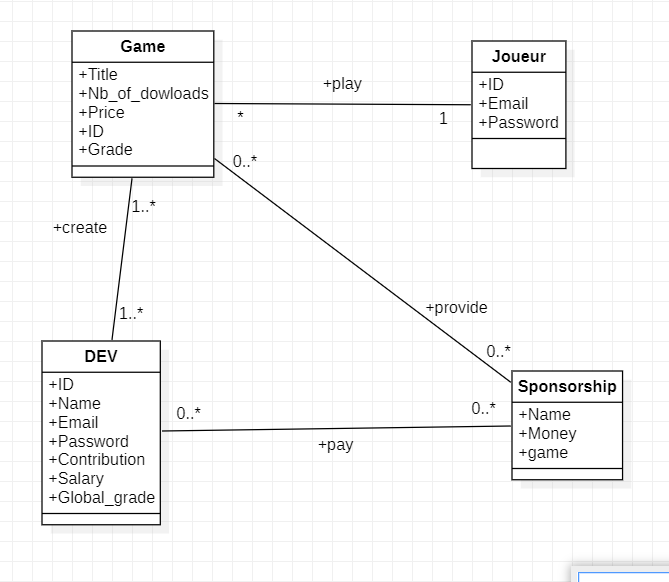


UML on the snake game:

In order to represent the different game elements in the snake game, we choose to split the information into four objects creating four categories: Food, Player, Snake and Screen.

In the game the player object holds information about the user and will update in real time relatively with what’s happening in the game. As the player control the snake, there is a need to store information about the snake current length and position for it to be updated on the screen. Finally, the snake is able to interact with the food in order to gain in length, thus resulting in the player increasing his score because the goal of the game is to eat as many food as possible without losing.

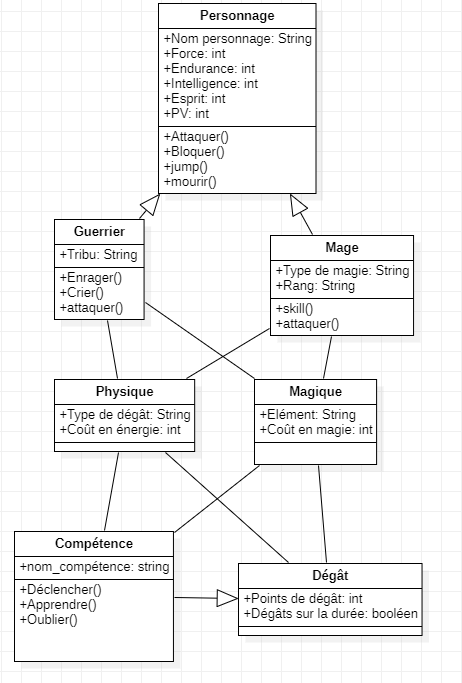


This is the UML class diagram of Our Game, how it interacts with the Dev, player and the sponsors

A game have many attributes : Title, number of dowloads, a price (ex: 20$) , ID, a grade (ex: 4,5/5)

A game can be played by numerous player

The Dev make the game, they can be paid by the Sponsors. The Sponsor rather pay Devs to make a game or push their own game



This is the UML class diagramm of The Fighter , the game

There is 2 Player, One is a Warrior, the other is a Mage.They have their own type of attack, caracterisitcs. They also use skills, they can move, jump.

By using attacks and skills they reduce each other HP (or PV). When they don’t have any HP left they will die.