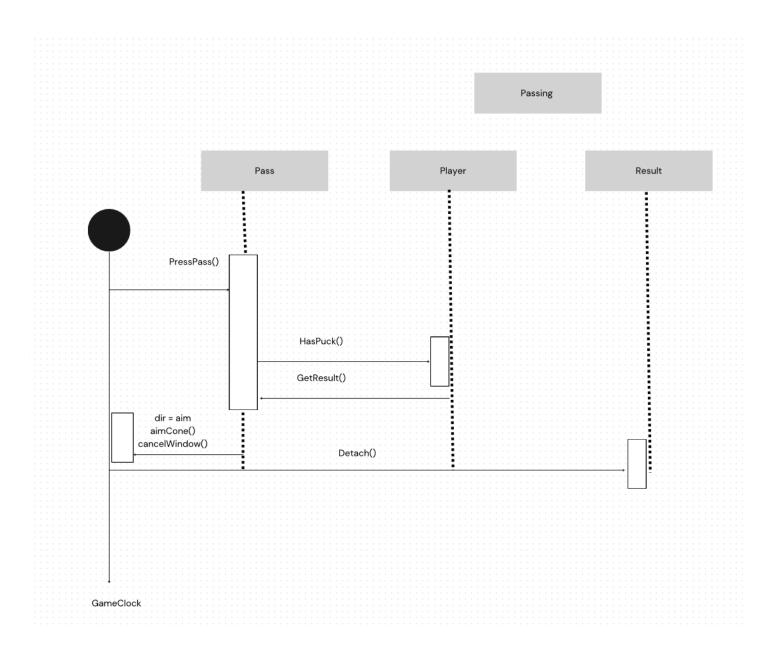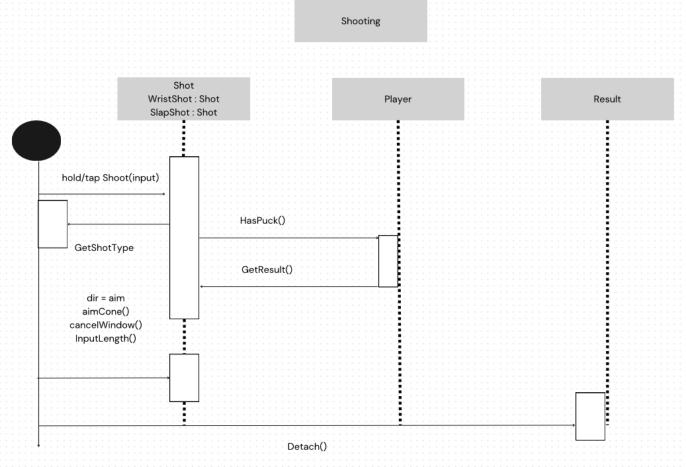Dylan Gomez

Prof. BC

Sequence Diagrams

Passing

Pass   Player   Result

PressPass()

HasPuck()

GetResult()

dir = aim
aimCone()
cancelWindow()

Detach()

GameClock

Shooting

Shot
WristShot : Shot
SlapShot : Shot

Player

Result

hold/tap Shoot(input)

HasPuck()

GetShotType

GetResult()

dir = aim
aimCone()
cancelWindow()
InputLength()

Detach()

GameClock