Comet Pinball

Domain Model

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https://github.com/boskoop/comet-pinball/

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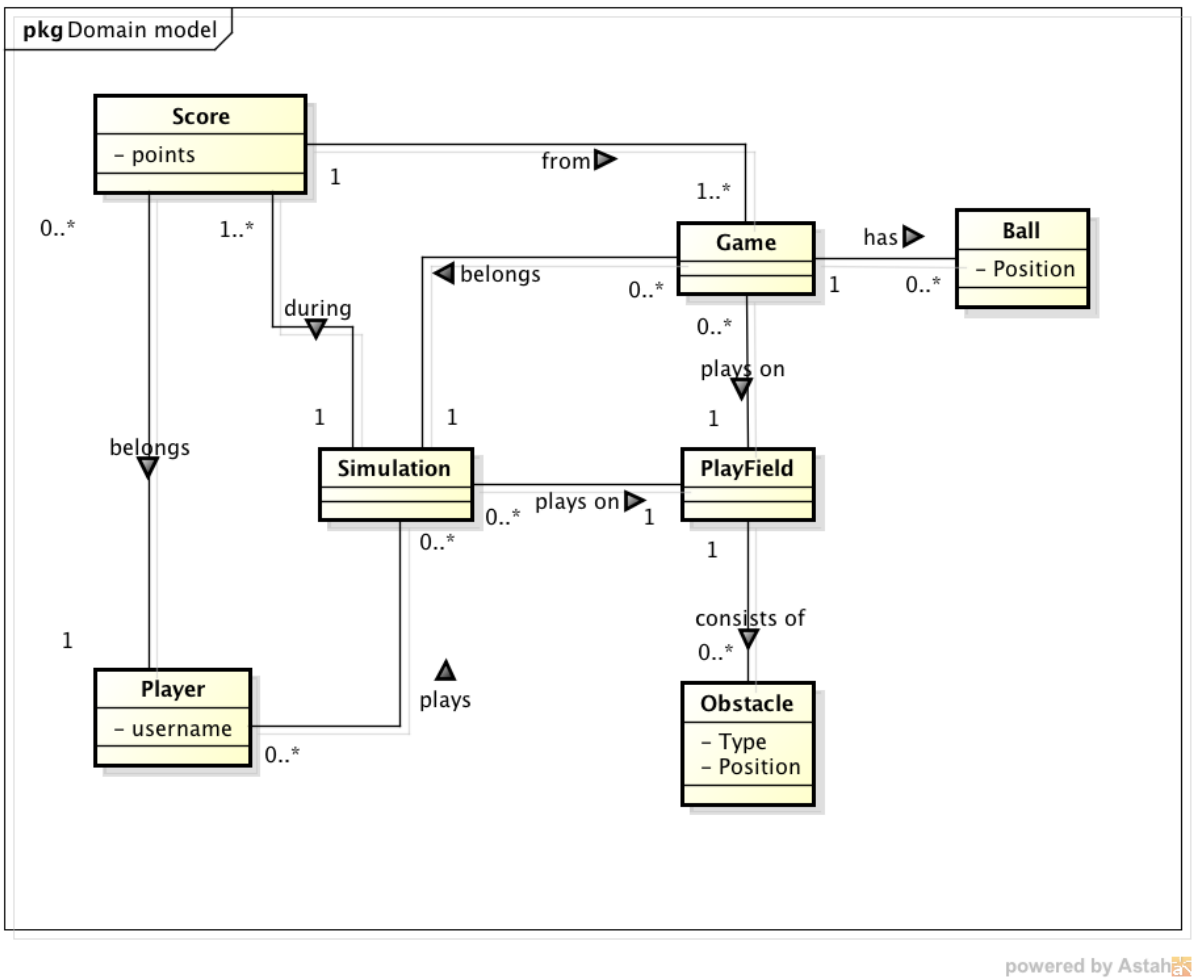
1 Domain Model



2 Description

2.1 Classes

2.1.1 Ball

Each *Ball* has it's Position, which is used to store its position on the play field.

2.1.2 Game

Each *Game* has exactly one *PlayField* it plays on and belongs to one *Simulation* while having multiple *Ball*s.

2.1.3 Obstacle

Each *Obstacle* has a type, which identifies it as a Bumper, Slingshot or alike, and a position to store it's position on the play field.

2.1.4 Player

The *Player* is used to identify *Simulation*s and *Score*s in order to map them to a physical player.

2.1.5 PlayField

The *PlayField* contains information about the physical play field on which a simulation takes place.

2.1.6 Score

The *Score* keeps tracks of the points the *Player* scored.

2.1.7 Simulation

A *Simulation* is a self-contained process and consists a fixed amount of *Game*s in which the *Player* can achieve a *Score*.

2.2 Relationships

2.2.1 Player plays Simulation

2.2.2 Score belongs to Player

2.2.3 Score during Simulation

2.2.4 Game belongs to Simulation

2.2.5 Simulations plays on PlayField

2.2.6 PlayField consists of Obstacle

2.2.7 Game has Ball