Draft Project

“Tanks”

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Group 06

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**System Operations of the Play Game Use Case**

**Contract CO1: bringUpPlay()**

**Name**: bringUpPlay()

**Cross References**: Use Cases: Play Game

**Preconditions**: To have mainMenu() up, and to have the playButton pressed from the mainMenu().

**Postconditions**: - A new window was created.

-User prompts for color and name are initialized.

**Contract CO2: playScreen()**

**Name**: playScreen()

**Cross References**: Use Cases: Play Game

**Preconditions**: To have a color and a name input from bringUpPlay()

**Postconditions**: -2 new Player classes are created with name/color attributes (instance creation).

-Tanks and appropriate colors/labels are drawn.

-Players are associated with their tanks.

-playScreen takes control of turns/movements to begin the game.

**Glossary:**

**Menu Controller:**

Definition: Central hub for menu GUIs, calls proper frames/panels as response to the buttons.

Format: N/A

Validation Rules: N/A

Aliases: Hub, general controller

**bringUpBasic:**

Definition: Function that calls the basic Main Menu.

Format: N/A

Validation Rules: N/A

Aliases: Main Menu

**bringUpPlay:**

Definition: Function that calls the gameConfig window.

Format: N/A

Validation Rules: N/A

Aliases: Character Select, Color Select

**bringUpEnviro:**

Definition: Function that calls the stage select window.

Format: N/A

Validation Rules: N/A

Aliases: Stage Select, Environment Select

**bringUpGame**:

Definition: Function that calls the actual in-game screen.

Format: N/A

Validation Rules: Appropriate name/color for tanks.

Aliases: in game, game, game screen.

**DrawTank:**

Definition: Function that calls the color select pane.

Format: N/A

Validation rules: N/A

Aliases: character select, color select, tank draw

**menuBackground**:

Definition: Jpanel that creates a template for creating a window with a background.

Format: N/A

Validation rules: Image exists in folder

Alises: JpanelWithBackground

**Unit:**

Definition: Base unit, with a health, weapons, and ammo attribute.

Format: N/A

Validation Rules: N/A

Aliases: Tank, Player(X), Character

**Game Map:**

Definition: In-game level, with unique color schemes, and a “wind” attribute.

Format: N/A

Validation Rules: N/A

Aliases: Stage, Level, Environment

**Menu:**

Definition: User interface, context-base choices

Format: Basic GUI, with pointer-controlled buttons.

Validation Rules: N/A

Aliases: Play Menu, How To Play Menu, Credits