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| --- |
| Class Information |
| **Class Name**: AfterLevelScreen  Abstract Type: No Persistence: No |

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| --- | --- | --- |
| Trace-ability Information | | |
| **Use Case ID** | **Use Case Name** | **Steps** |
| 037 | Go to Next Level |  |
| 039 | Quit to MainMenu |  |

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| --- | --- | --- |
| Public Methods | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| String[] ReadFromDataBase() | At After Level Screen | Gives the data to the UI elements |
| Bool WriteToDataBase (string) | At After Level Screen | Writes to the database, Returns false if couldn’t write to database |
| Void StartNextLevel() | At After Level Screen | Grabs the next level from the level manager and starts it |
| Void QuitToMainMenu | At After Level Screen | Quit back to the main menu |

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| --- | --- | --- |
| Protected Methods | | |
| **Signature** | **Preconditions** | **Post Conditions** |
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| --- | --- | --- |
| Private Methods | | |
| **Signature** | **Preconditions** | **Post Conditions** |
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| --- | --- | --- | --- | --- | --- |
| Attributes | | | | | |
| **Name** | **Type** | **Object(Y/N)** | **Instance/Static** | **Visibility** | **Description** |
| UI | GameObject[] | Y | Instance | Public | A list of UI elements |

|  |  |
| --- | --- |
| Concurrency | |
| **Threading Issue** | **Description** |
| N\A |  |

|  |  |  |
| --- | --- | --- |
| Major Exceptions | | |
| **Name** | **Trigger** | **Action** |
| N\A |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Instance Information | | | |
| **Minimum** | **Maximum** | **Mean** | **Fixed** |
|  |  |  | 1 |

|  |  |  |
| --- | --- | --- |
| General Comments | | |
| **Author** | **Date** | **Comments** |
|  |  |  |