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.

-Appropriate colors/

**Glossary:**

**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