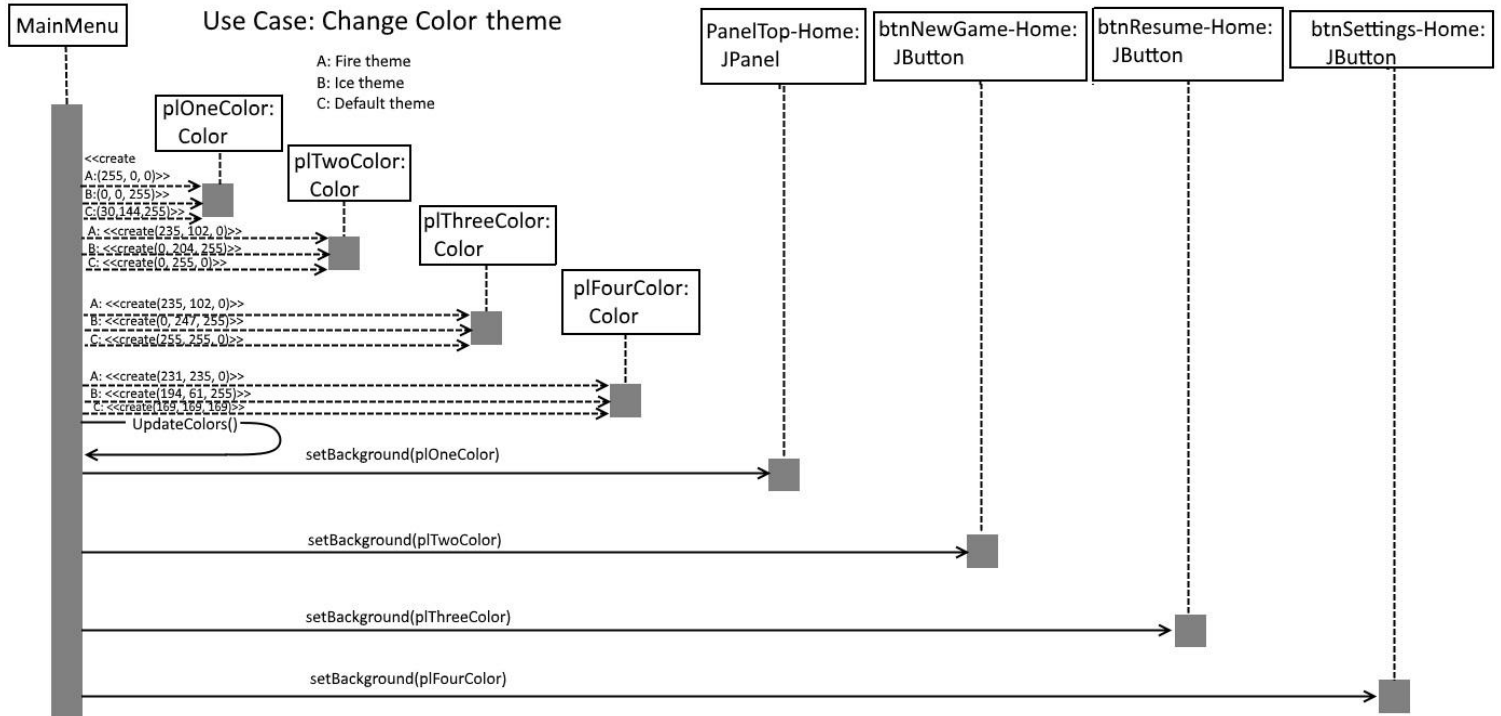# 2b. Iteration – Revised Sequence Diagrams

Change Game Color Theme:

MainMenu

Use Case: Change Color theme

A: Fire theme
B: Ice theme
C: Default theme

plOneColor: Color

plTwoColor: Color

plThreeColor: Color

plFourColor: Color

PanelTop-Home: JPanel

btnNewGame-Home: JButton

btnResume-Home: JButton

btnSettings-Home: JButton

<<create
A:(255, 0, 0)>>
B:(0, 0, 255)>>
C:(30,144,255)>>

A: <<create(235, 102, 0)>>
B: <<create(0, 204, 255)>>
C: <<create(0, 255, 0)>>

A: <<create(235, 102, 0)>>
B: <<create(0, 247, 255)>>
C: <<create(255, 255, 0)>>

A: <<create(231, 235, 0)>>
B: <<create(194, 61, 255)>>
C: <<create(169, 169, 169)>>

UpdateColors()

setBackground(plOneColor)

setBackground(plTwoColor)

setBackground(plThreeColor)

setBackground(plFourColor)

Exit the game:

MainMenu

Use Case: Go Back

panelNewGame-Home: JPanel

panelSettings-Home: JPanel

panelButtonMain-Home: JPanel

btnGoBack_NewGame: JButton

btnGoBack_Settings: JButton

<<create("Go Back")>>

AddActionListener(this)

add(btnGoBack_NewGame)

<<create("Go Back")>>

addActionListener(this)

add(btnGoBack_settings)

setVisible(false)

setVisible(false)

setVisible(true)