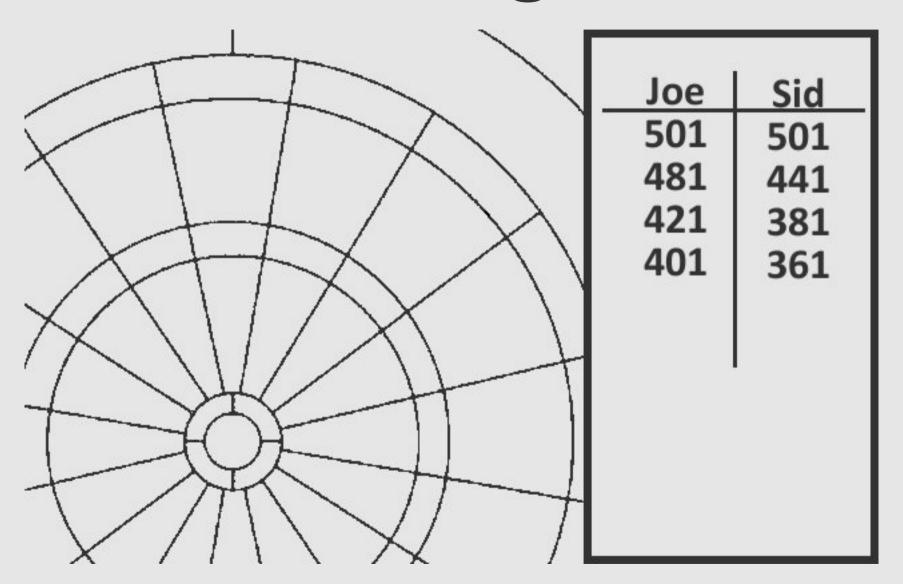
The Game

Darts

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

The Ideogram



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 tilebased cursors.

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

- darts[]:Dart
- hit:int
- targettype:int
- pointsdisplay[]:int
- innersingle:bool
- darthitloc[]:int
- GetPointsValue(cursorpos[]int, BGPos[]:int):void
- DartLocationDecide():void

Dart

- location[]:int
- dartnumber:int
- age:int
- rotation:int
- + UpdateDart(BGpos[]:int):void
- Animate():void