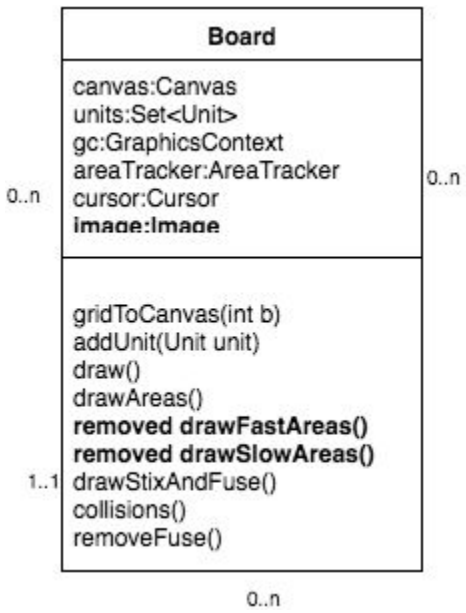
UML Game Extension

Instead of adding new classes for the game extension, we decided to build on the already existing framework and adopt it to be able to draw the image.

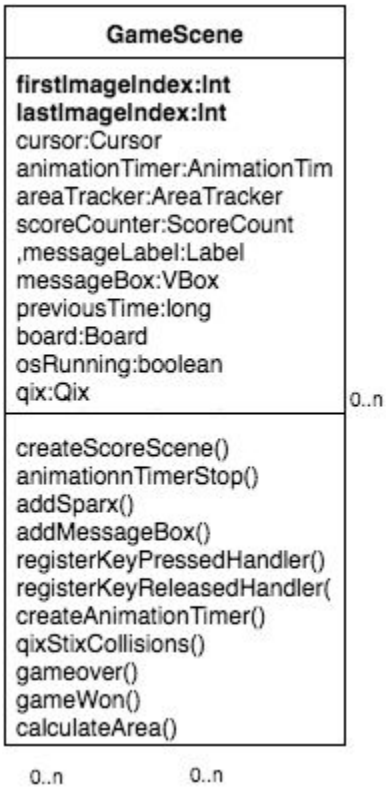
Changes of the Board

Added an Image which should be drawn as overlay.
DrawSlowAreas and drawFastAreas were methods that draw the red and blue areas. These are not used anymore, so removed them. Changed drawAreas() to implement drawing the image.



Changes of GameScene

Changed GameScene to contain a range between 2 integers. A random number between these 2 integers is not chosen which corresponds to the image that should be drawn.


GameScene
firstImageIndex:Int
lastImageIndex:Int
cursor:Cursor
animationTimer:AnimationTim
areaTracker:AreaTracker
scoreCounter:ScoreCount
,messageLabel:Label
messageBox:VBox
previousTime:long
board:Board
osRunning:boolean
qix:Qix
createScoreScene()
animationnTimerStop()
addSparx()
addMessageBox()
registerKeyPressedHandler()
registerKeyReleasedHandler(
createAnimationTimer()
qixStixCollisions()
gameover()
gameWon()
calculateArea()
0..n
0..n
0..n