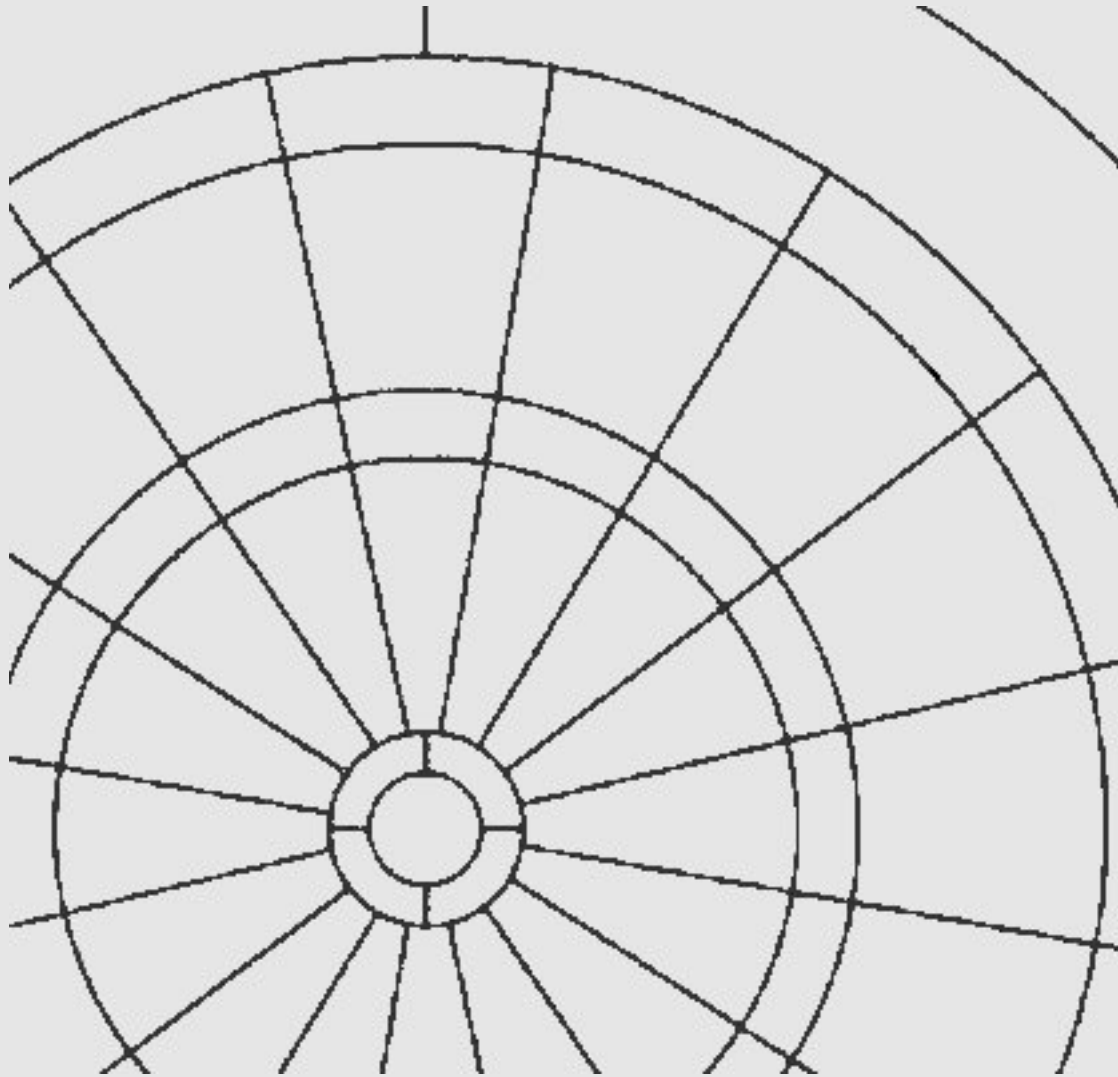


The Game

Darts

A sports simulation game which allows the user to simulate, or participate in, a game of 501 darts.

The Ideogram



Joe	Sid
501	501
481	441
421	381
401	361

The Plan

Background Layers:

- The Dartboard (pannable)
- The Window (stationary)
- The Text (stationary)

Sprites:

- The Cursor (controlled)

The Design

Player

- points:int
- target:int
- accuracy:int
- targetindex:int
- throws:int
- turnthrows:int
- ishuman:bool
- name[:char

- + SetName(char name[]):void
- + DrawName(x:int, y:int):void
- + SetPoints(points:int):void
- + DrawPoints(x:int, y:int):void
- + TakeTurn():void
- + GetPoints():int

- TakeAShot():void
- TargetSelect():void
- Inaccuracy():void
- BullsEye():void
- Bull():void
- Single():void
- Double():void
- Treble():void
- CheckLegality():void

The Changes

Another Background Layer, for text and tile-based cursors.

Extra attributes and methods in the player class, plus a new “dart” class and Sprite set.

