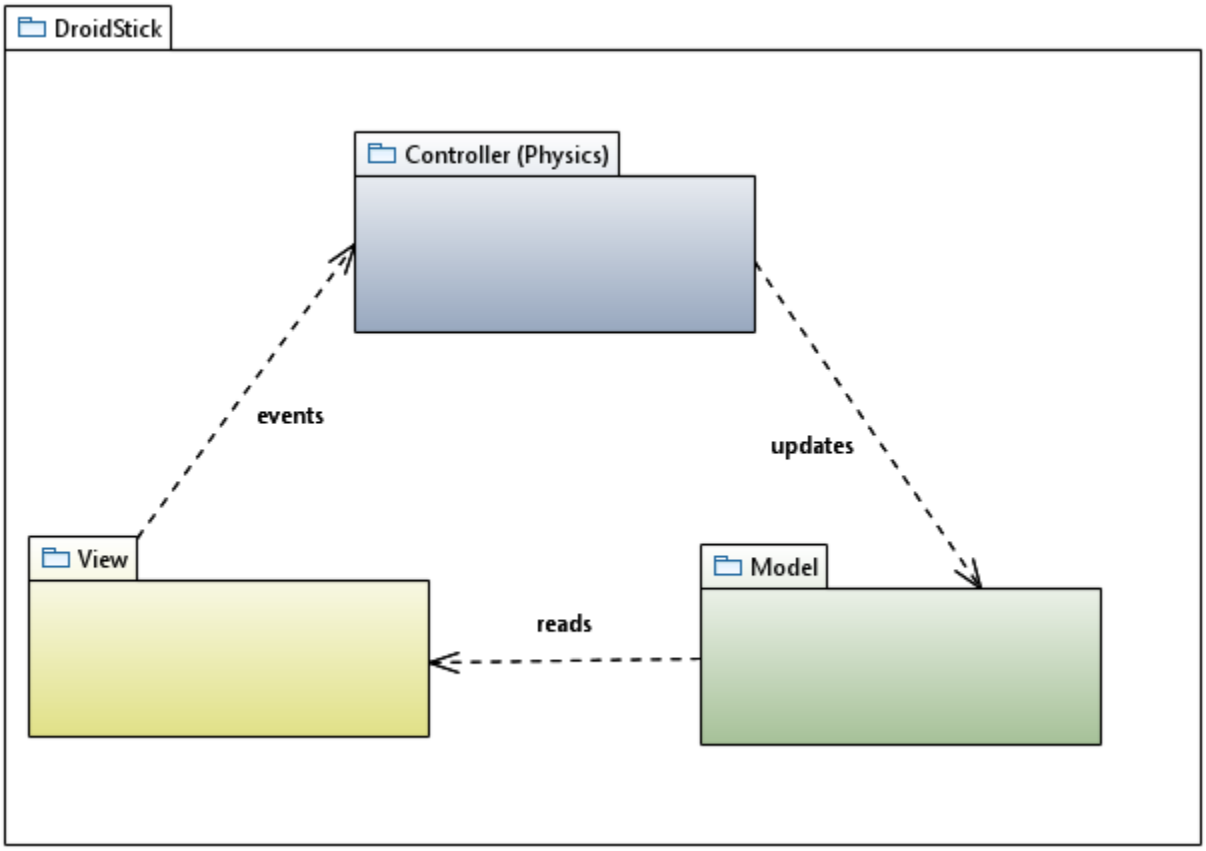
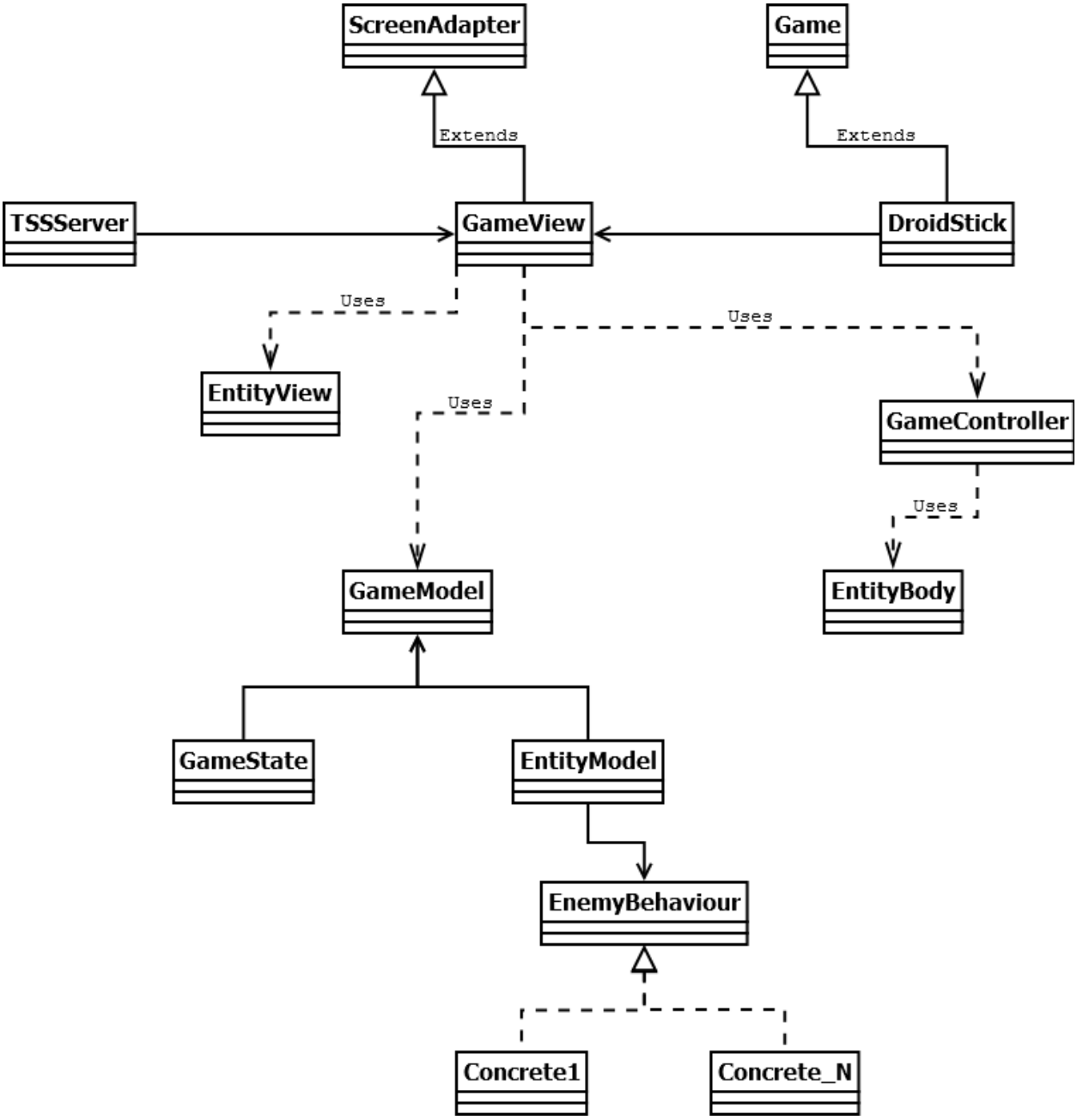
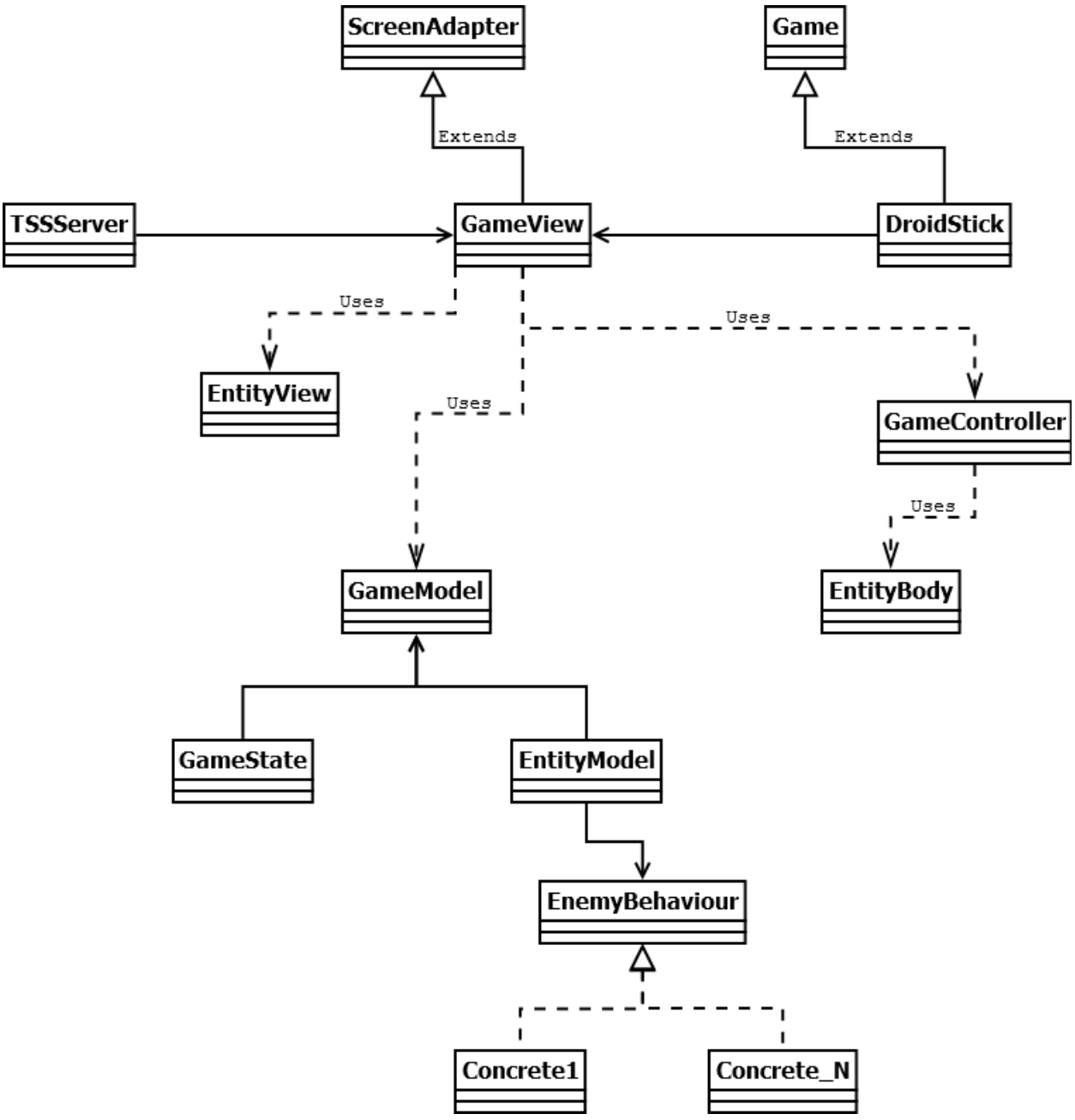
Package UML


DroidStick
Controller (Physics)
events
updates
View
Model
reads

Class Diagram UML



Controller Class Diagram UML



Design Patterns

Singleton

Used in “GameModel” class to guarantee only one instance of the Game state is running at a time, while making it easy to access from anywhere in the project.

Classes: GameModel

Strategy

Used for different enemy types that share many common attributes. Allows defining a different movement and/or shooting A.I. per each enemy type.

Classes: Enemy, EnemyBehaviour, Enemy_Concrete1, Enemy_ConcreteN

State

State machine for game logic (main menu, playing, game over).

Classes: GameModel, GameState, State_1, State_N