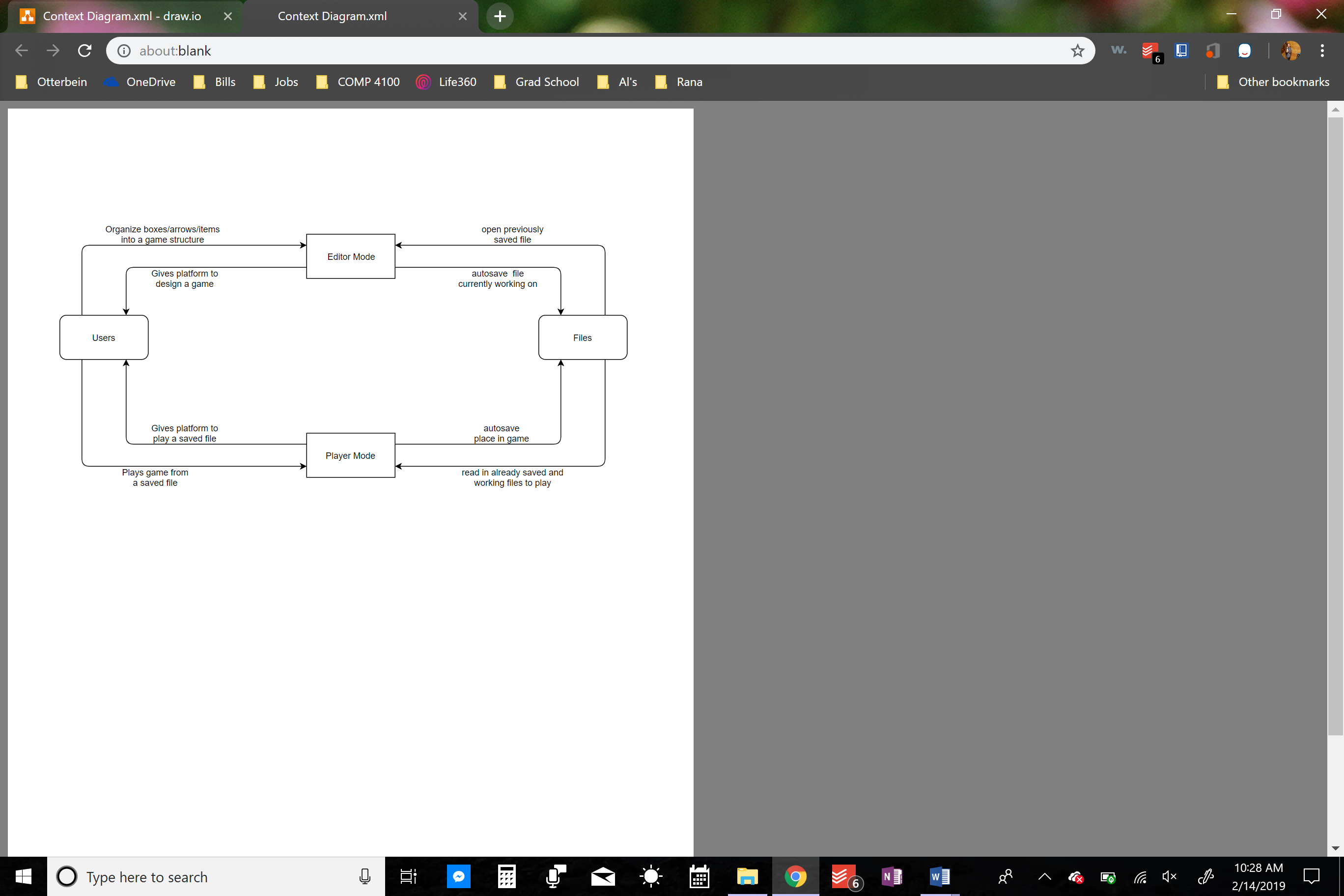
|  |
| --- |
| Pick-a-Path |
| Design Document |
| Olivia Langley, Lucia Ristea, James Erpenbeck, Logan Murphy |

|  |
| --- |
|  |

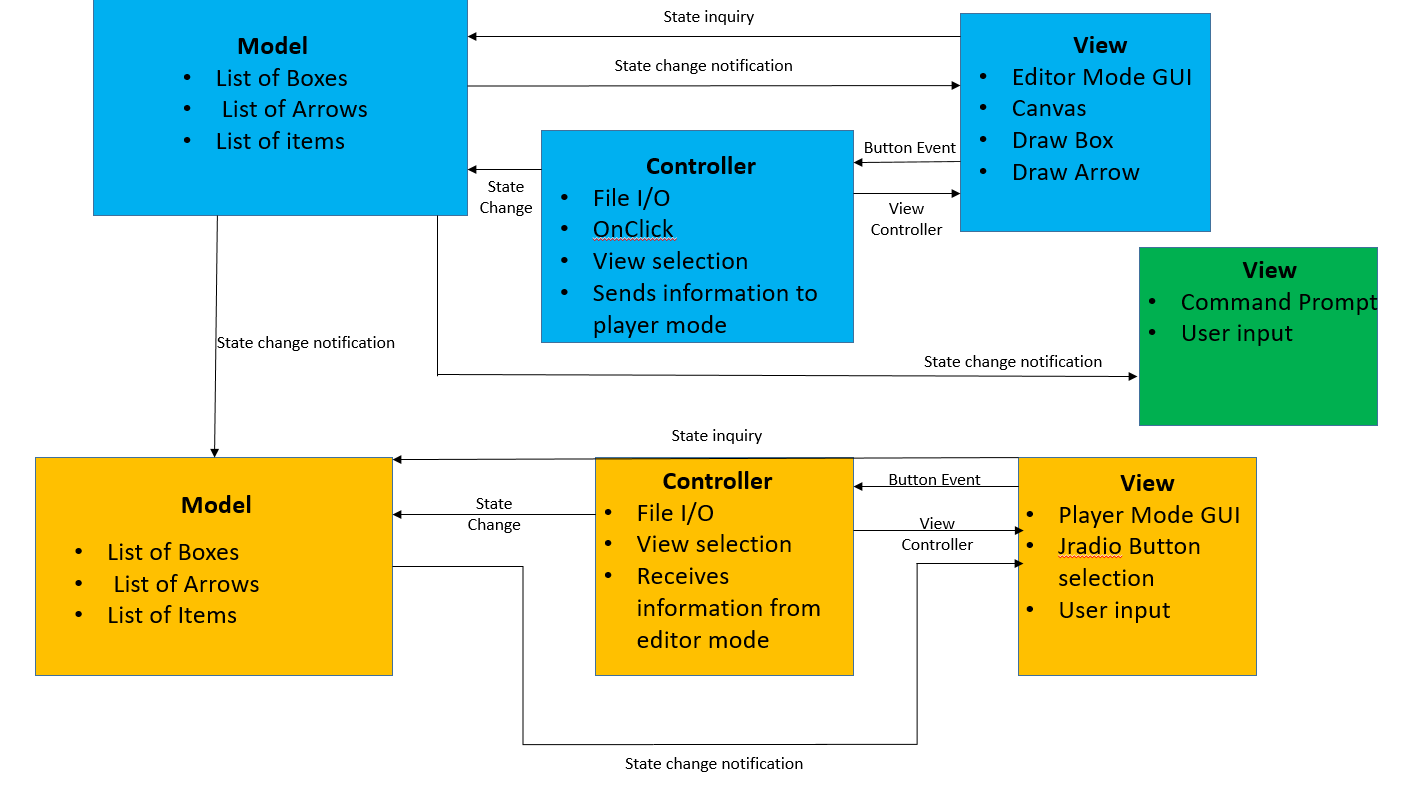
1. Context

Pick- a-Path will interact with users and files through its editor mode and player mode. In the editor mode, a user will be able to create their game by rearranging boxes as situations/scenarios, connecting those boxes by arrows as choices, and Items attached to arrows. This will automatically save, in order to continuously save the users progress. After a file is made and saved, the user can then open it into player mode directly from editor mode or open the player mode separately to play it. Player mode will also automatically save your progress, so you can stop playing and come back to that point. This is also shown in the diagram below.

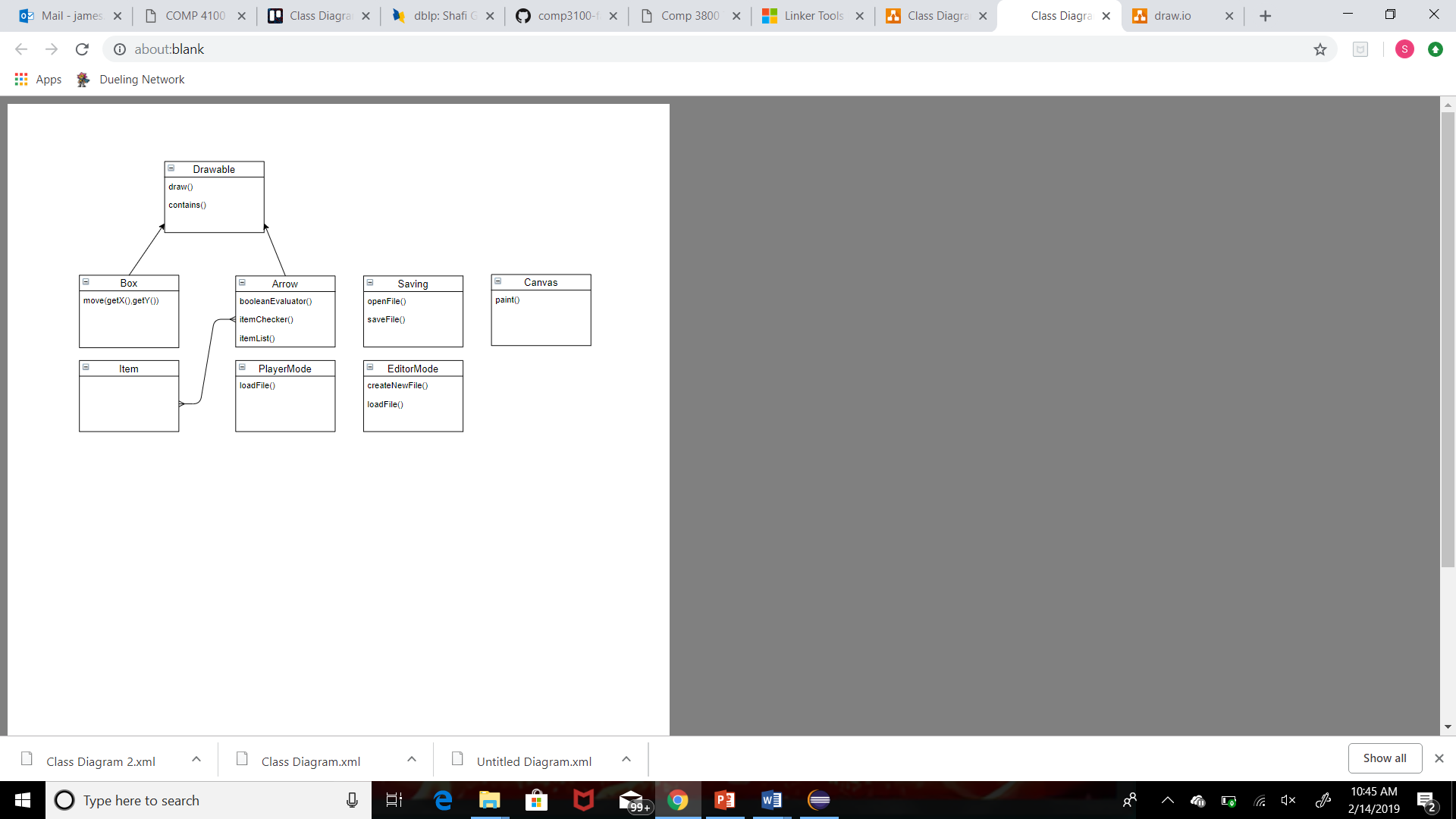


1. System Architecture

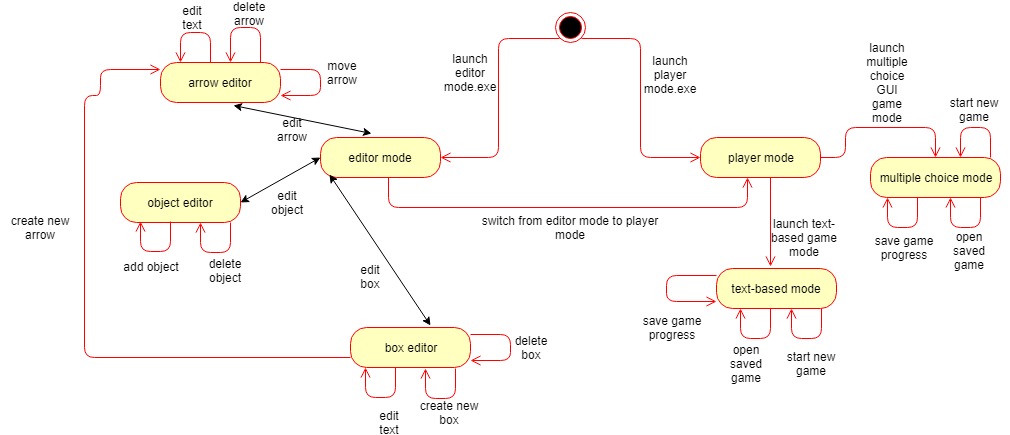
Our model view controller outlines the components of our three systems, the editor mode, the player mode, and the command prompt.  The editor mode is colored blue, the player mode is colored orange, and the command prompt view is green.  The models manage the data of the application and their behaviors.  The view outlines the user interface and what user interface is being viewed in each mode.  The controller manages the flow of information and receives user input and output to perform the correct actions.  This MVC outlines the flow of information and how the components interact within Pick-a-Path.



1. Class Diagram



1. Design Models
   1. State Diagram



* 1. Use-case diagram

