Comet Pinball

Domain Model

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

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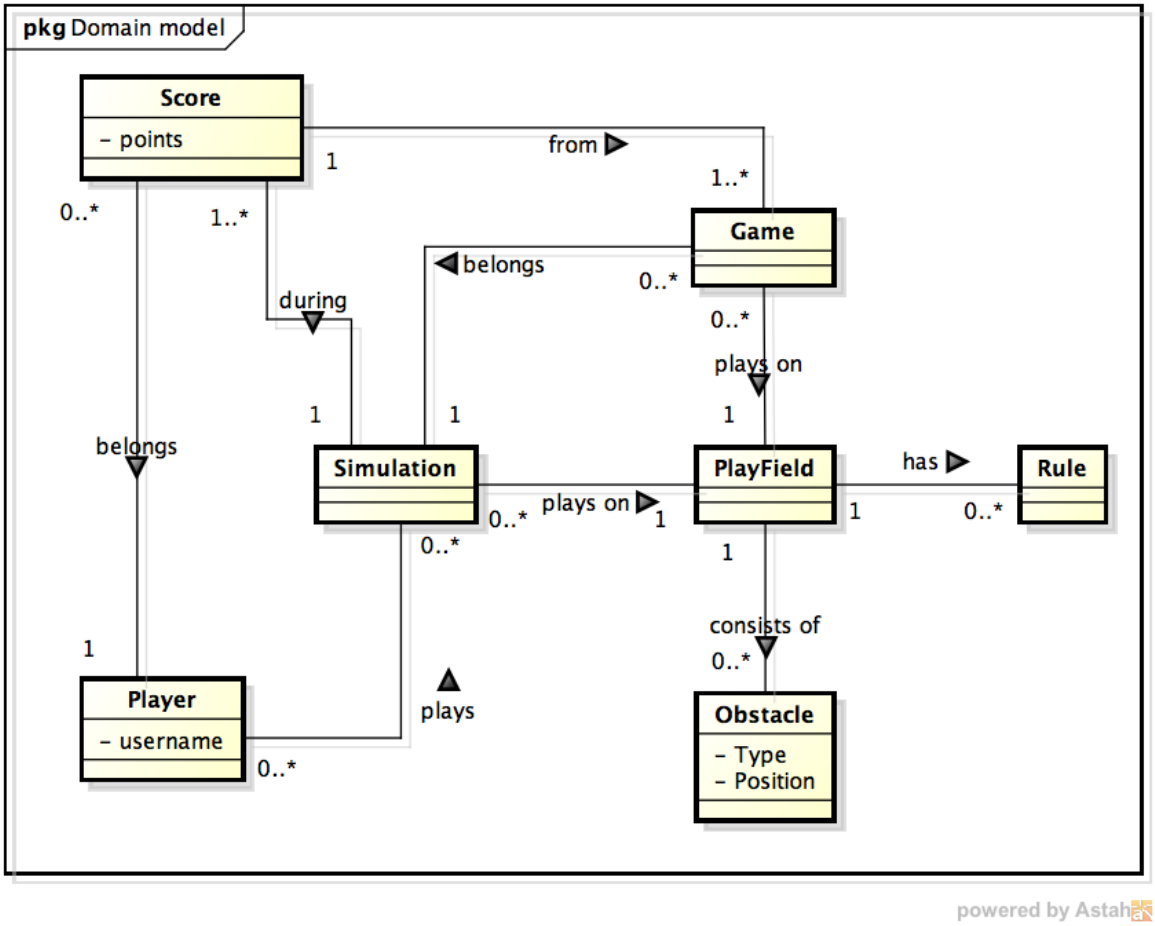
1 Domain Model



2 Description

2.1 Classes

2.1.1 Game

Each *Game* has exactly one *PlayField* it plays on and belongs to one *Simulation*.

2.1.2 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.

2.1.3 Player

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

2.1.4 PlayField

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

2.1.5 Rule

Each *PlayField* has a certain amount of *Rule*s which describe how the *Player* will get *Score*s for hitting *Obstacle*s.

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*.