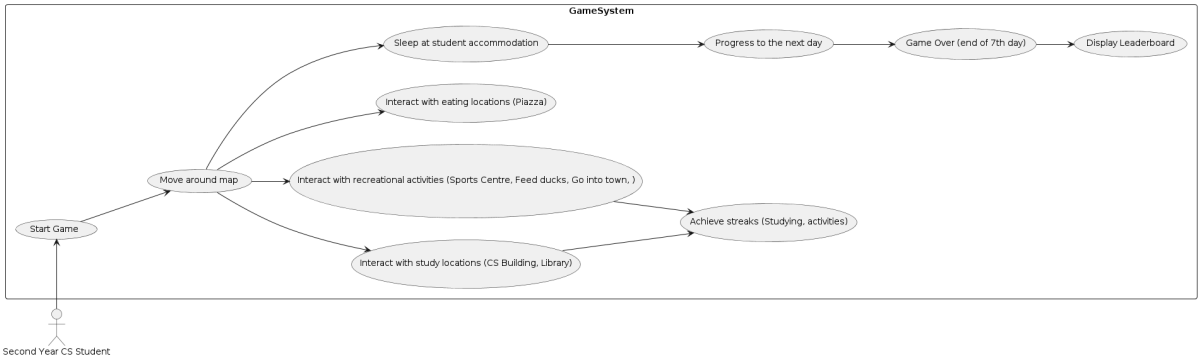
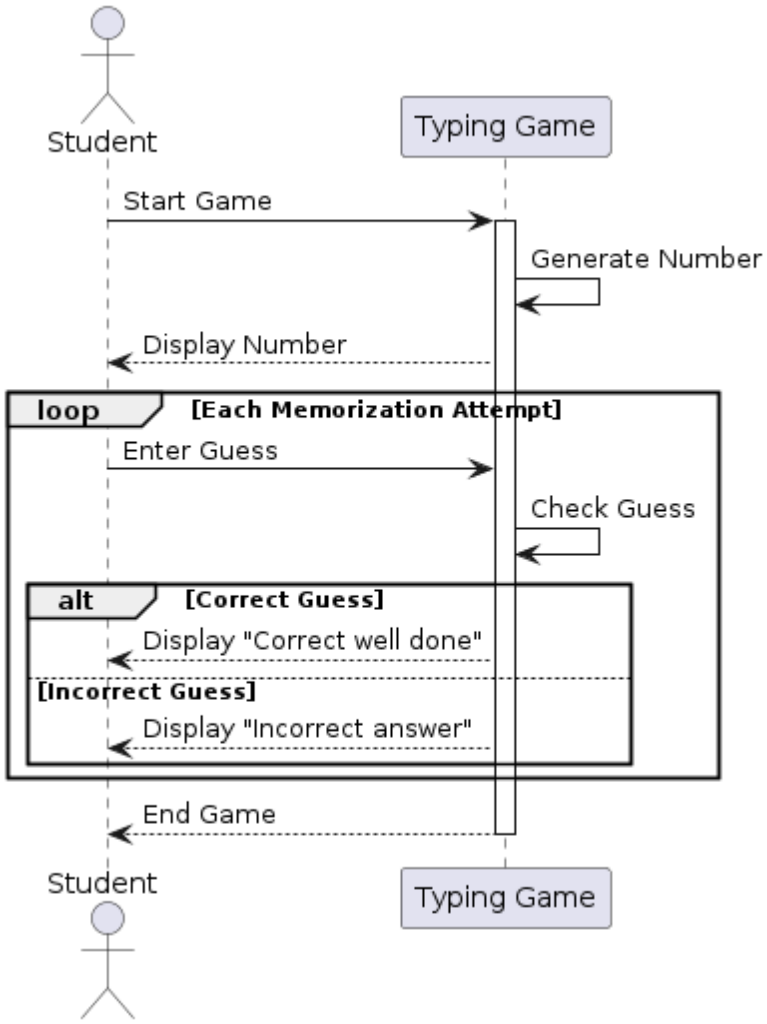
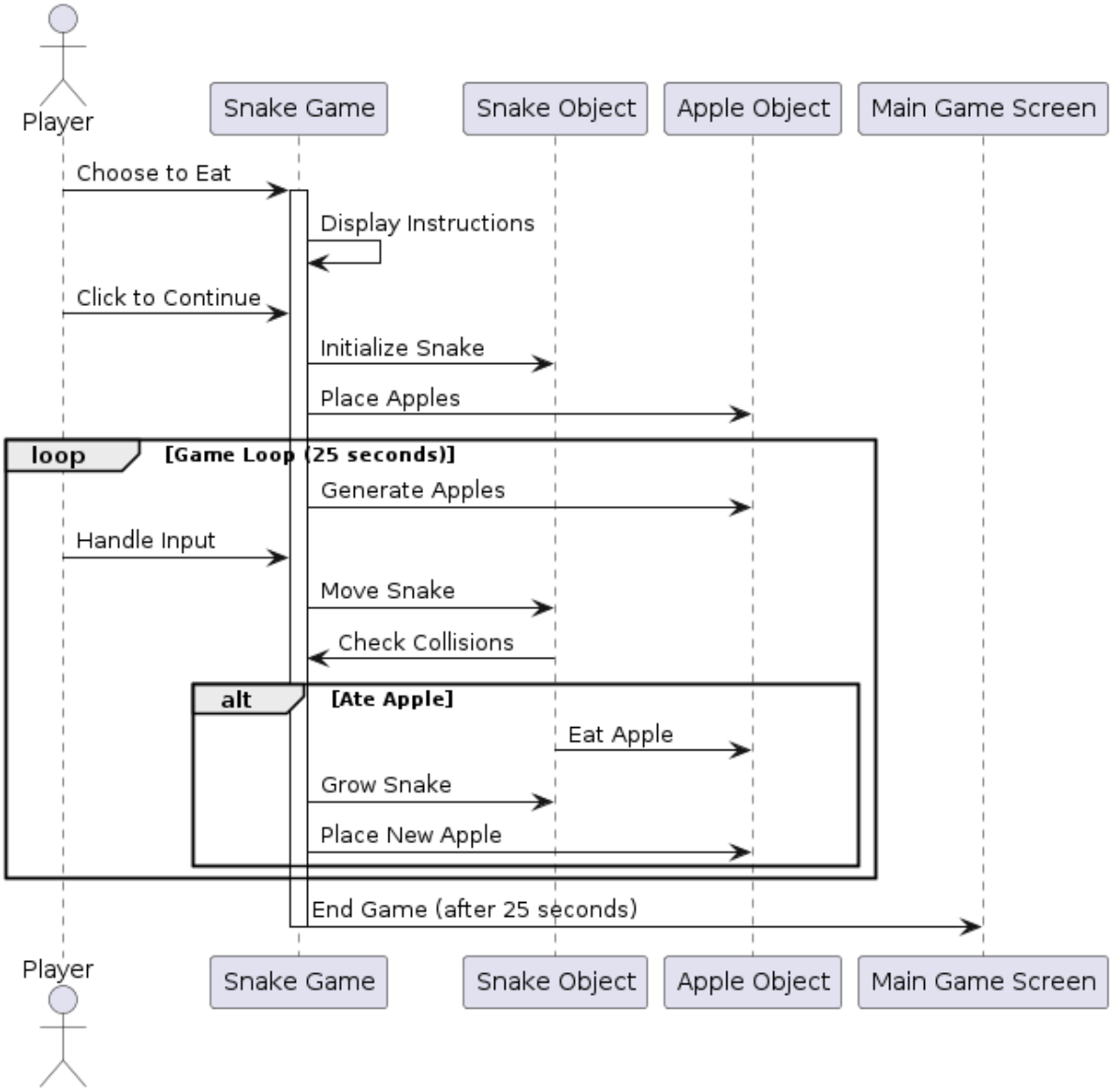
Architecture diagrams:
Use case diagram:



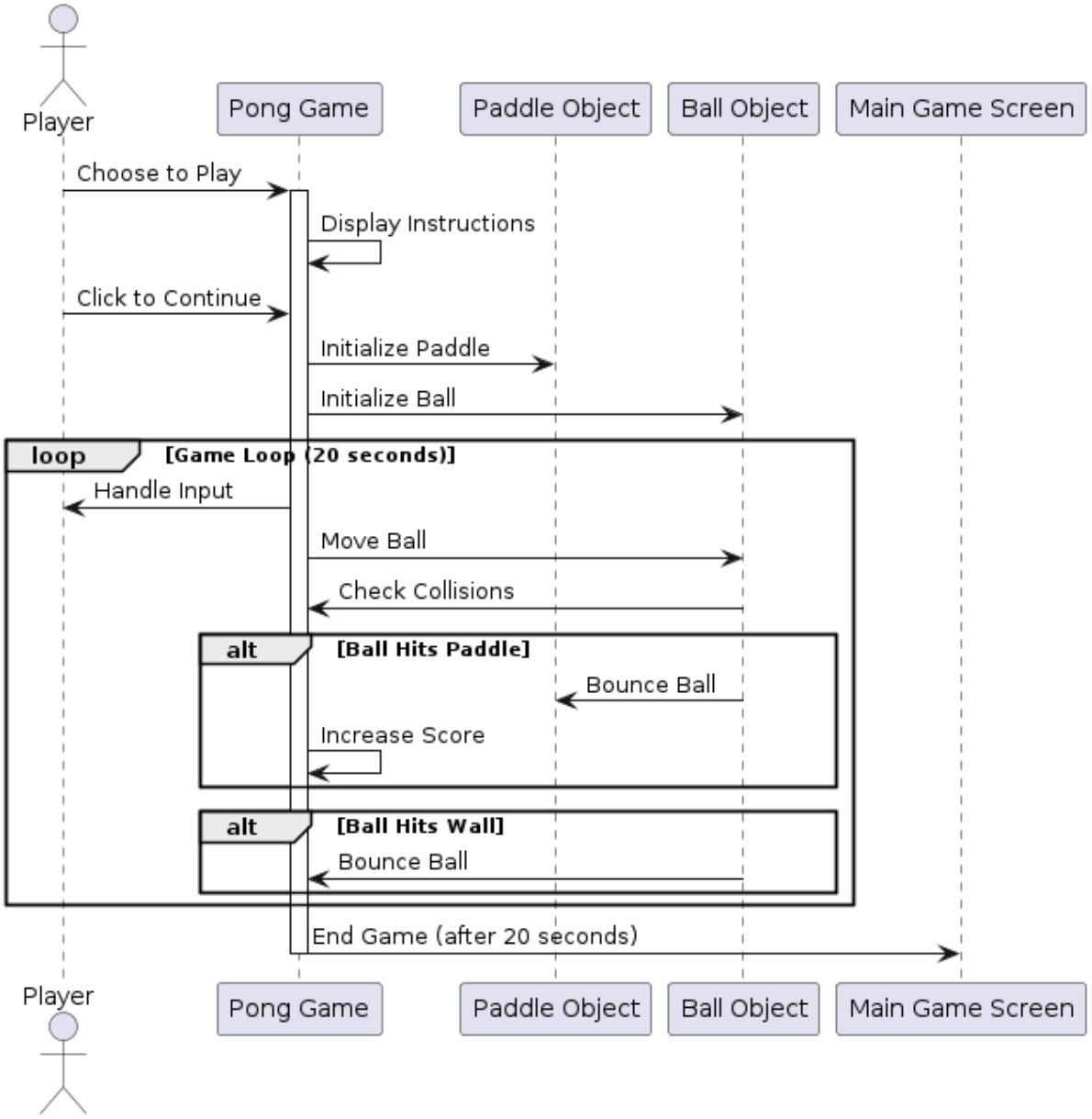
Sequence diagram:
Typing game:



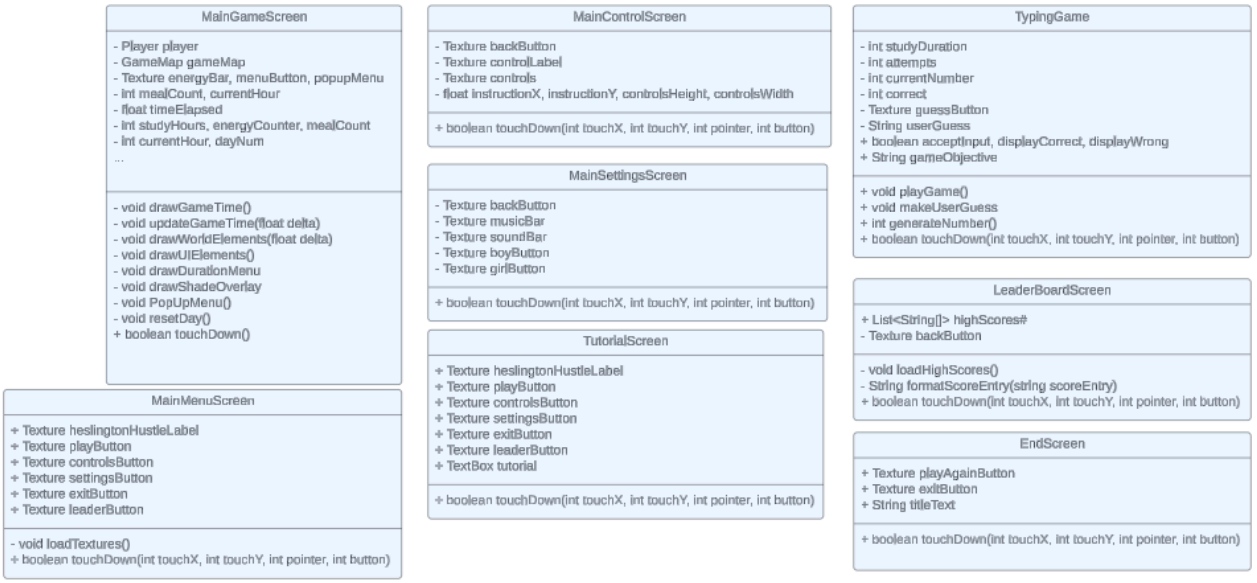
Snake game:


Player
Snake Game
Snake Object
Apple Object
Main Game Screen
Choose to Eat
Display Instructions
Click to Continue
Initialize Snake
Place Apples
loop
[Game Loop (25 seconds)]
Generate Apples
Handle Input
Move Snake
Check Collisions
alt
[Ate Apple]
Eat Apple
Grow Snake
Place New Apple
End Game (after 25 seconds)
Player
Snake Game
Snake Object
Apple Object
Main Game Screen

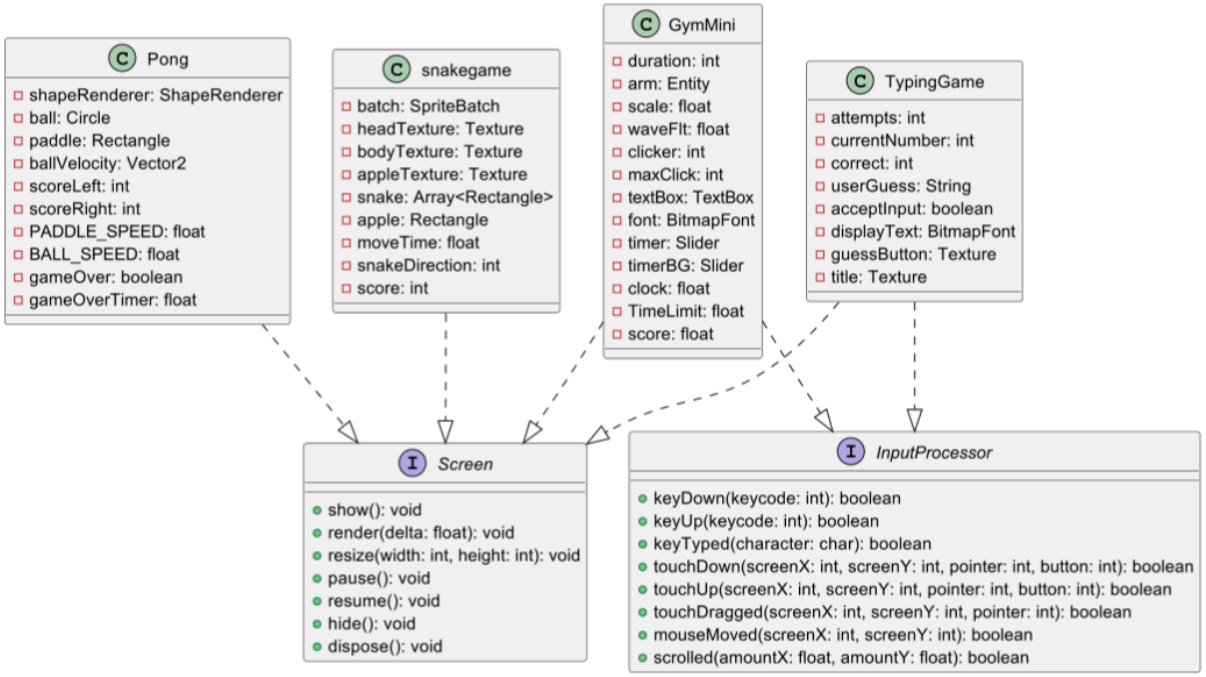
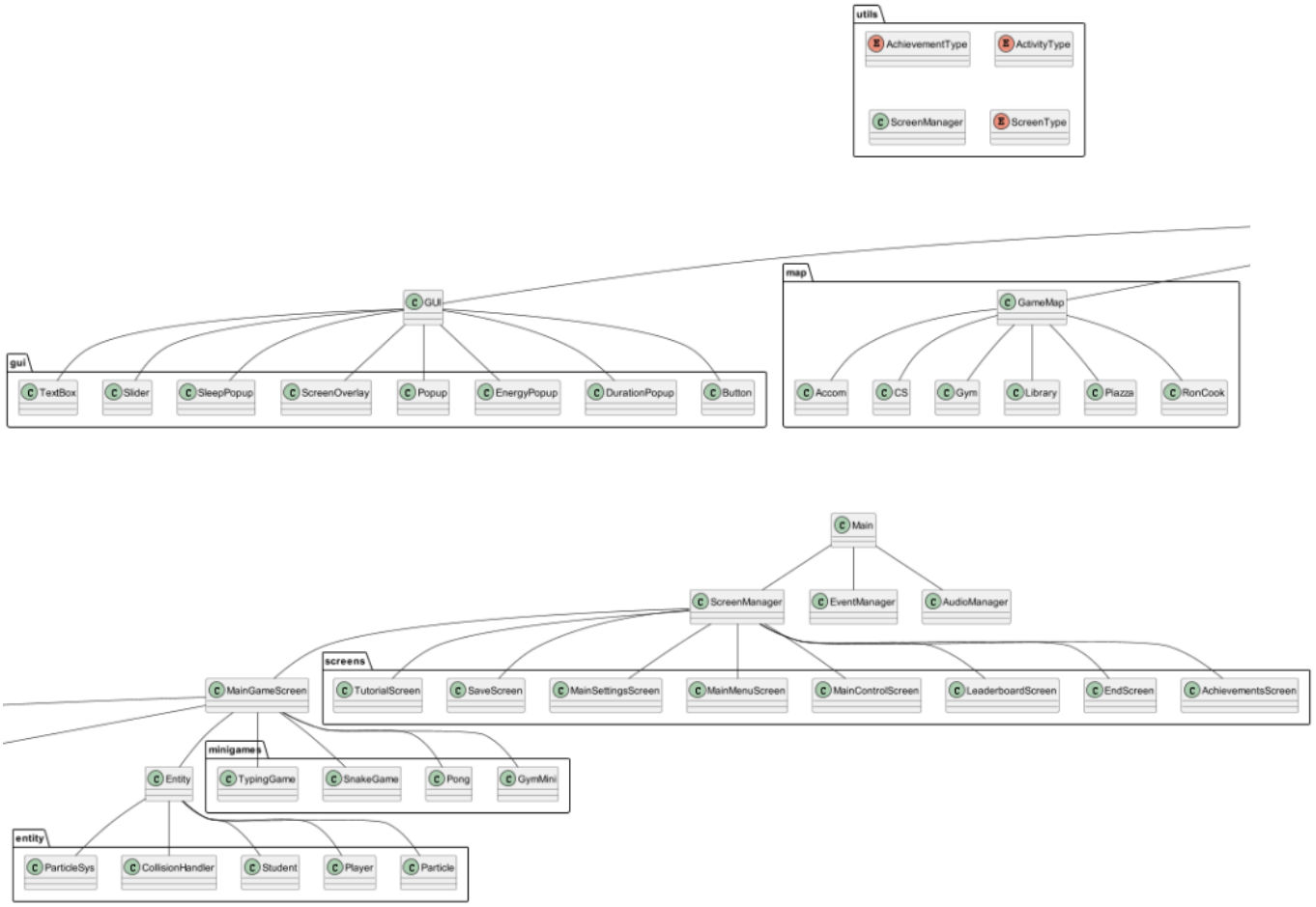
Pong game:


Player
Pong Game
Paddle Object
Ball Object
Main Game Screen
Choose to Play
Display Instructions
Click to Continue
Initialize Paddle
Initialize Ball
loop
[Game Loop (20 seconds)]
Handle Input
Move Ball
Check Collisions
alt
[Ball Hits Paddle]
Bounce Ball
Increase Score
alt
[Ball Hits Wall]
Bounce Ball
End Game (after 20 seconds)
Player
Pong Game
Paddle Object
Ball Object
Main Game Screen

Minigames class diagram:



Game screen class diagram:



Final class diagram: