



COMET PINBALL

Design Model

Team Members:

Patrick HARING
Christian BÜRGI

Client:

Jean-Pierre CAILLOT

Revision hash: (None)

Commit time: (None)

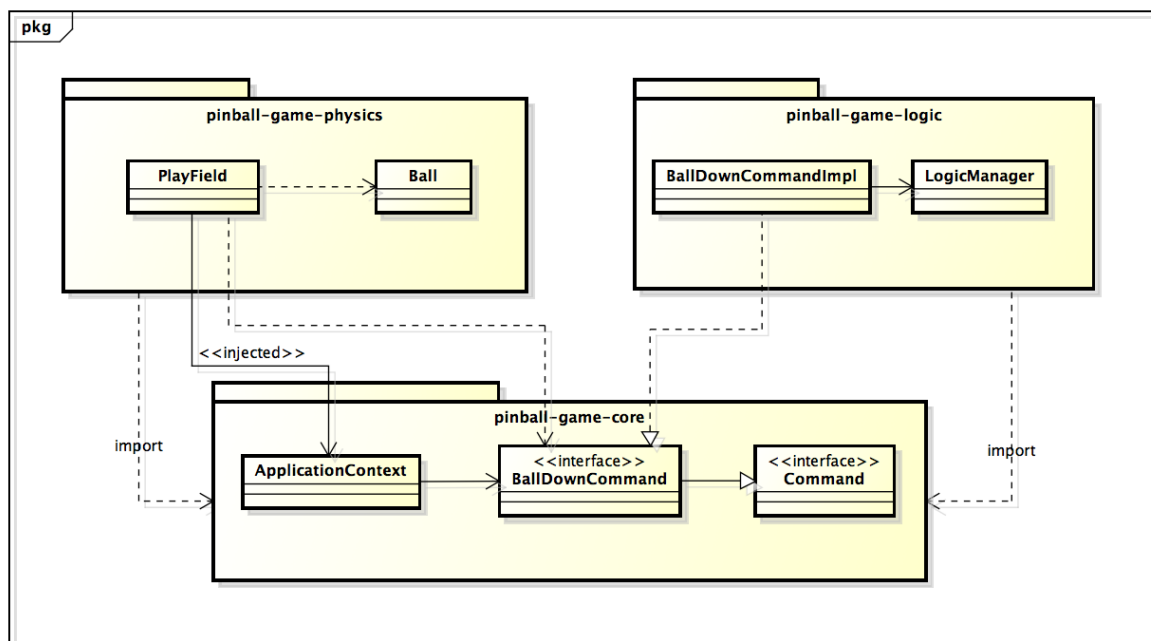
<https://github.com/boskoop/comet-pinball/>

Contents

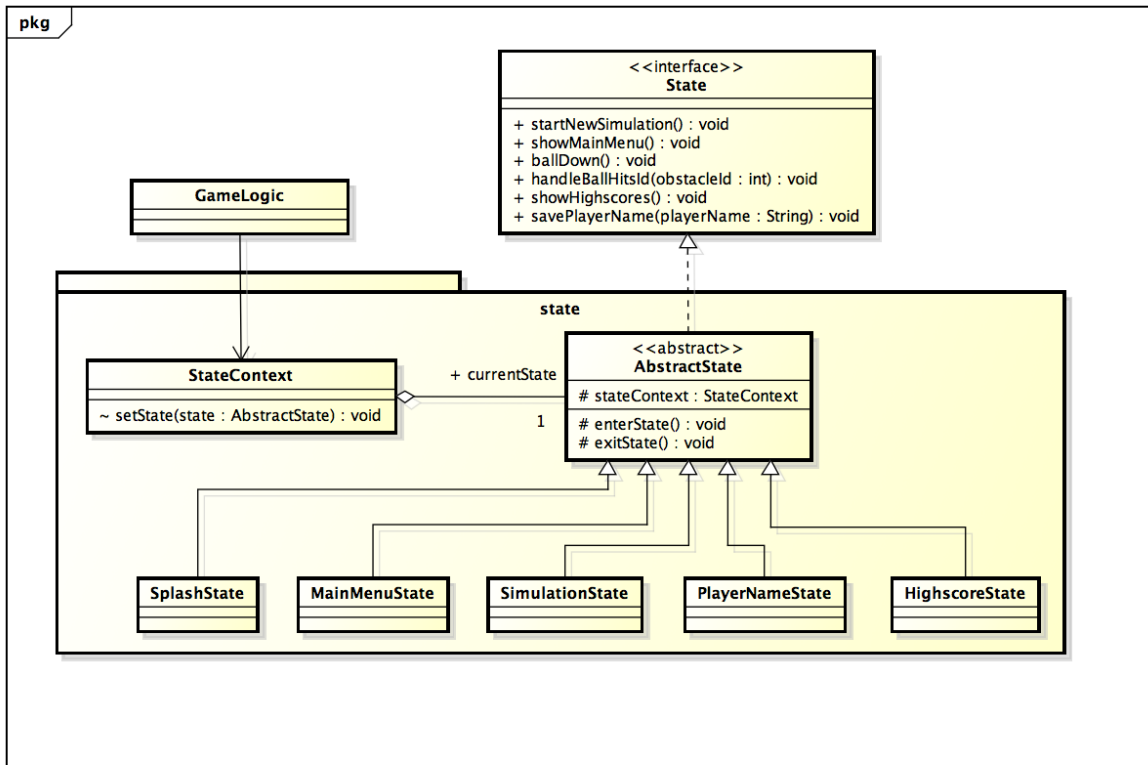
1	Communication between modules	2
1.1	Command pattern	2
2	Dependency injection	4
2.1	Why dependency injection?	4
2.2	Sequence diagram	6
3	State machine	7
4	Persistence	8
4.1	Play field	8
4.2	Simulation	9

1 Communication between modules

1.1 Command pattern

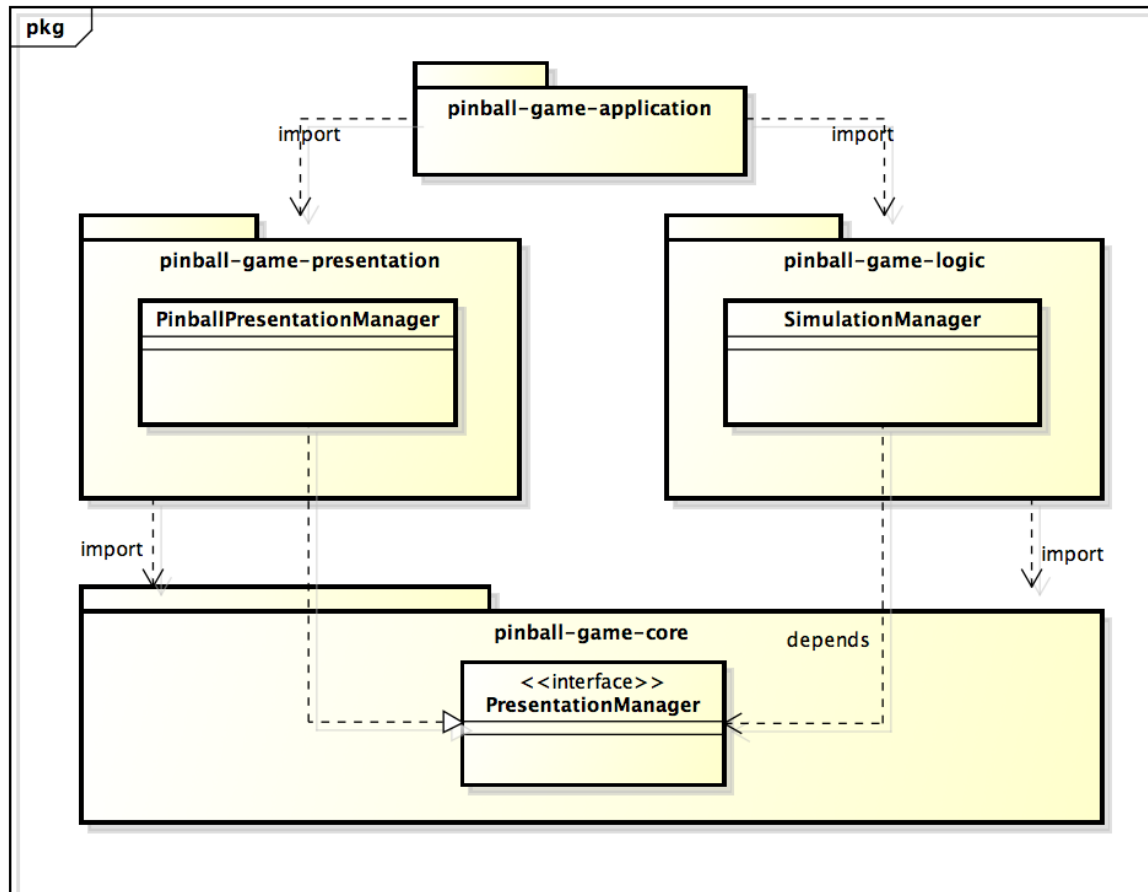


powered by Astah

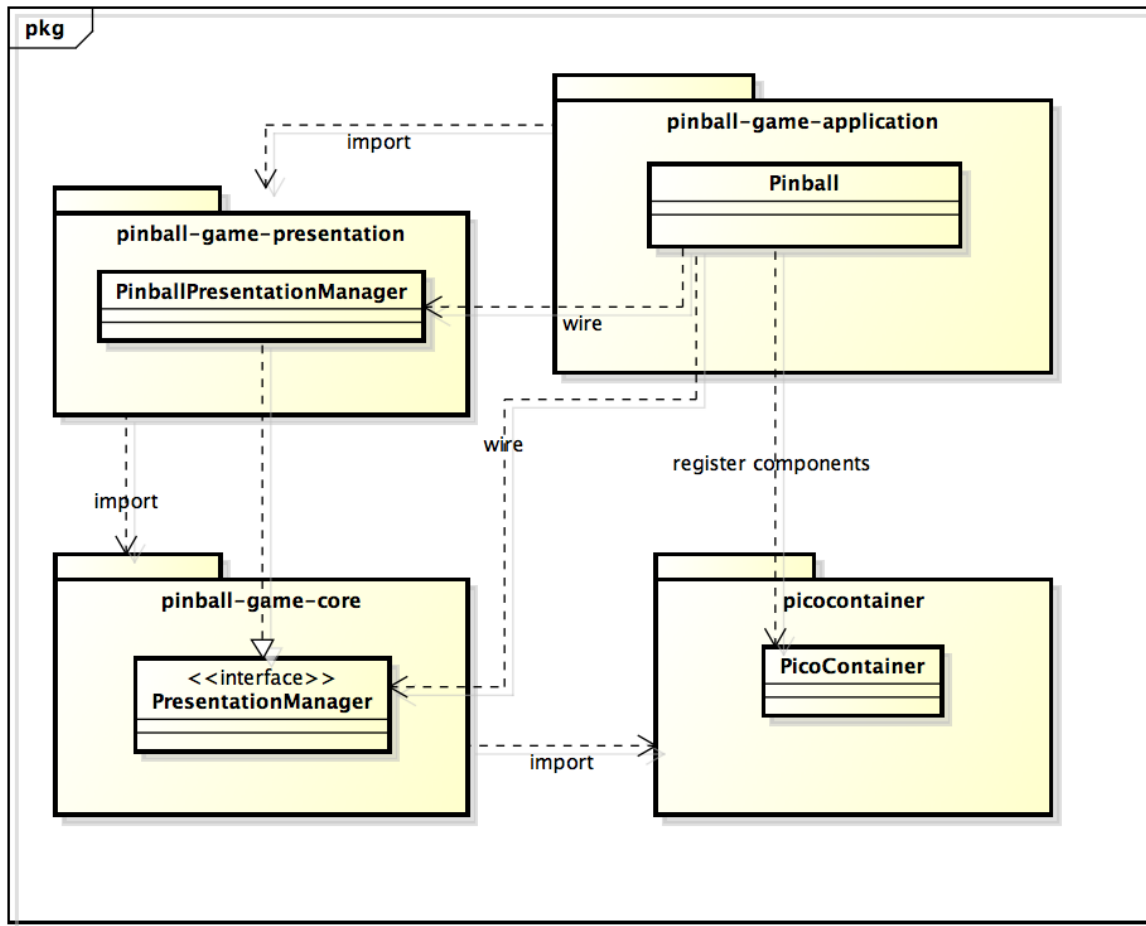


2 Dependency injection

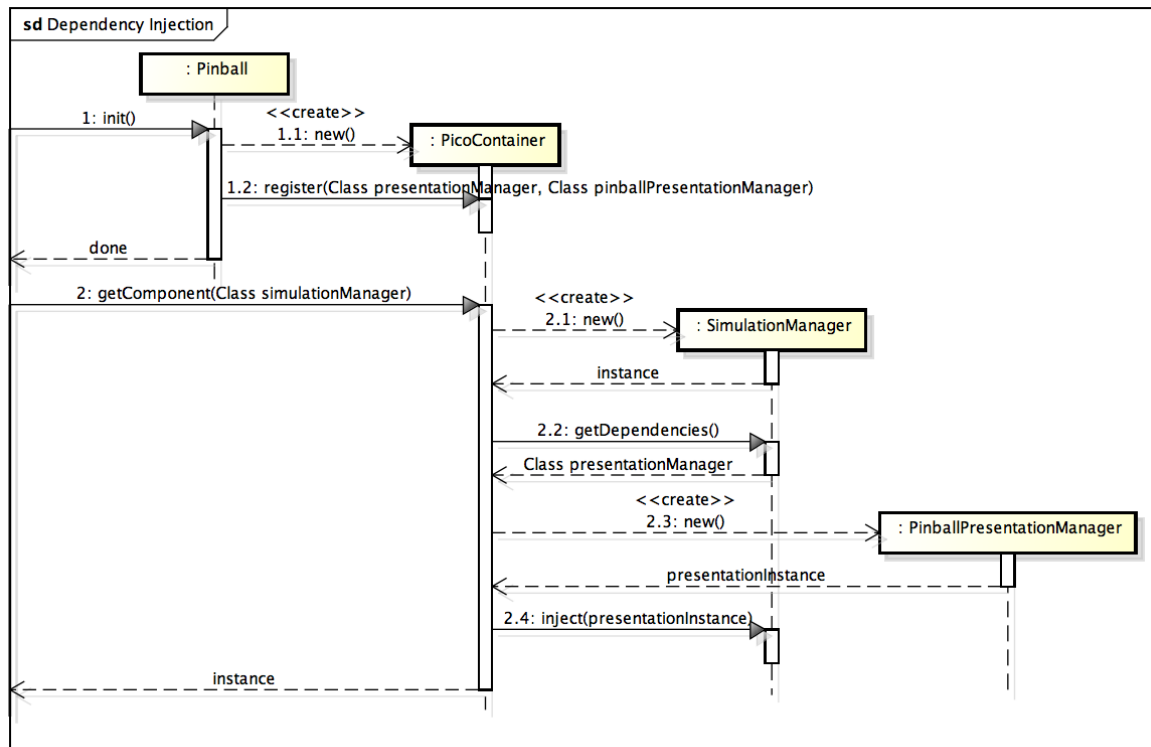
2.1 Why dependency injection?



powered by Astah

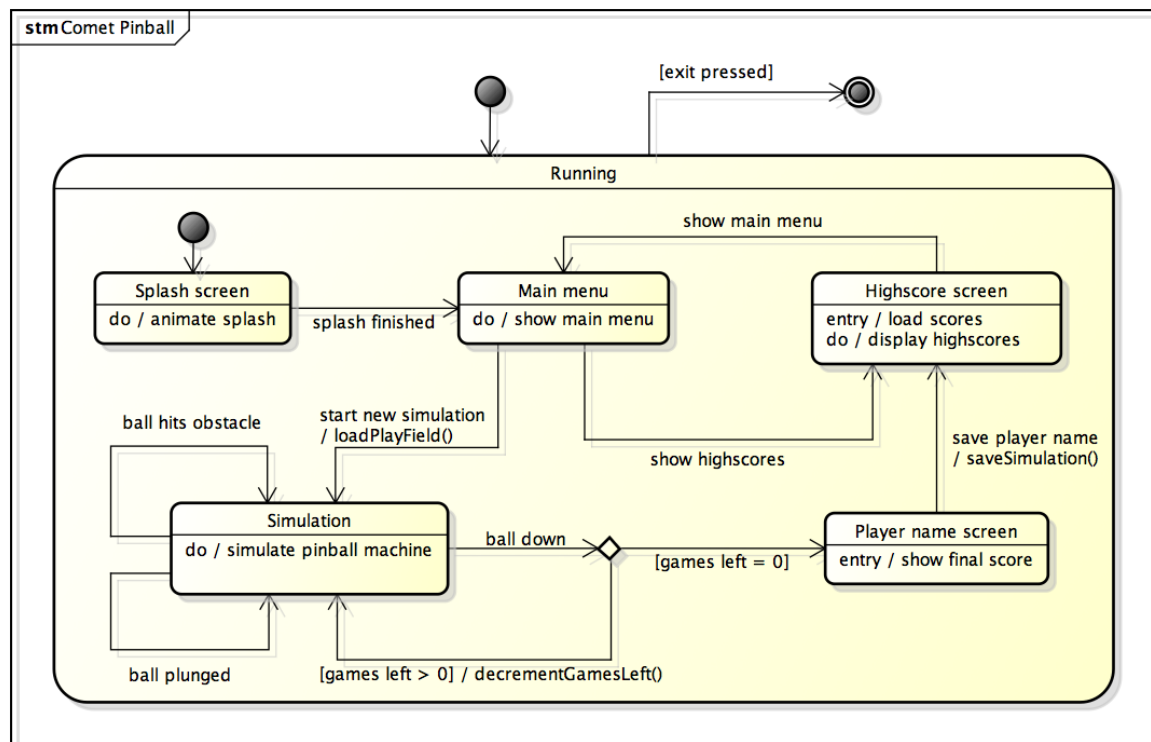


2.2 Sequence diagram



powered by Astah

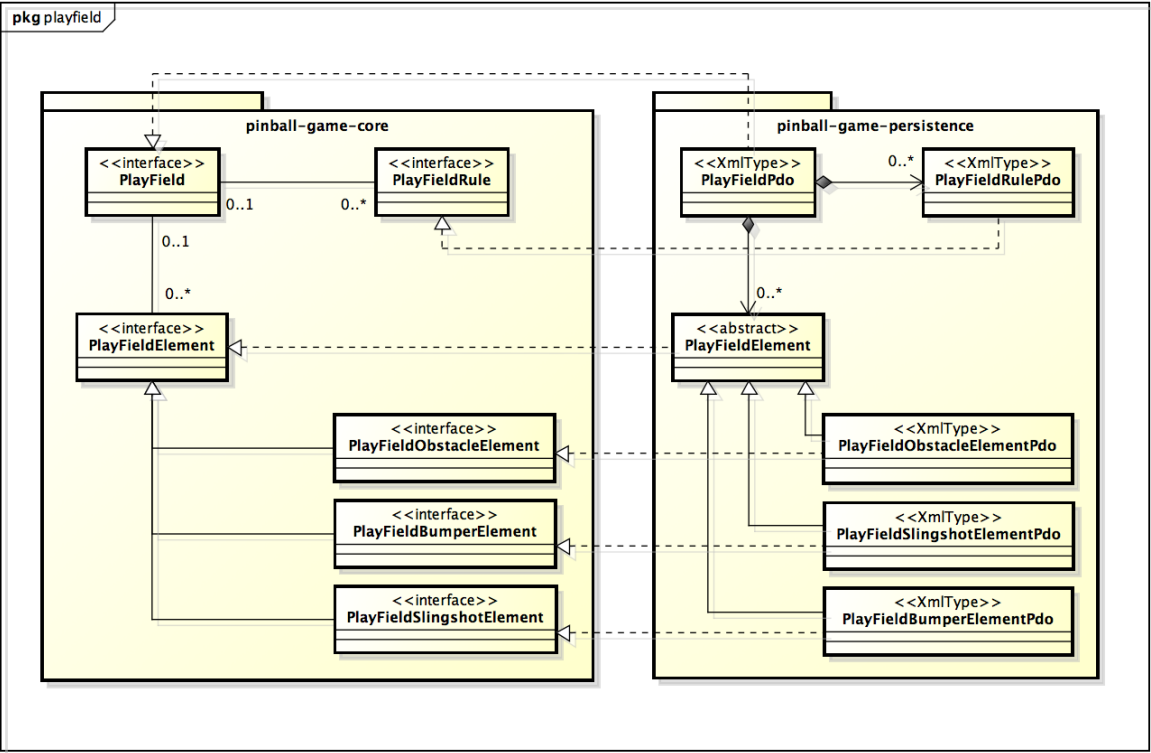
3 State machine



powered by Astah

4 Persistence

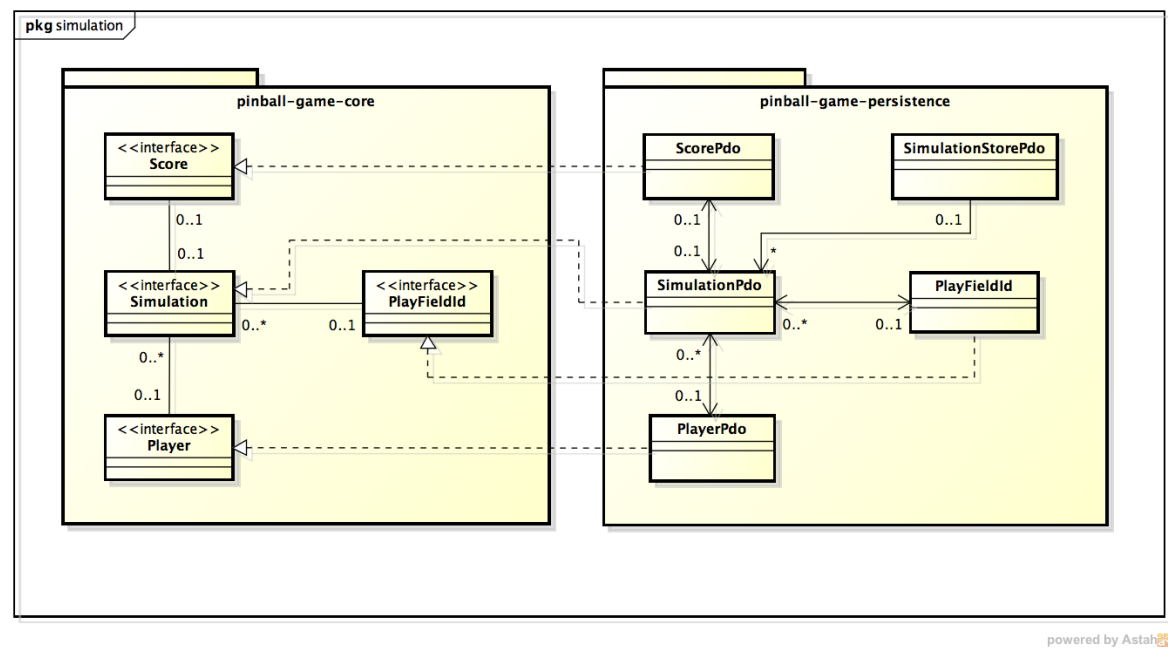
4.1 Play field



powered by Astah

blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah
blah blah blah blah blah blah blah blah blah blah blah blah blah blah

4.2 Simulation



blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah
blah blah blah blah blah blah blah blah blah blah blah blah blah blah