10-12 Added By Kevin:

I created my UML diagram. I hope I am on the right track. There was not much for what I was assigned. I am excited to get started on the first milestone though! See you guys tomorrow!

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Example for the Gamestate how i understand the game idea. The picture helps to understand the idea..

The idea:

The user moves automatically forward, the user can move left and right to avoid obstacles or to collect power-ups. He can accelerate or slow down to avoid the damage from the enemies from the side.

Furthermore he can shoot at the objects on the side and depending if its an enemy or friend the user will rewarded or punished.

Suggestion for the targeting-shooting system with the keyboard:

With the mouse buttons you can choose the side you want to shoot(left or right mouse button), with an another click on the same button you can shoot at this side.

With the shift button you can choose your target, with every push, it jumps to the next target above the old one.

\*GameState

User will spawn with lives

System populates the map with Enemies and Friends

User can move with the control buttons

User can aim and shoot with the action buttons

System updates the position of the User

System updates the life of the User

System updates the score depending of the shooting skills