

Appendix A - UML Hierarchy Diagram

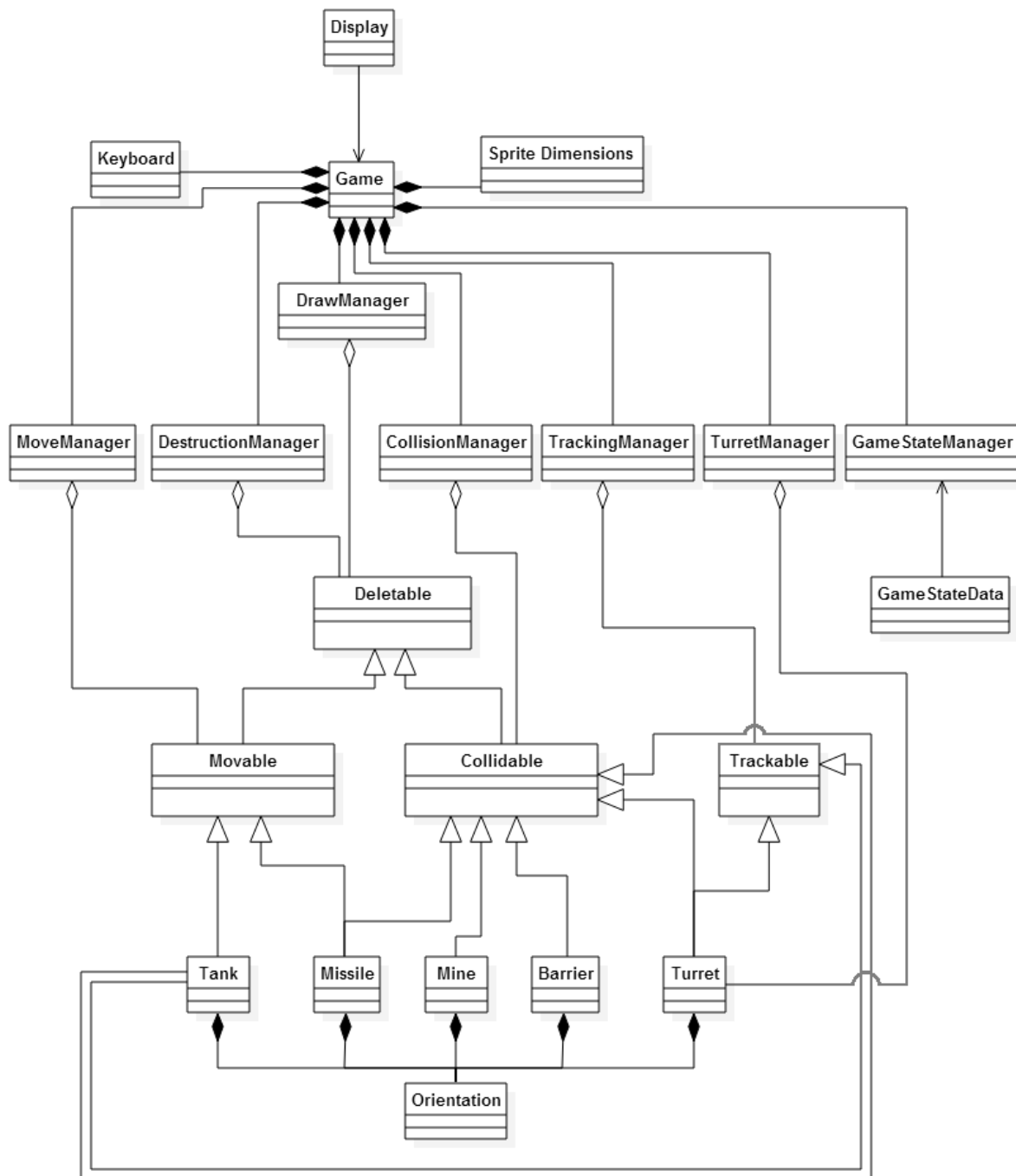


Figure 1: UML Hierarchy of the game.

Appendix B - Linking Program Layers

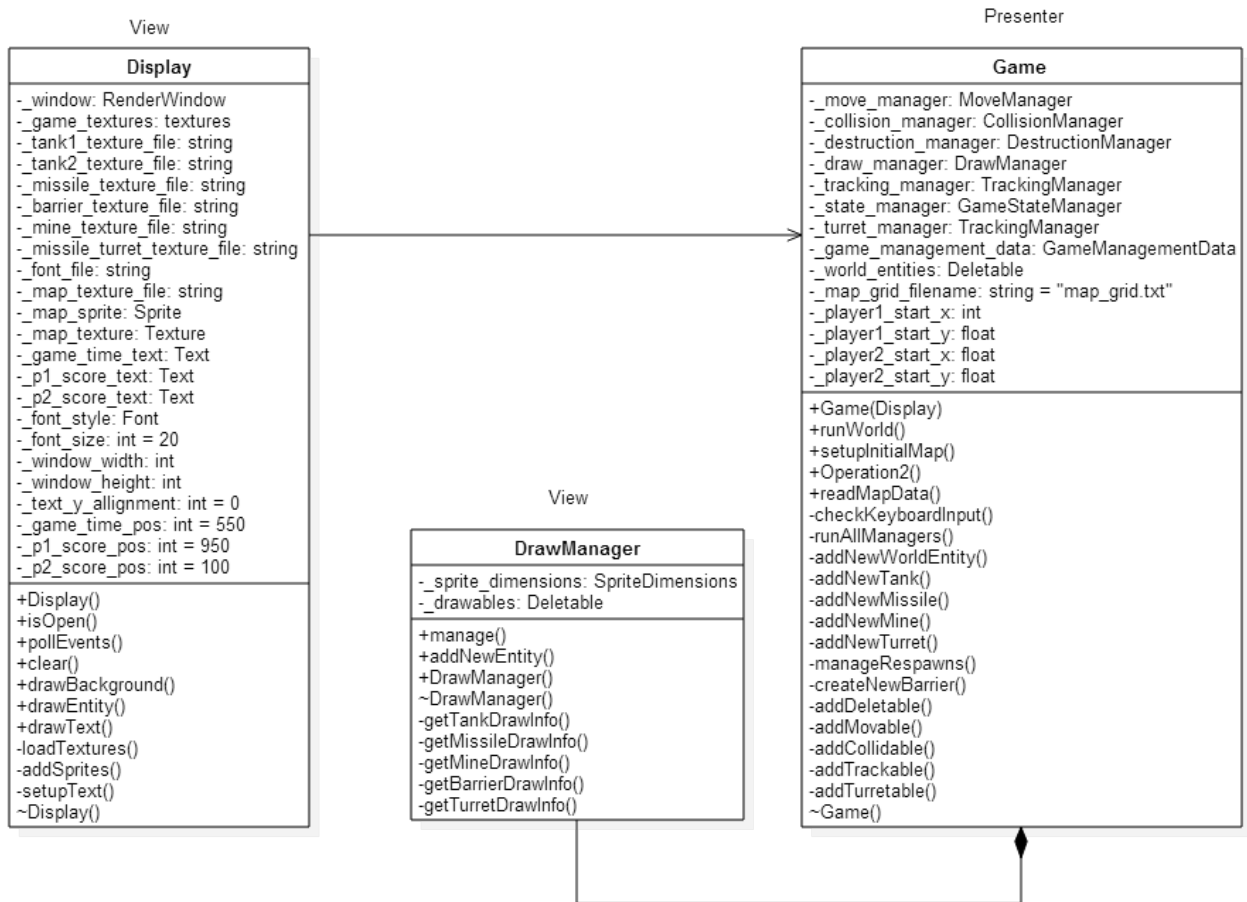


Figure 1: UML diagram showing the linking of program layers.

Appendix C - Sequence Diagram

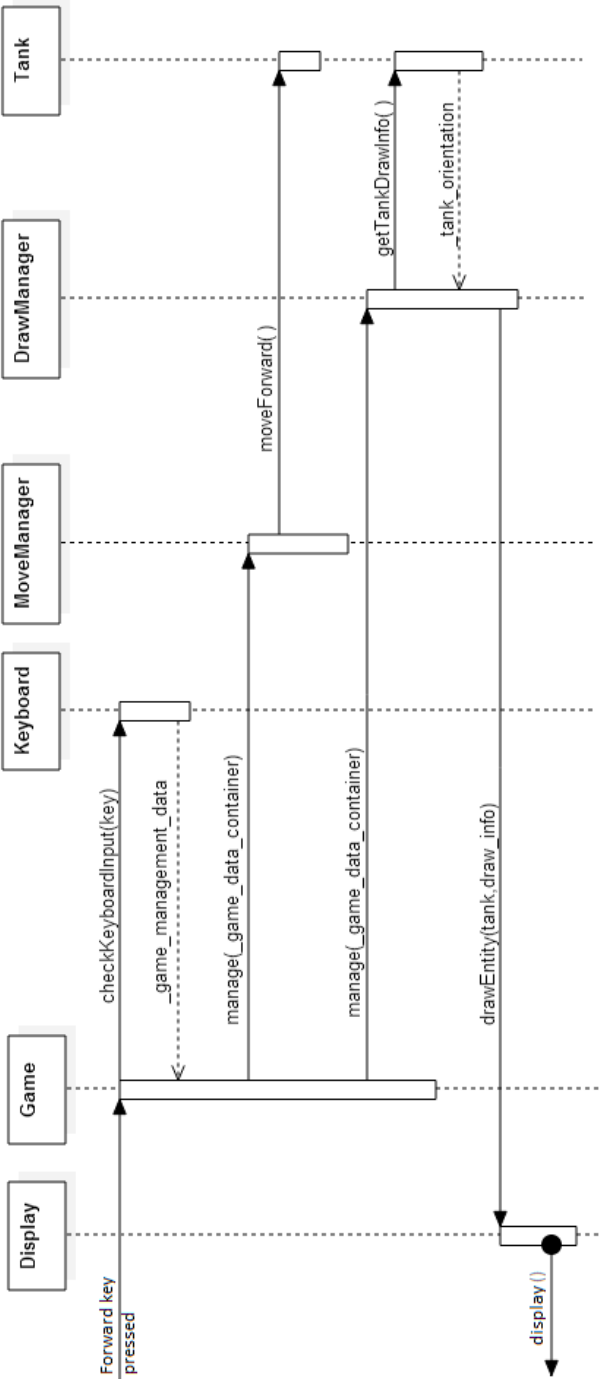


Figure 1: Example of the phases within a single program management cycle.

Appendix D - Collision Detection Algorithm Performance

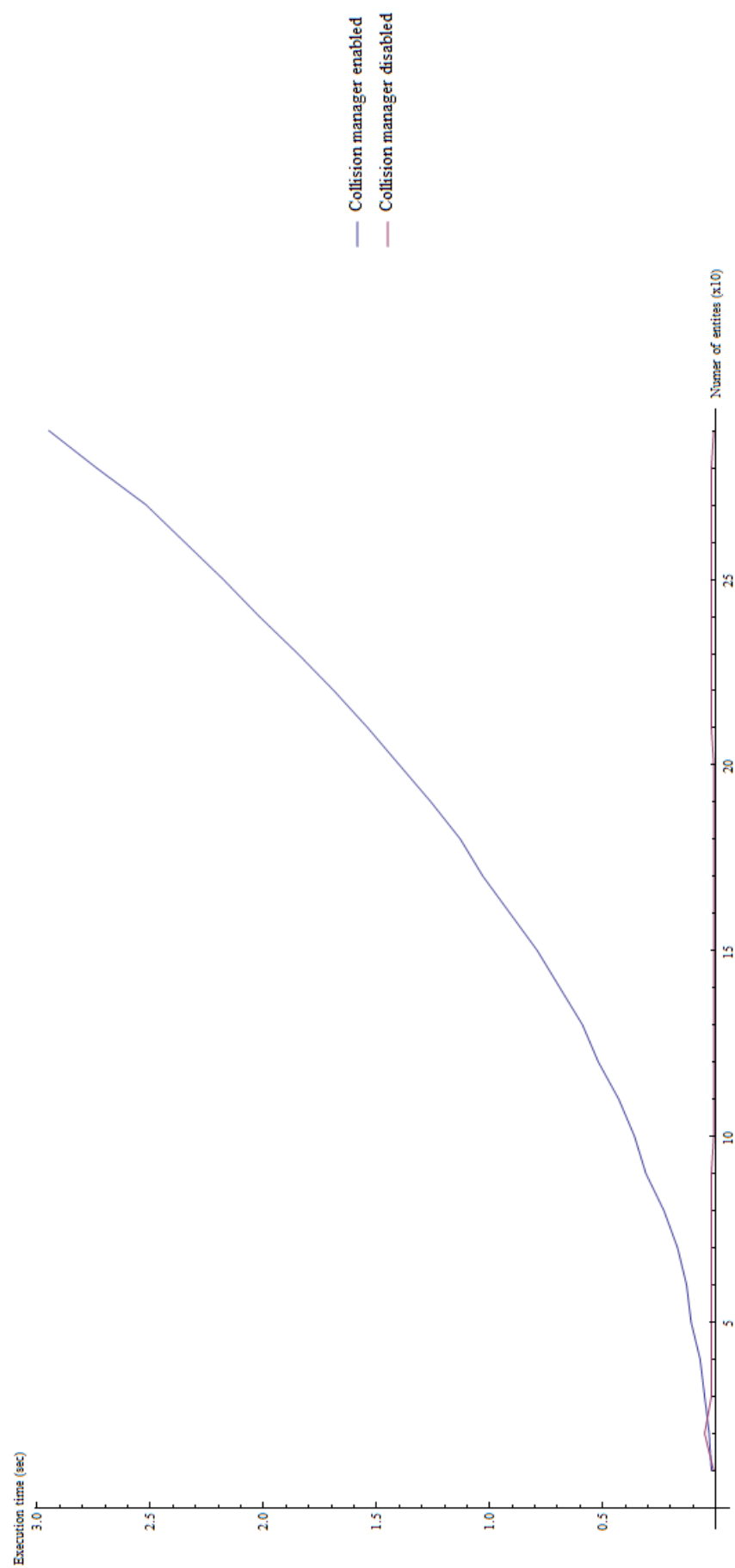


Figure 1: Graph showing the performance of the collision detection algorithm.