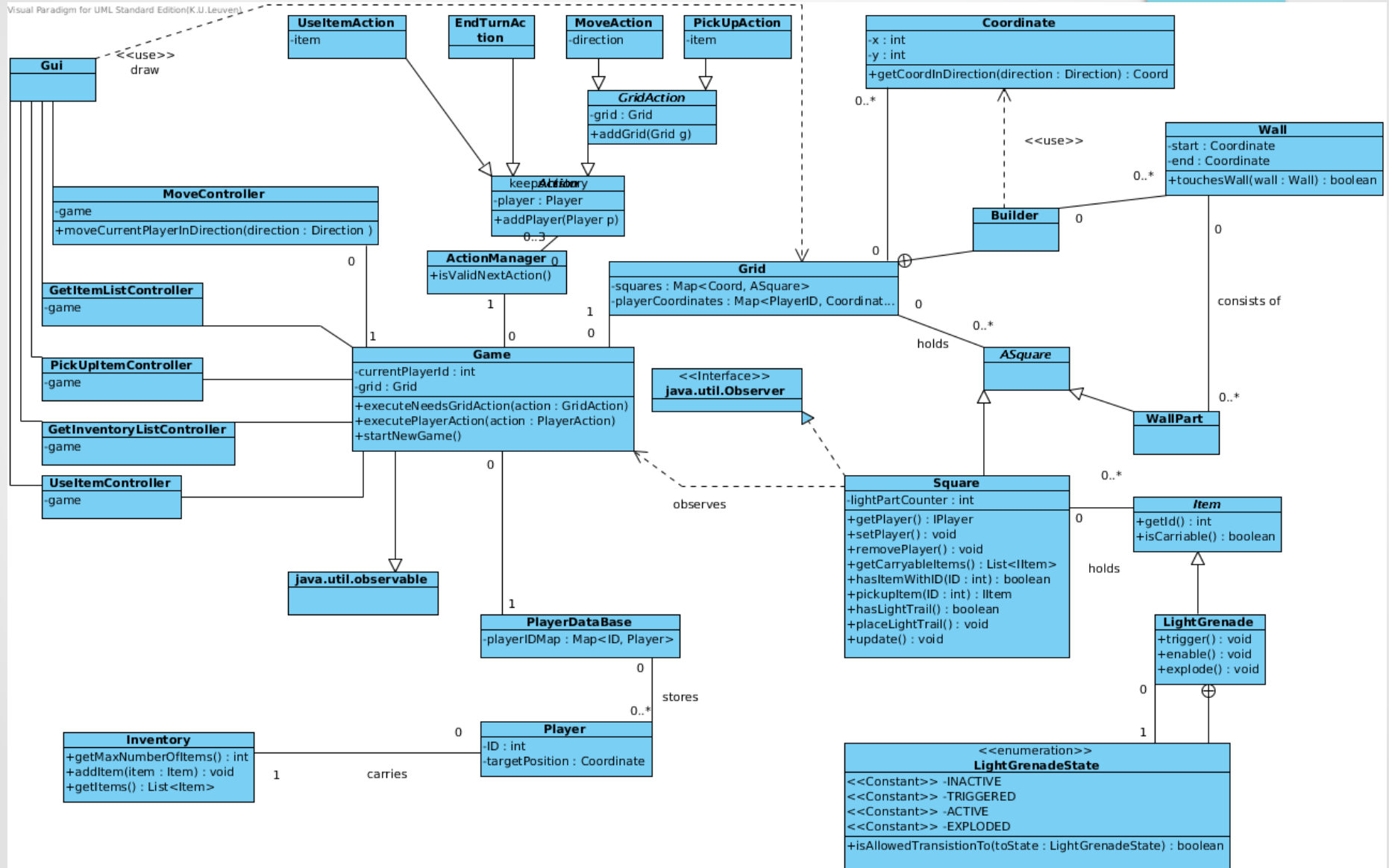


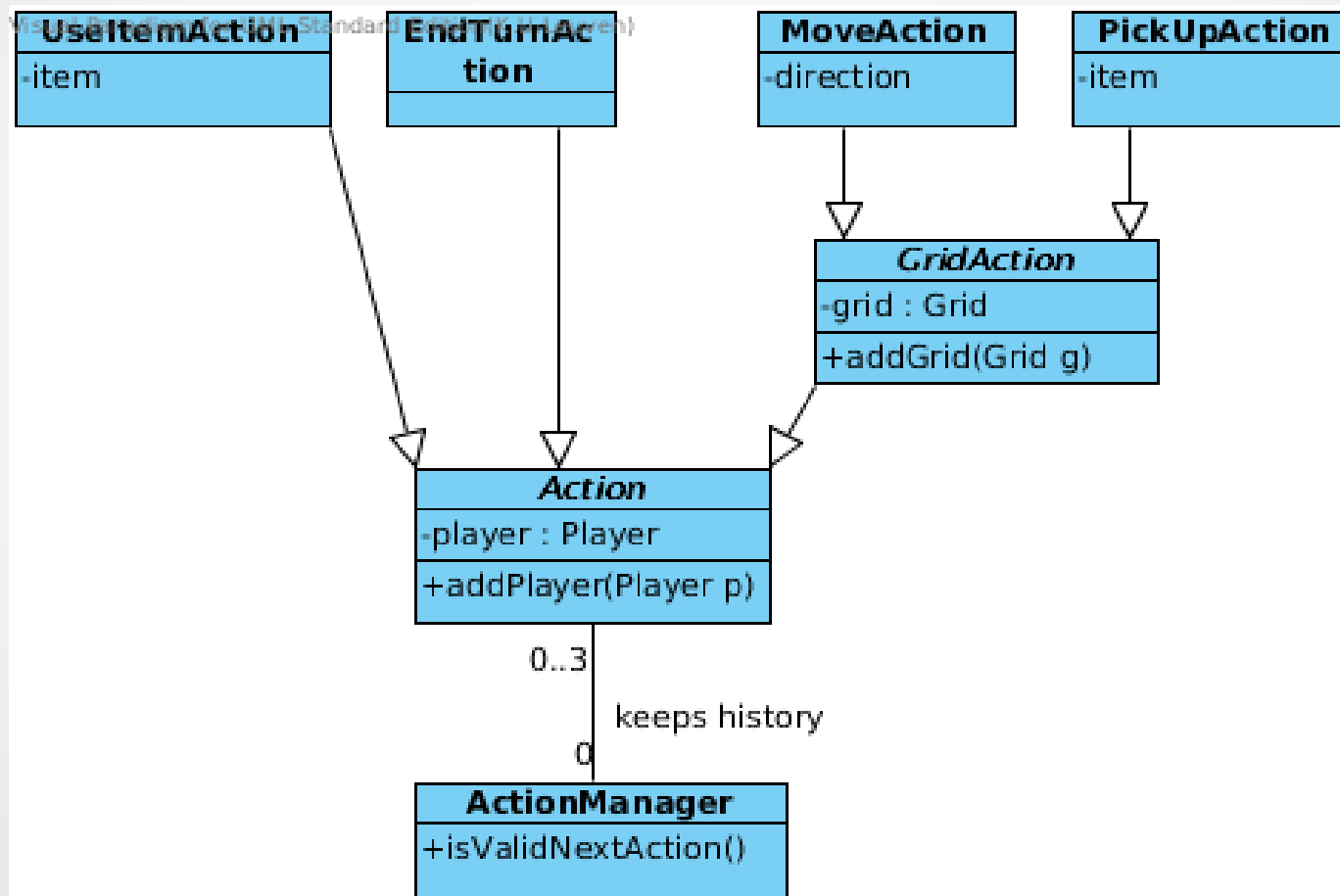
Objectron

Thomas Broens
Bavo Mees
Jo Van Bulck
Tim Van den Eynde

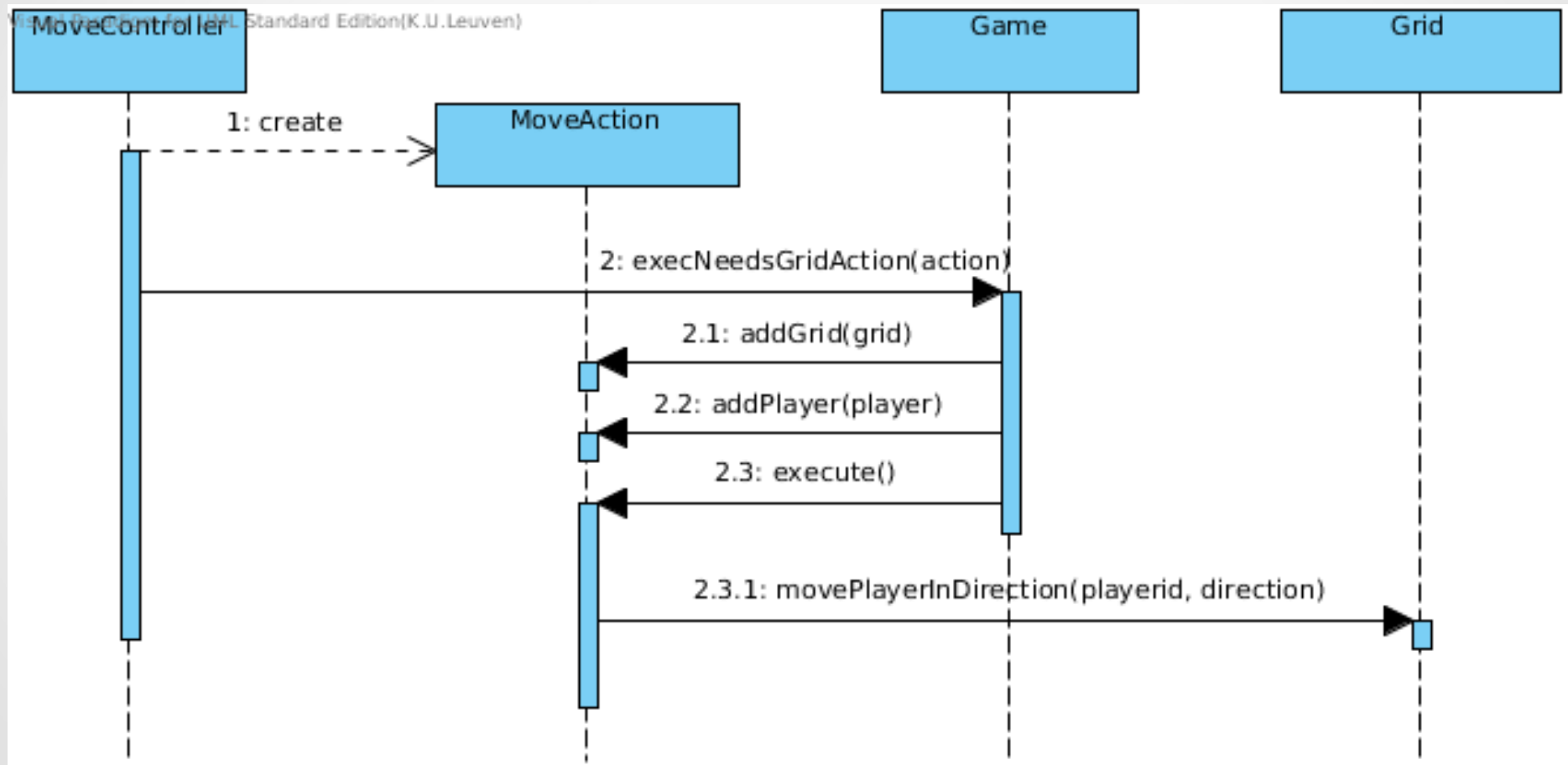
Overview



Actions

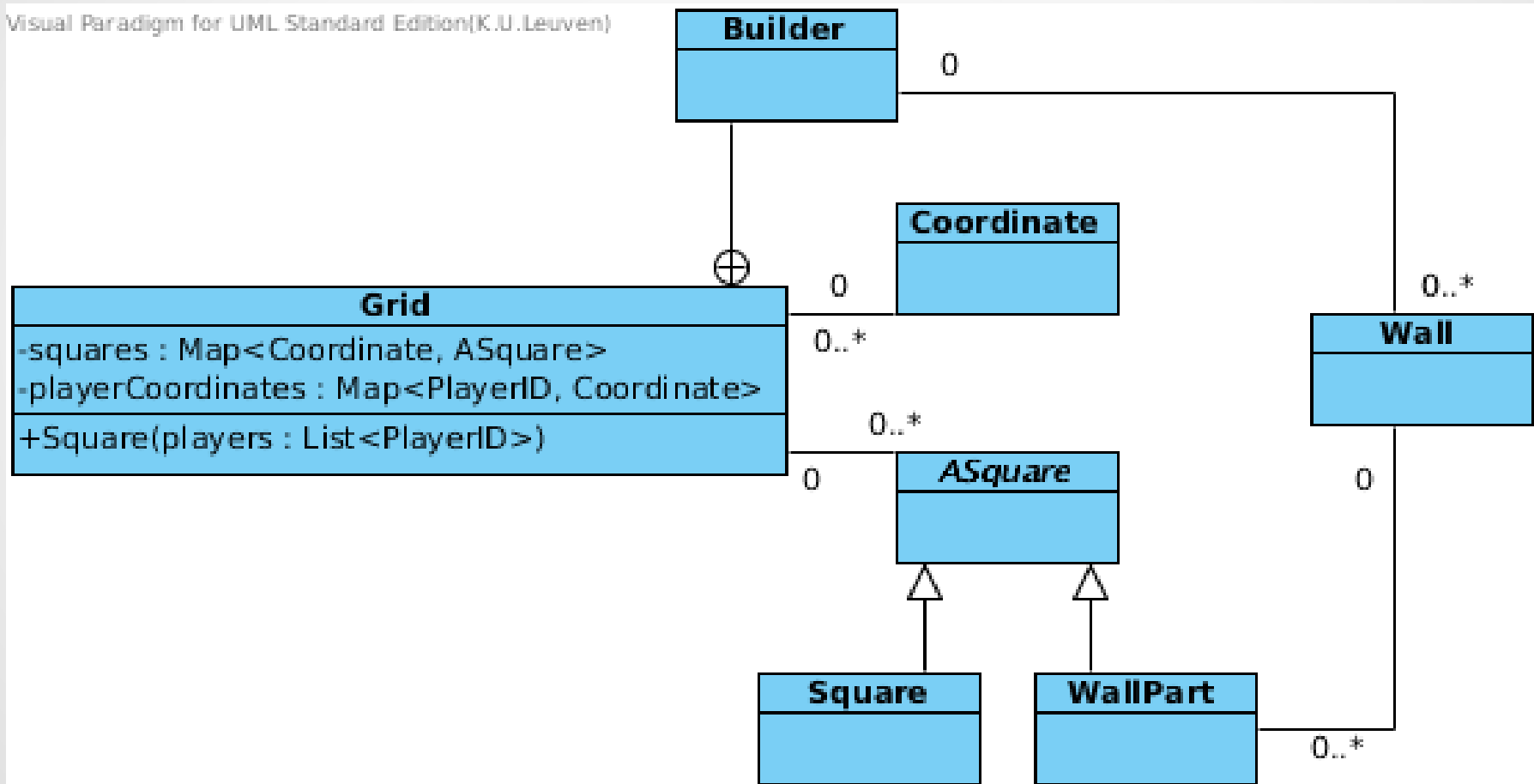


Controller interaction diagram

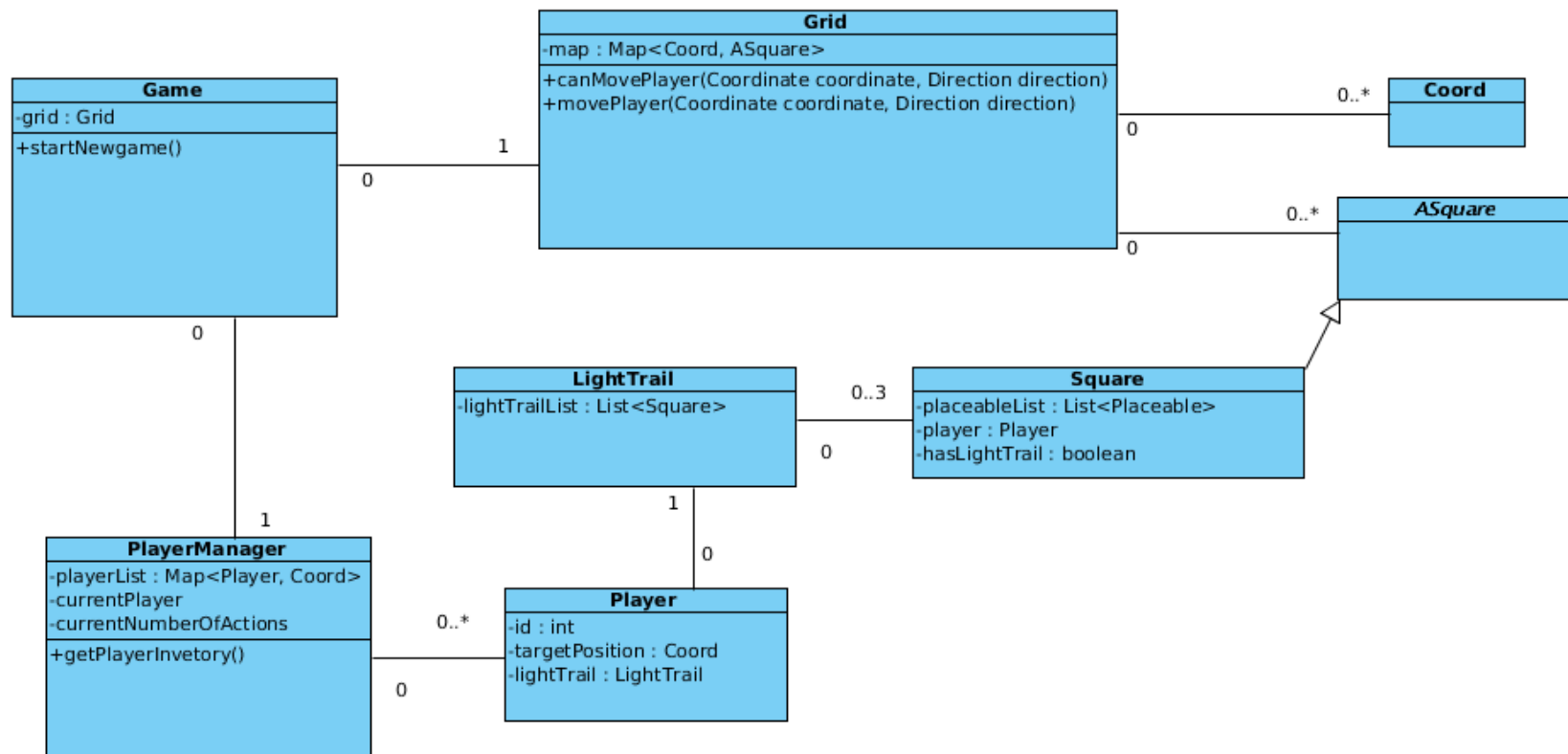


Building the grid

Visual Paradigm for UML Standard Edition(K.U.Leuven)

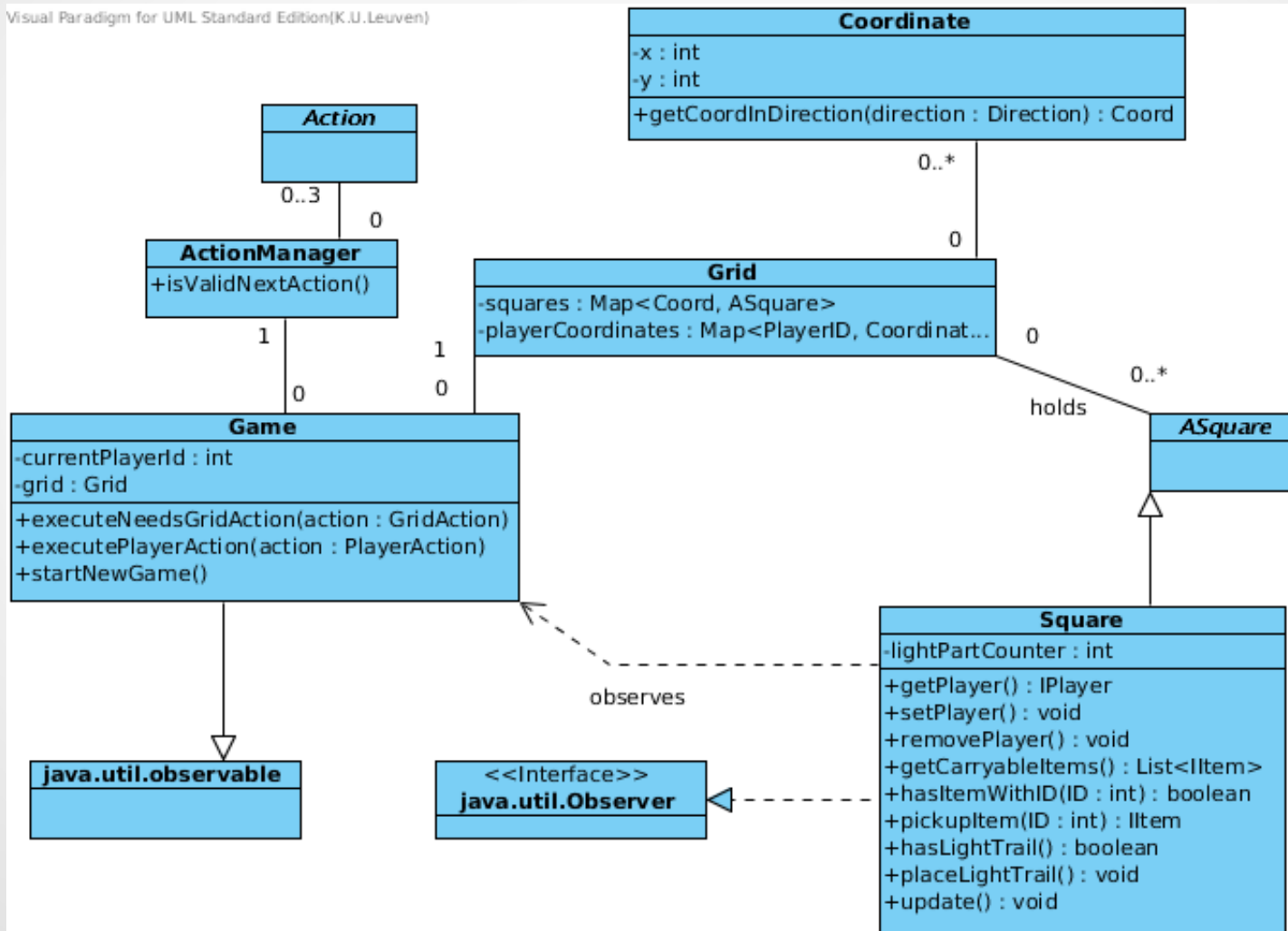


First light trail design



New light trail design

Visual Paradigm for UML Standard Edition(K.U.Leuven)



Tests

- Test coverage:
 - “backend”: vrij goed
 - = Grid, Square, Wall, Player, Item, Inventory...
 - User interface en controllers: niet