EECS448 Project 4: Progmon Battle Simulator

Team: Five Guys & Cameron

UML : State Diagram

Start Program

gameState : "StartScreen"

Run "Test Suite"

Select P1 & AI progmon

If only 1 progmon selected, have player repick.

Output tests to terminal

If both Players have Progmon slected

click "Play"

gameState: "fightScreen"

End Game
(shut down)

Select Battle Menu Option — Click "Quit"

Click "Fight" or "Bag" or "Progmon"

repeat until a Progmon faints

Click "Quit"

Click "Restart Game"

show winner and statistic of both Players

New game, Player goes back to Start Screen to pick Progmons

a Progmon faints

scoreboar