



controller: viewManager: picturePanel: navigationPanel: statusPanel: descriptionPanel: inventoryPanel: model: GameModel **EventHandler: GUI View: GameView** The Actor ViewController ViewManager **NavigationPanel DescriptionPanel InventoryPanel** StatusPanel **PicturePanel Clicks TAKE** showSelectionDialog("Items you can...", roomItems) "NОТЕВООК" xecuteCommand("TAKE NOTEBOOK")-Selects NOTEBOOK takeltem("Notebook") additemToInventory("NOTEBOOK") updateDescriptionPanel("*description*") updateScore(100) -getSouthBtn()-Clicks SOUTH arrow key -executeCommand("MOVE SOUTH")move("South") "<<You cannot go in that direction>>" A pop-up: "You cannot move..." showBlockedPopUp("You cannot go...") Clicks NORTH arrow key updateDescriptionPanel("*description*") -executeCommand("MOVE NORTH")--write("You are standing...")-"You are standing..." updatePicturePanel("Hallway 2", "*Hidden Description*") updateView() getTakeBtn() **Clicks TAKE** showSelectionDialog("Items you can...", roomItems "KEY, HAIR CLIPPERS" additemToInventory("KEY") Selects KEY executeCommand("TAKE KEY") takeltem("Key") updateDescriptionPanel("*description*") "KEY added to inventory." updateScore(100) Clicks TAKE getTakeBtn() showSelectionDialog("Items you can...", roomItems) "HAIR CLIPPERS" Selects HAIR CLIPPERS executeCommand("TAKE KEY") takeltem("Hair Clippers") additemToInventory("KEY") updateDescriptionPanel("*description*") "HAIR CLIPPERS added to inventory." updateScore(100) Clicks NORTH arrow key getNorthBtn() executeCommand("MOVE NORTH") move("North") A pop-up: "You cannot move..." "<<You cannot go in that direction>>" vrite("You cannot...") showBlockedPopUp("You cannot go...") Selects KEY and clicks INSPECT getInspectBtn() executeCommand("EXAMINE KEY") examine("Key") getImagePath("KEY") -----*Key image Path*----------*Key Description and image path* showPopUp("*KEY Description*", "INSPECTING..") write("In your...*Key Description*") A pop-up with image and description of the KEY getUseBtn() Selects KEY and clicks USE executeCommand("USE KEY") updateDescriptionPanel("*description*") A pop-up that says "SUCCESS! You insert..." showItemUsePopUp("SUCCESS!...") write("SUCCESS!...") "SUCCESS!..." updateView() updatePicturePanel("Hallway2, "*Room Description*") **Clicks EXAMINE** getExamineBtn() -----"LOCK, Me, ..." showSelectionDialog("What you...", examinableObjects) Selects LOCK executeCommand("EXAMINE LOCK") examine("Lock") getImagePath("Lock") getImagePath("Lock") *Lock image Path* A pop-up: "From the...[LOCK Description]" showPopUp("*Lock Description*") write("From the...*Lock Description*") *Lock Description* New Sequence Diagram - Implementation Level