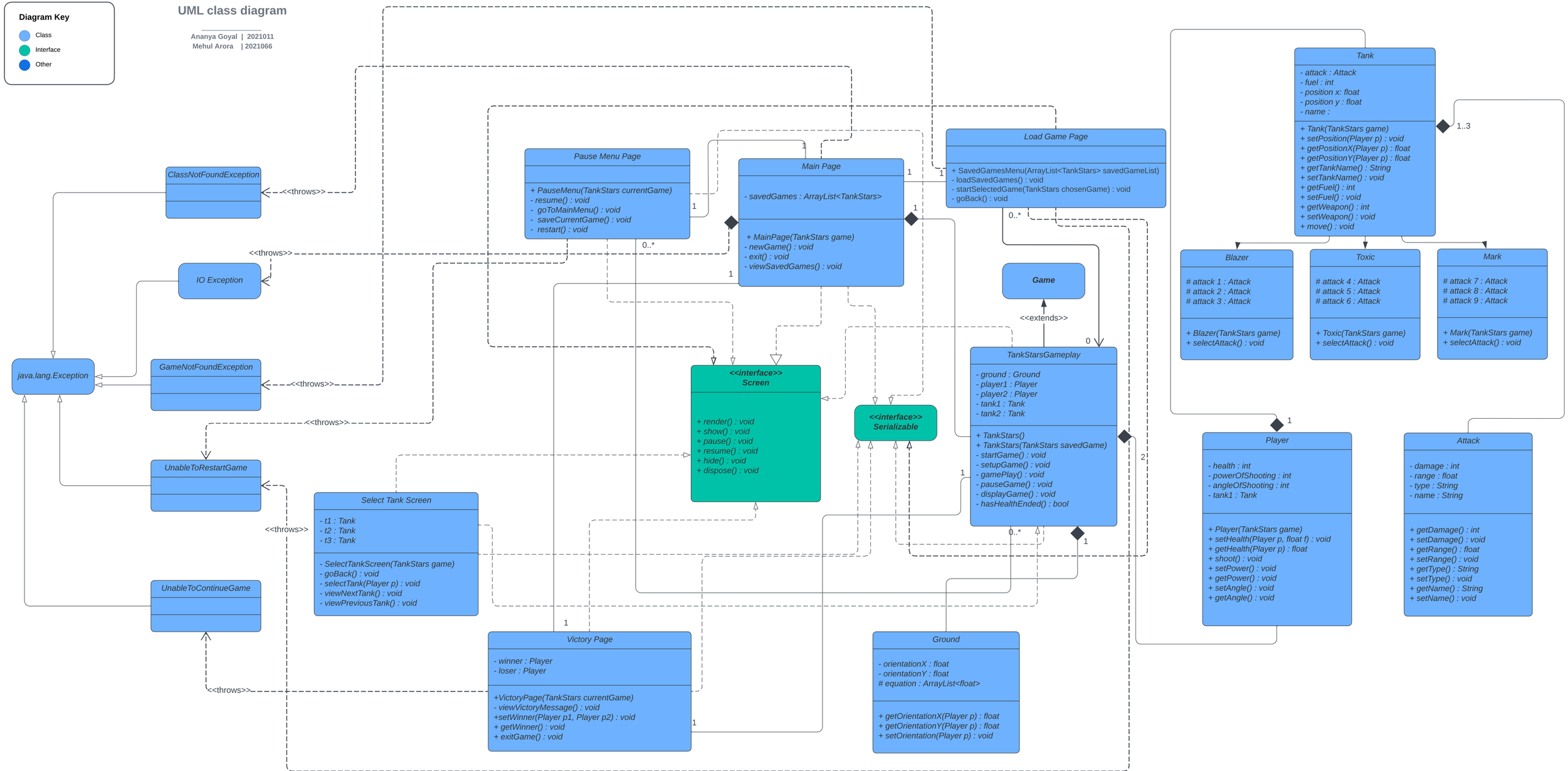
Diagram Key
Class
Interface
Other
UML class diagram
Ananya Goyal | 2021011
Mehul Arora | 2021066
ClassNotFoundException
IO Exception
java.lang.Exception
GameNotFoundException
UnableToRestartGame
UnableToContinueGame
<<throws>>
Pause Menu Page
+ PauseMenu(TankStars currentGame)
- resume() : void
- goToMainMenu() : void
- saveCurrentGame() : void
- restart() : void
Main Page
- savedGames : ArrayList<TankStars>
+ MainPage(TankStars game)
- newGame() : void
- exit() : void
- viewSavedGames() : void
Load Game Page
+ SavedGamesMenu(ArrayList<TankStars> savedGameList)
- loadSavedGames() : void
- startSelectedGame(TankStars chosenGame) : void
- goBack() : void
<<interface>>
Screen
+ render() : void
+ show() : void
+ pause() : void
+ resume() : void
+ hide() : void
+ dispose() : void
<<interface>>
Serializable
Game
<<extends>>
TankStarsGameplay
- ground : Ground
- player1 : Player
- player2 : Player
- tank1 : Tank
- tank2 : Tank
+ TankStars()
+ TankStars(TankStars savedGame)
- startGame() : void
- setupGame() : void
- gamePlay() : void
- pauseGame() : void
- displayGame() : void
- hasHealthEnded() : bool
Select Tank Screen
- t1 : Tank
- t2 : Tank
- t3 : Tank
- SelectTankScreen(TankStars game)
- goBack() : void
- selectTank(Player p) : void
- viewNextTank() : void
- viewPreviousTank() : void
Victory Page
- winner : Player
- loser : Player
+VictoryPage(TankStars currentGame)
- viewVictoryMessage() : void
+setWinner(Player p1, Player p2) : void
+ getWinner() : void
+ exitGame() : void
Ground
- orientationX : float
- orientationY : float
equation : ArrayList<float>
+ getOrientationX(Player p) : float
+ getOrientationY(Player p) : float
+ setOrientation(Player p) : void
Tank
- attack : Attack
- fuel : int
- position x: float
- position y : float
- name :
+ Tank(TankStars game)
+ setPosition(Player p) : void
+ getPositionX(Player p) : float
+ getPositionY(Player p) : float
+ getTankName() : String
+ setTankName() : void
+ getFuel() : int
+ setFuel() : void
+ getWeapon() : int
+ setWeapon() : void
+ move() : void
Blazer
attack 1 : Attack
attack 2 : Attack
attack 3 : Attack
+ Blazer(TankStars game)
+ selectAttack() : void
Toxic
attack 4 : Attack
attack 5 : Attack
attack 6 : Attack
+ Toxic(TankStars game)
+ selectAttack() : void
Mark
attack 7 : Attack
attack 8 : Attack
attack 9 : Attack
+ Mark(TankStars game)
+ selectAttack() : void
Player
- health : int
- powerOfShooting : int
- angleOfShooting : int
- tank1 : Tank
+ Player(TankStars game)
+ setHealth(Player p, float f) : void
+ getHealth(Player p) : float
+ shoot() : void
+ setPower() : void
+ getPower() : void
+ setAngle() : void
+ getAngle() : void
Attack
- damage : int
- range : float
- type : String
- name : String
+ getDamage() : int
+ setDamage() : void
+ getRange() : float
+ setRange() : void
+ getType() : String
+ setType() : void
+ getName() : String
+ setName() : void
1..3
0..*
1
2
0