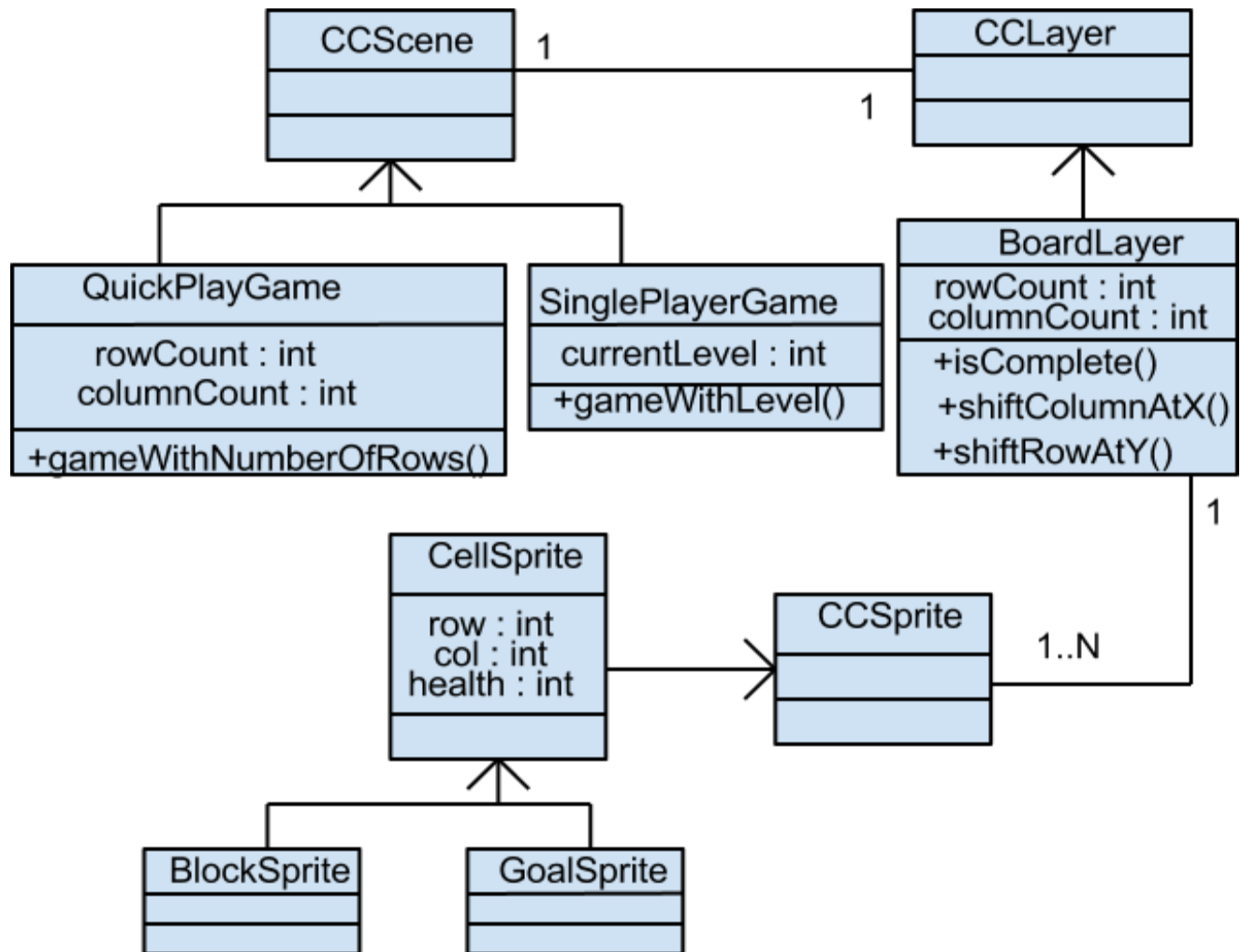Mike Lambert
lambert8
CS 428/9 - HW3

UML Class Diagram for Shift (excluding menus/excess cocos2d)

Use Cases chosen:
-Play Single Player Game
-Play Quick Play Game

UML Sequence Diagram

Use Case chosen: -Play Single Player Game

Player

Menu

SinglePlayerBoard

Launch App

Choose Single Player Game

Shift rows and columns
until user Quits or
isComplete() == true