Design Overview for Food Terminator

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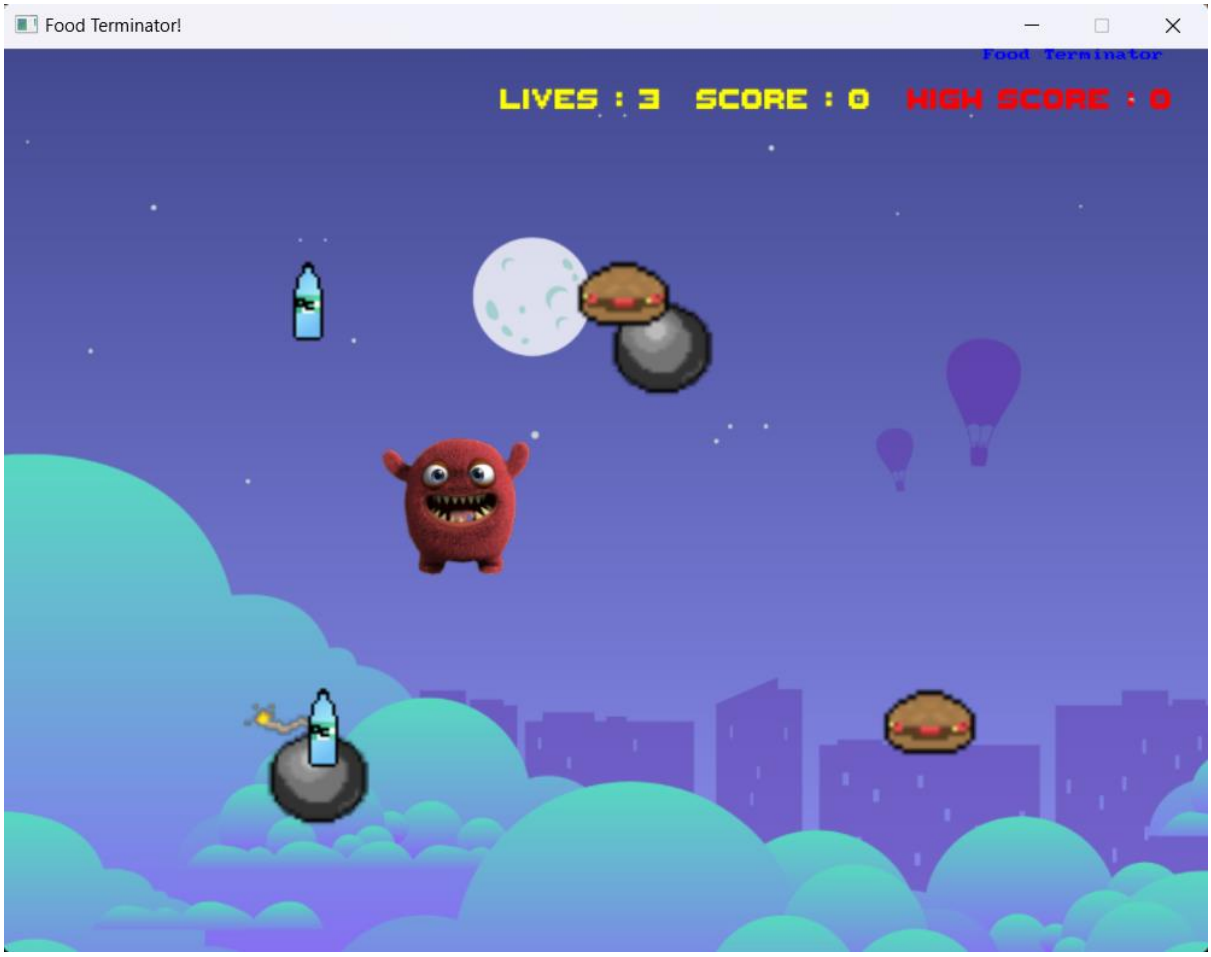
Summary of Program

Food Terminator is a 2D moving getting food funny games where the player controls a character and eating foods. The objective is to eat as much food as you can and get a high score with only 3 lives. Player will meet 4 objects which is: Food(burger), Energy(Drink), Donut(Donut) and Bomb(Bomb), each objects have its own role whenever collide player.
Collide Food: Player gain 10 points
Collide Energy: Player gain back 1 life
Collide Donut: Player gain 100 points
Collide Bomb: Player lost 1 life
To make game harder, whenever player reach 80 points, all object speed be increase. A high score will save until you turn off game windows.
Sketch:



Required Roles

Describe each of the classes, interfaces, and any enumerations you will create. Use a different table to describe each role you will have, using the following table templates.

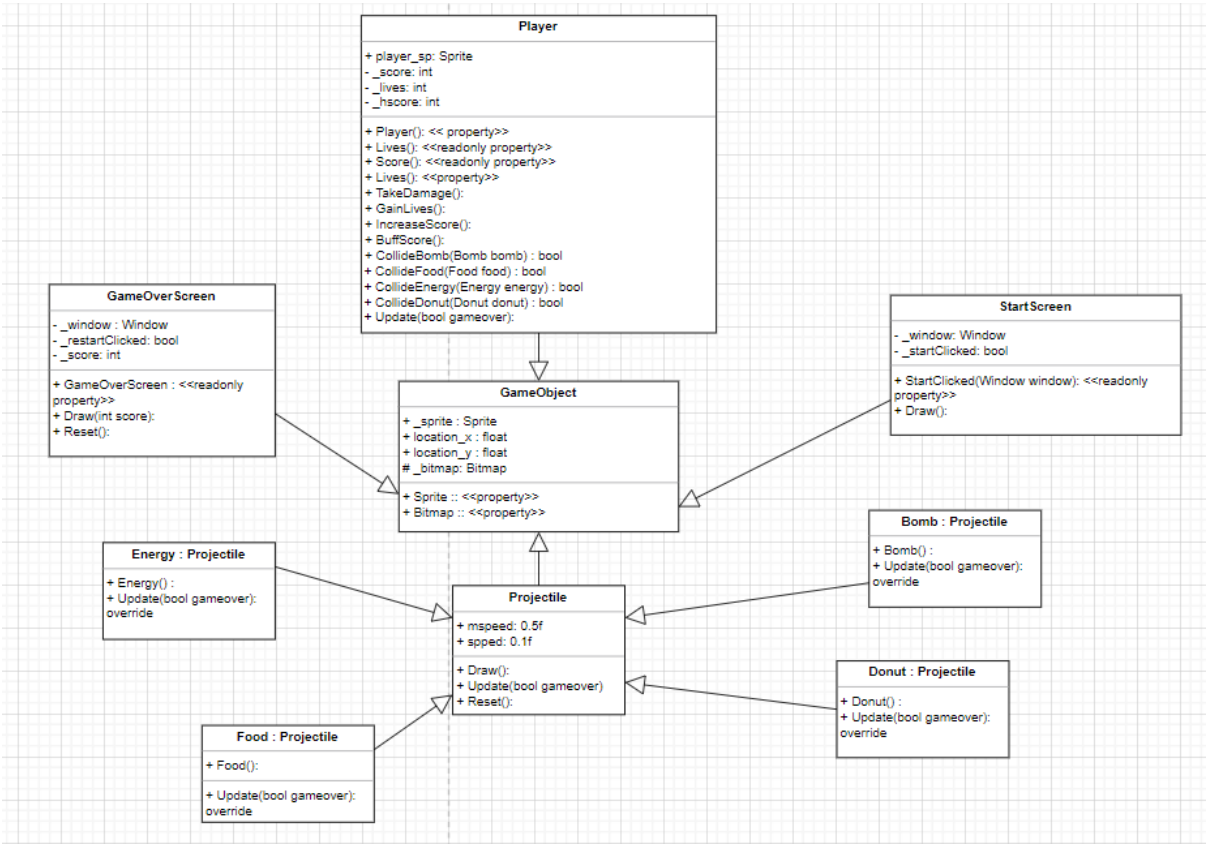
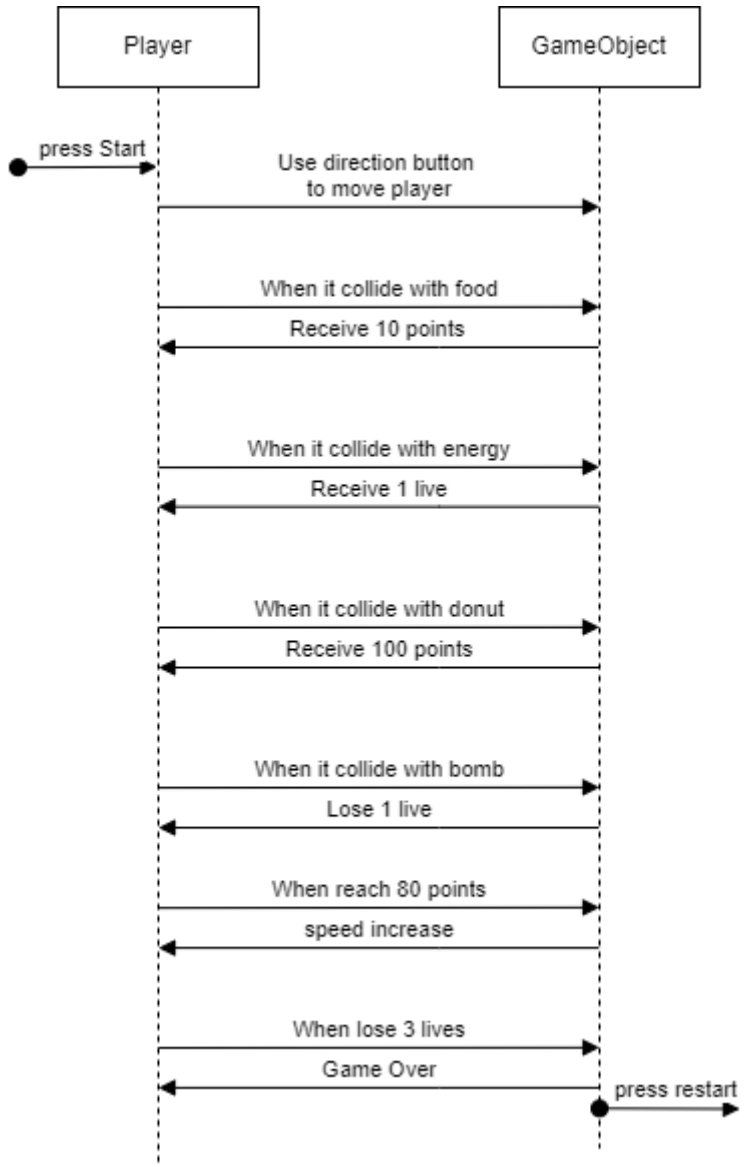
Table 1: <<role name>> details – duplicate

Responsibility	Type Details	Notes
Decreases lives	Interger	Decrease player's lives
Collisions with objects	Boolean	Collide with food and bomb
Increase lives	Interger	Increase player's lives
Track score	Interger	Track player's score
Move character	Sprite X,Y	Move ship using sprite X,Y

Table 2: <<enumeration name>> details

Value	Notes

Class Diagram



Sequence Diagram