EECS448 Project 3: Progmon Battle Simulator

Team: Five Guys & Cameron

UML : State Diagram

Start Program

gameState : "StartScreen"

Select P1 & AI progmon

if error, repeat

If both Players have Progmon slected

click "Play"

gameState: "fightScreen"

Select Battle Menu Option

Click "Quit"

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

repeat until a Progmon faints

End Game

a Progmon faints