***INVADERS FROM SPACE***

**-**

**SOFTWARE DESIGN DOCUMENTATION**

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**CONTENTS**

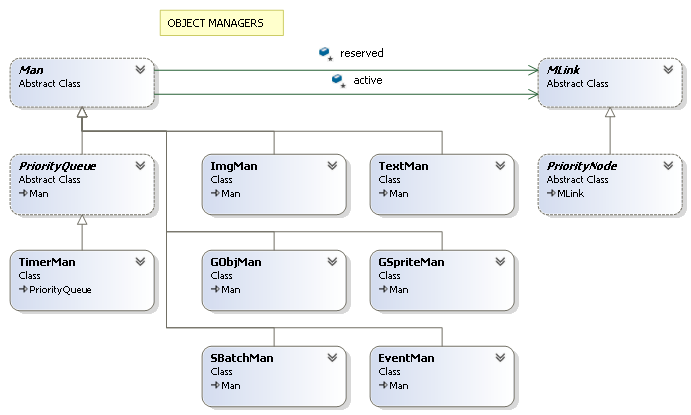
**Systems Page**

Object Managers . . . . . . . . . . 3  
 Singleton Pattern  
 List Manipulation  
 Resource Pooling  
Sprites . . . . . . . . . . . 4  
 Minimum Engine Coupling  
 Flyweight Pattern  
 Null Object  
Game Objects . . . . . . . . . . 5  
 Factory Pattern  
 Proxy Objects  
 Specialized Construction  
Batches & Hierarchy . . . . . . . . . 6  
 Object Control by Group  
 Batch Drawing  
 Hierarchal Movement  
Time Events . . . . . . . . . . 8  
 Command Pattern  
 Animation Control  
 Priority Queue  
Collision . . . . . . . . . . . 9  
 Tiered Collision  
 Collision Pairs  
 Observer & Visitor

**OBJECT MANAGERS**

System Classes

|  |  |  |  |
| --- | --- | --- | --- |
|  | Man (abstract) | TextMan | TimerMan |
|  | MLink (abstract) | GobjMan | EventMan |
|  | ImgMan | GspriteMan | SBatchMan |

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*Overview of Object Manager classes*

Quick Text Description

* Singleton Pattern

…

* Abstracting List Control

…

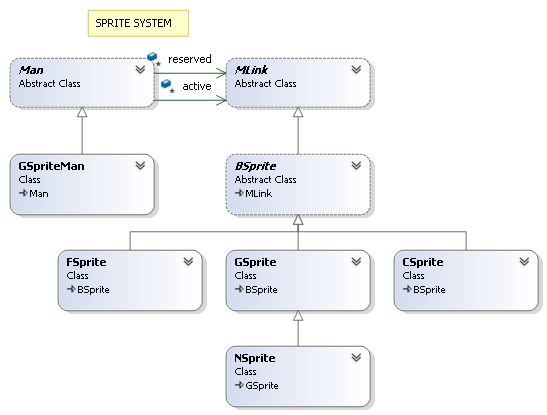
* Resource Pooling

…

**SPRITES**

System Classes

|  |  |  |  |
| --- | --- | --- | --- |
|  | GSpriteMan | GSprite | FSprite |
|  | BSprite (abstract) | CSprite | NSprite |



*Overview of Sprite classes*

Quick Text Description

* Minimum Engine Coupling

…

* Flyweight Pattern

…

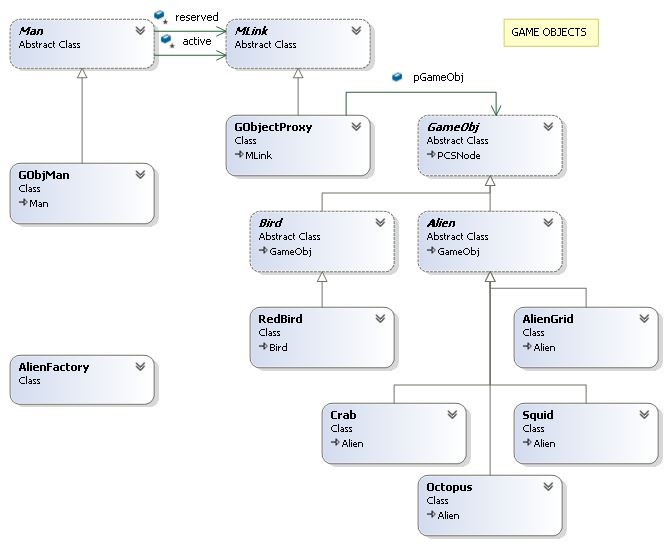
* Null Objects

…

**GAME OBJECTS**

System Classes

|  |  |  |  |
| --- | --- | --- | --- |
|  | GObjMan | Alien (abstract) | Squid |
|  | GameObj (abstract) | Bird (abstract) | Octopus |
|  | GObjProxy | RedBird | Crab |
|  | AlienFactory |  |  |



*Overview of Game Object structure*

Quick Text Description

* Factory Pattern

…

* Proxy Objects

…

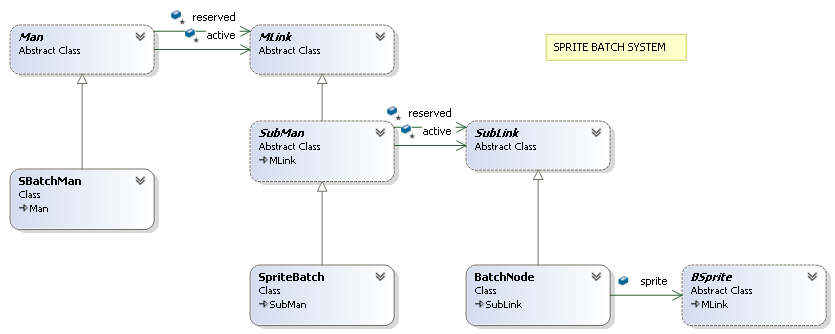
* Specialized Construction

…

**BATCHES & HIERARCHY**

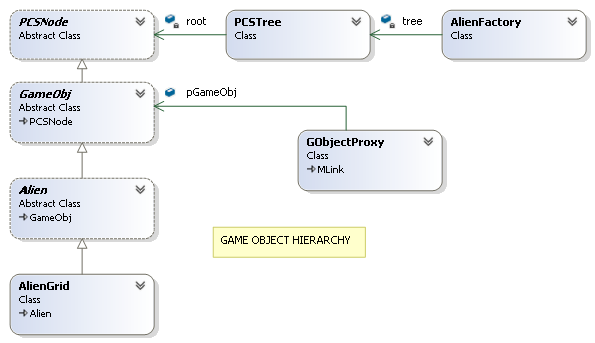
System Classes

|  |  |  |  |
| --- | --- | --- | --- |
|  | SBatchMan | SubMan (abstract) | PCSNode (abstract) |
|  | SpriteBatch | SubLink (abstract) | AlienGrid |
|  | BatchNode | PCSTree |  |



*Overview of Sprite Batch System*

Brief Description



*Overview of Game Object hierarchy*

Description

* Object Control by Group

…

* Batch Drawing

…

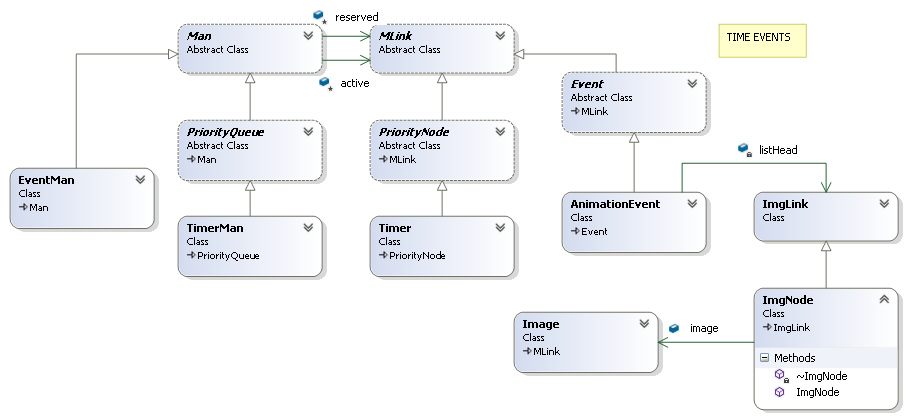
* Hierarchal Movement

…

**TIME EVENTS**

System Classes

|  |  |  |  |
| --- | --- | --- | --- |
|  | TimerMan | Event (abstract) | PriorityNode |
|  | EventMan | AnimationEvent |  |
|  | Timer | PriorityQueue |  |



*Overview of Time Event system*

Quick Text Description

* Command Pattern

…

* Animation Control

…

* Priority Queue

…

**COLLISION**

Coming Soon!