

Konzeption Fußballspiel

Entwicklung Interaktiver Anwendungen 2 - SoSe 2021

Hochschule Furtwangen

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Anleitung

Link zum Code: https://github.com/doganerd/SoSe21_Endabgabe

Bevor das Fußball-Spiel losgeht, kann Jogi einstellen, wie gut bzw. schlecht die Präzision und Geschwindigkeit der Spieler sein soll.

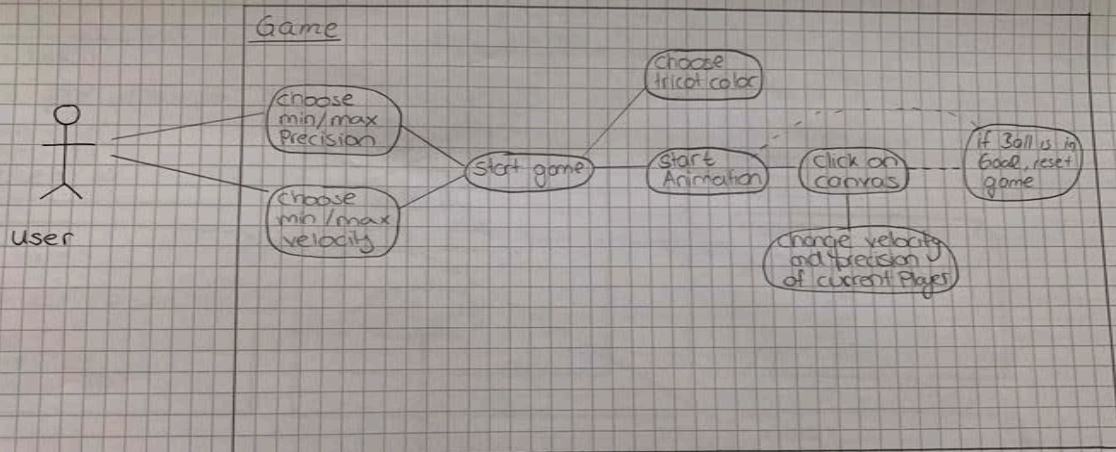
Durch klicken des Start Buttons landet man auf der Spielseite.
Die Animation startet erst wenn man auf start klickt.

Unter dem Canvas kann Jogi die Trikot-Farbe jederzeit ändern.

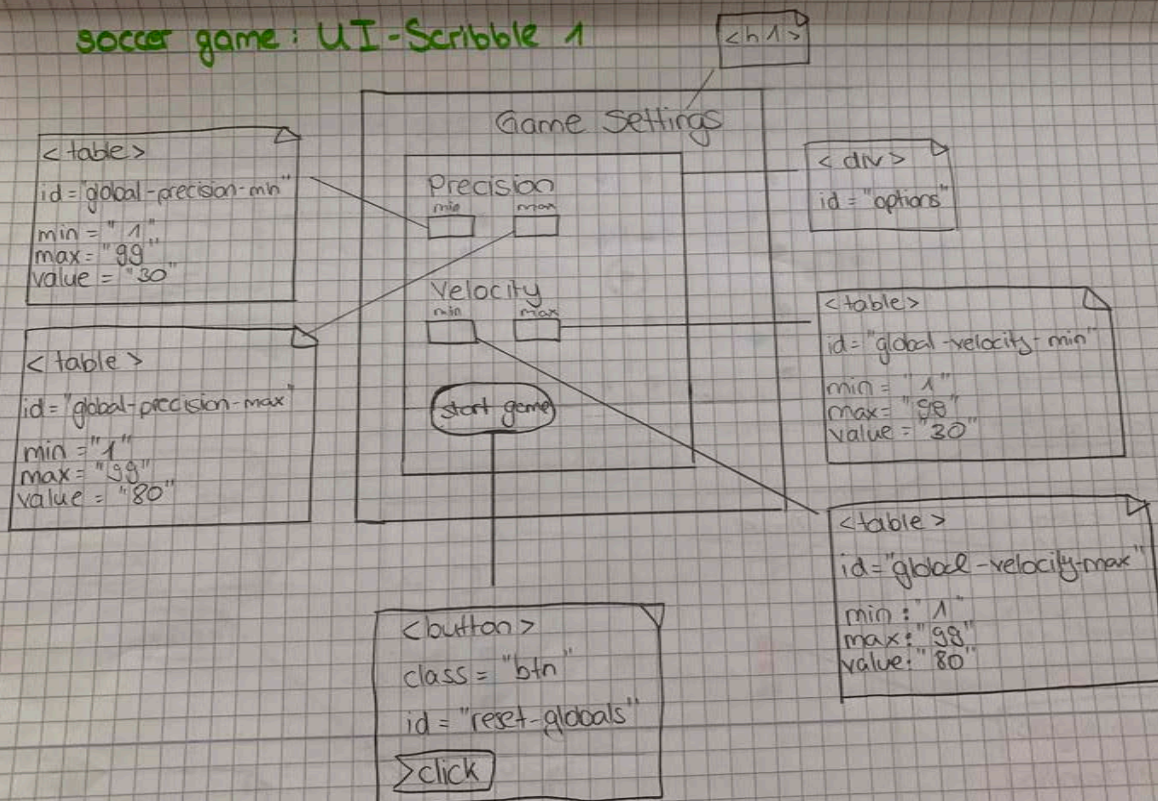
Wenn ein Spieler den Ball besitzt, kann Jogi die jeweilige Präzision und Geschwindigkeit anpassen.

Konzept

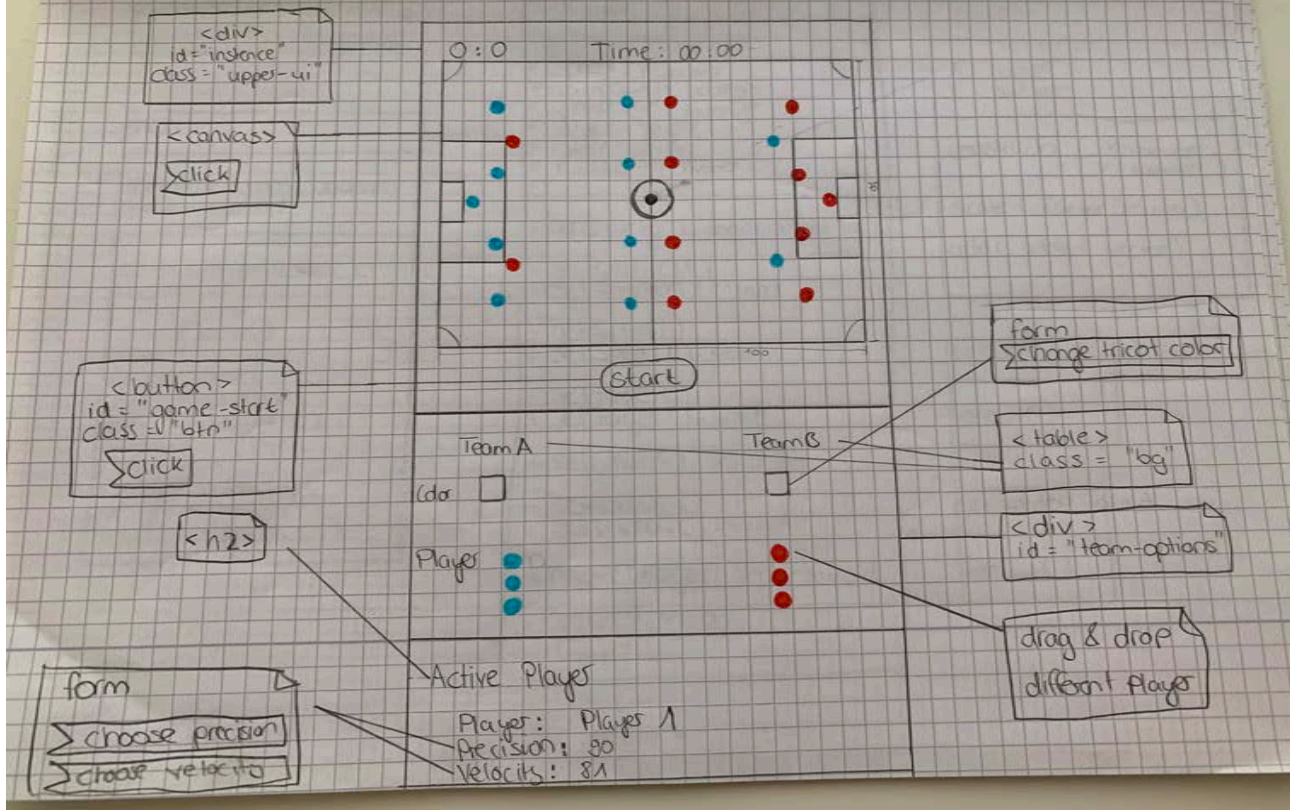
Soccer game : use-case



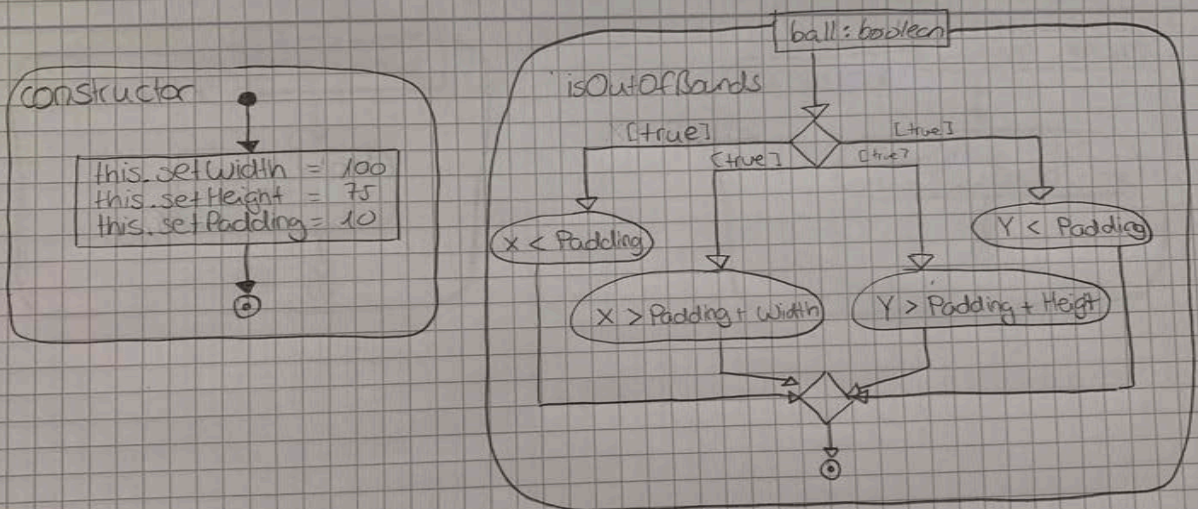
soccer game : UI-Scribble 1



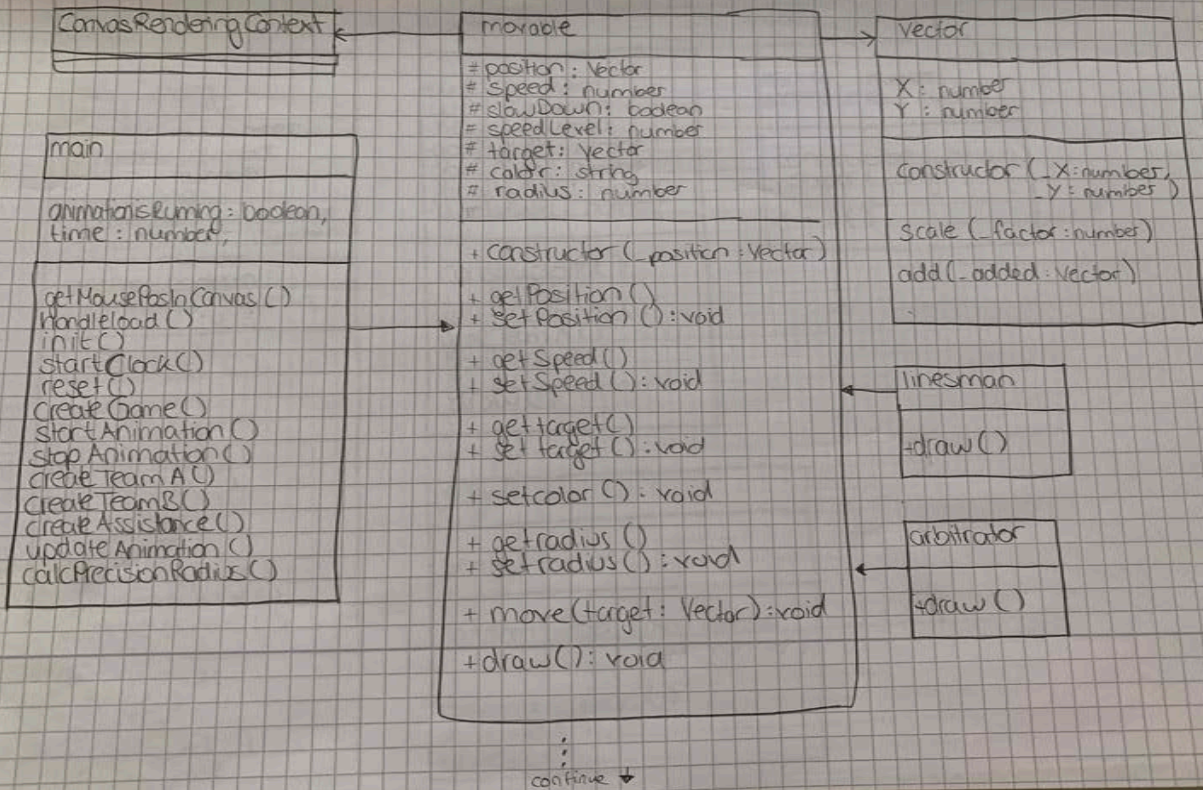
soccer game : UI Scribble 2



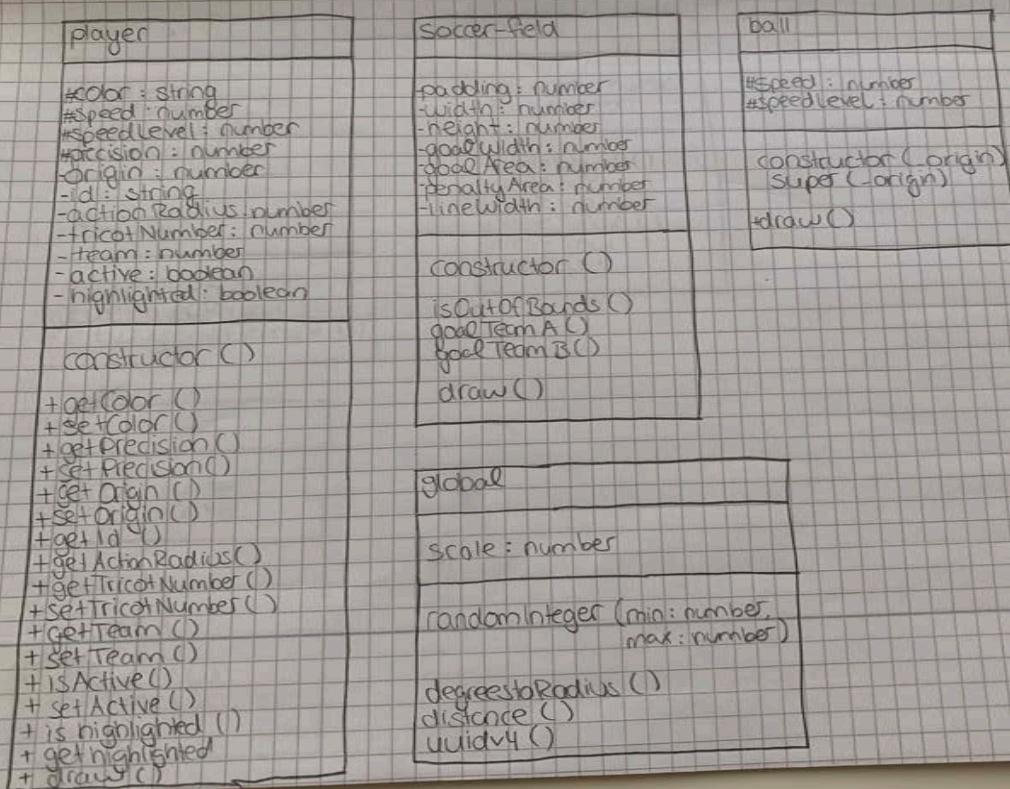
AD: soccer-field



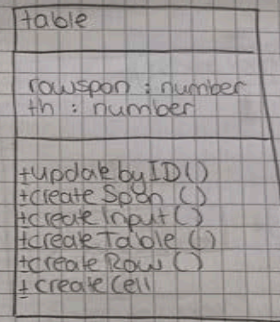
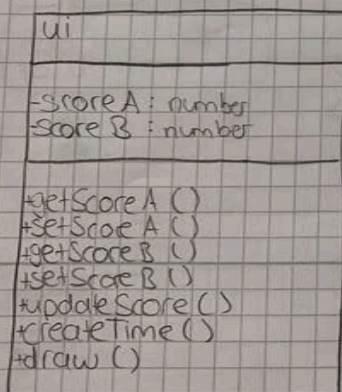
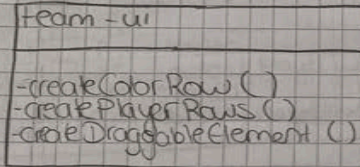
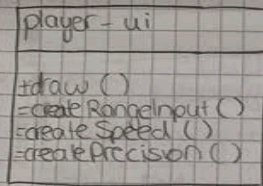
Class Diagram 1



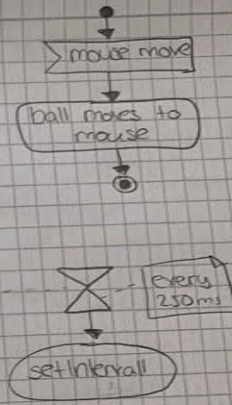
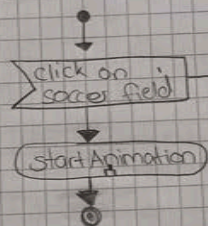
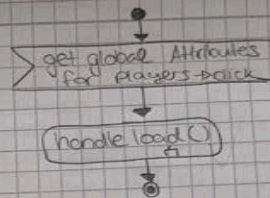
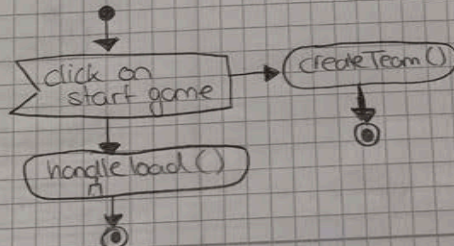
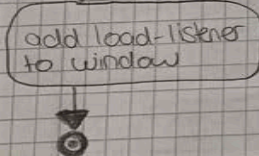
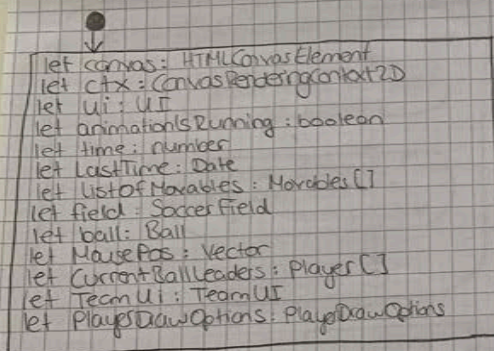
Class Diagram 2



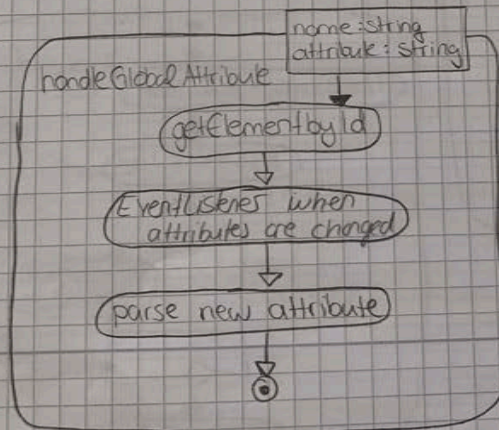
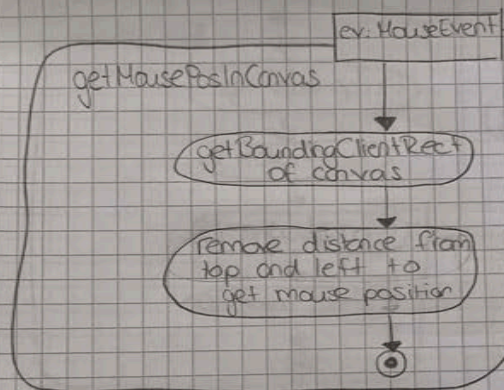
Class Diagram 3



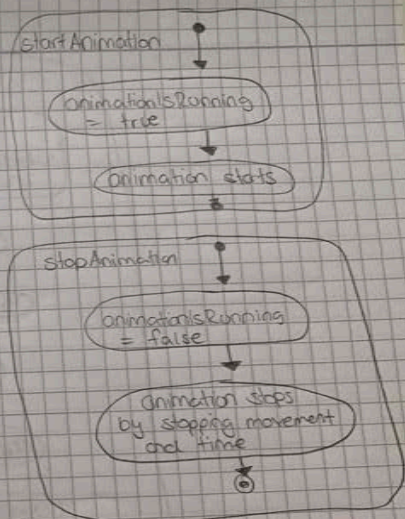
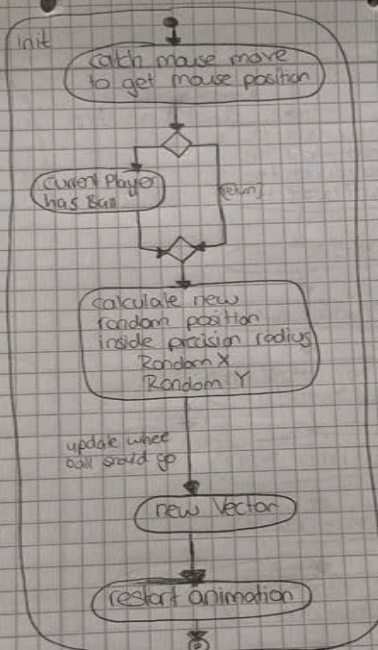
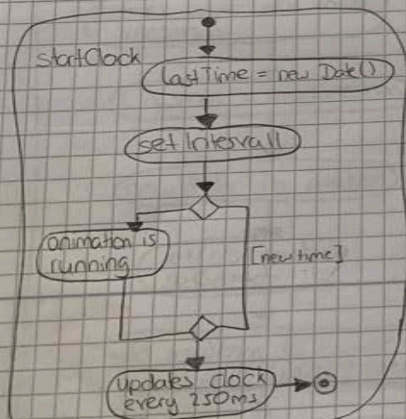
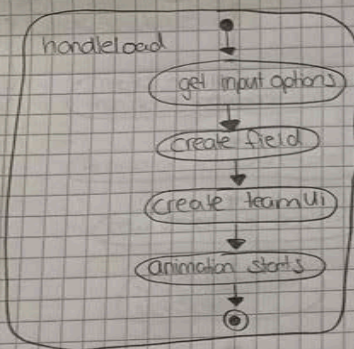
AD: main



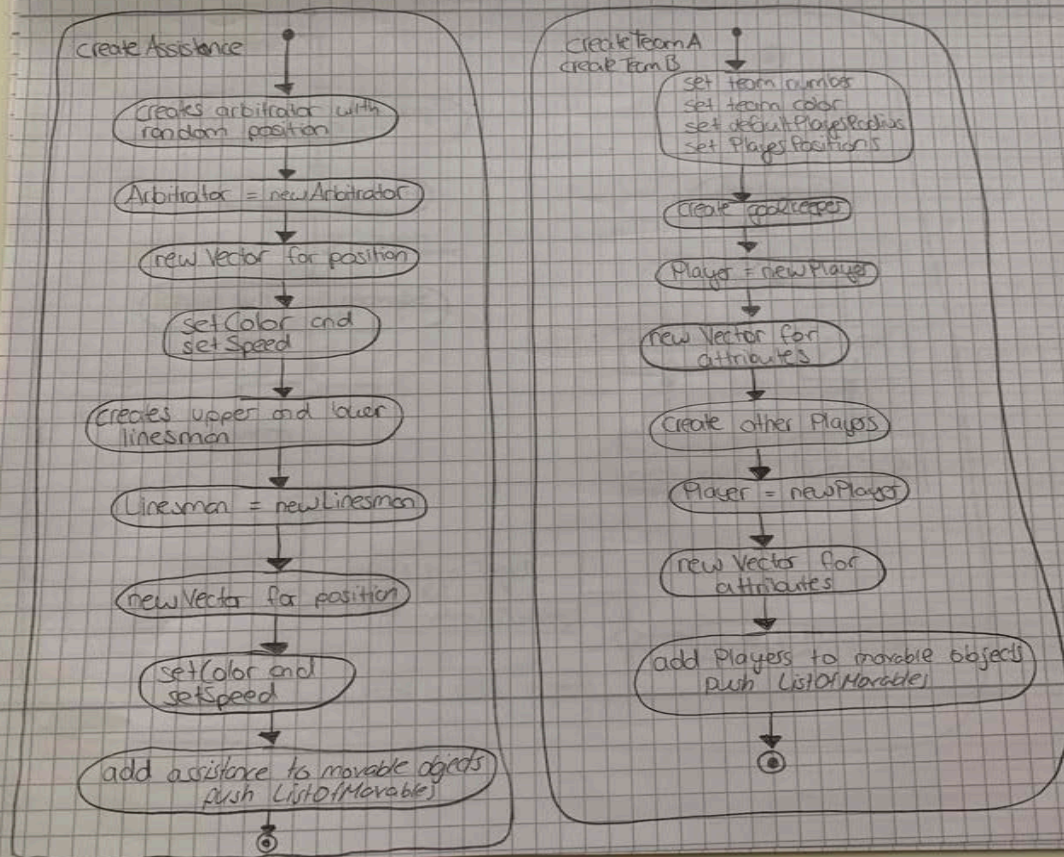
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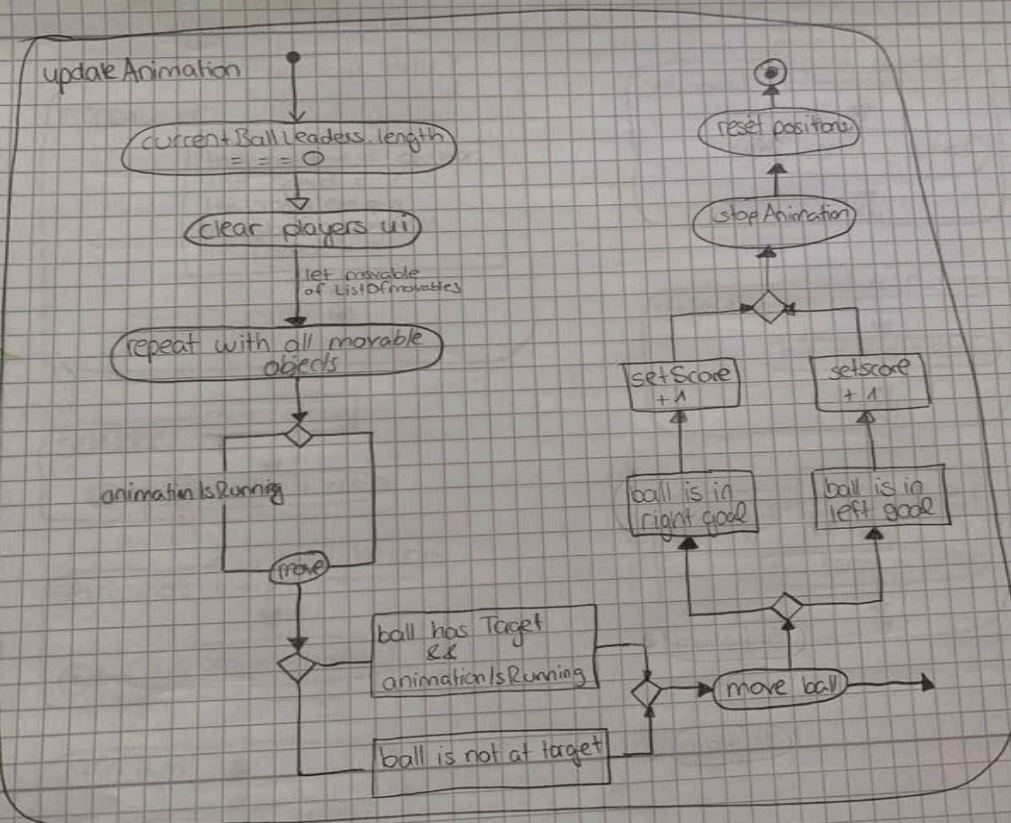
AD main?



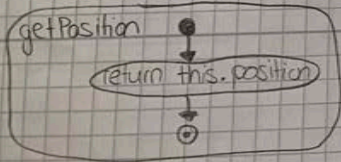
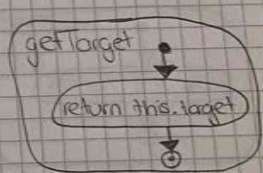
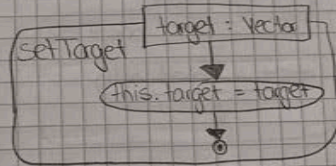
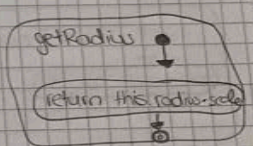
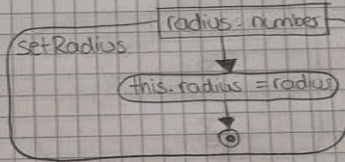
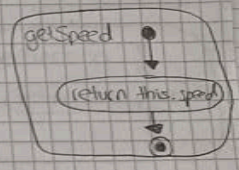
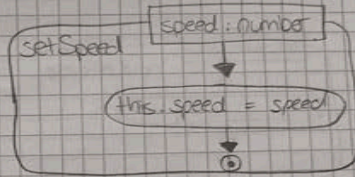
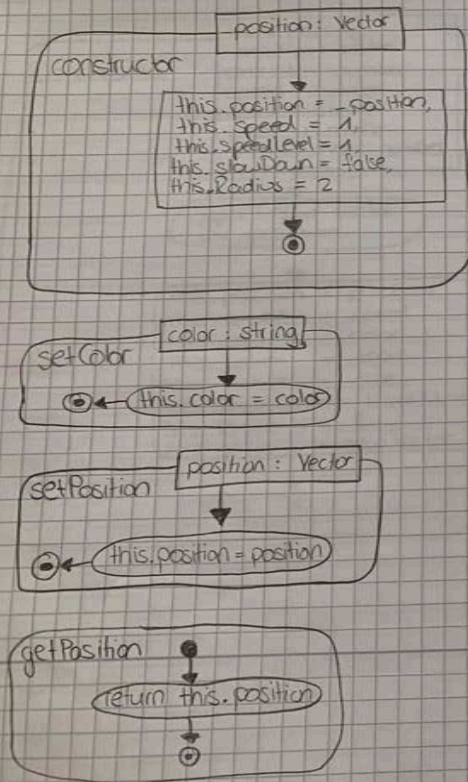
AD main3



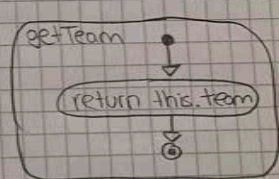
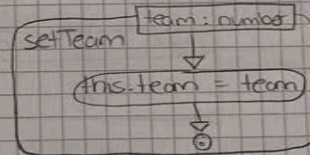
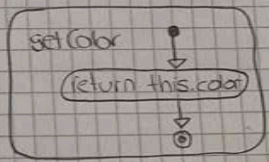
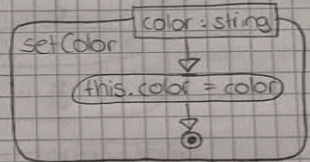
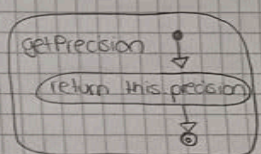
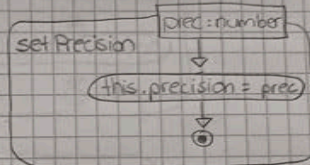
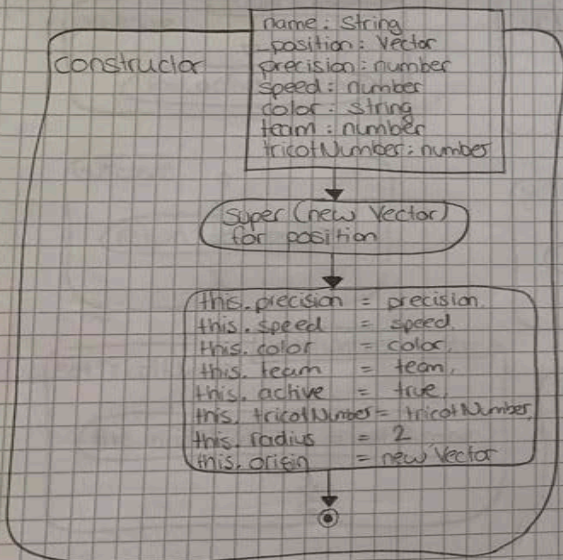
AD main4



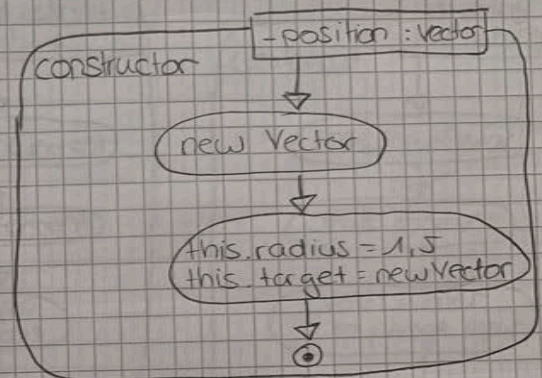
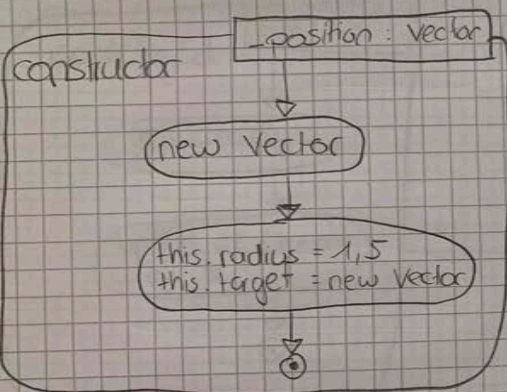
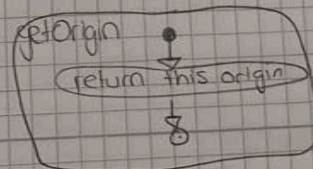
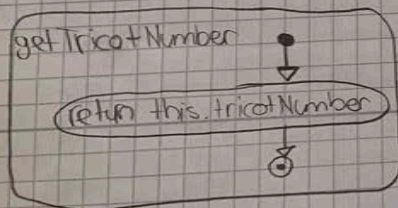
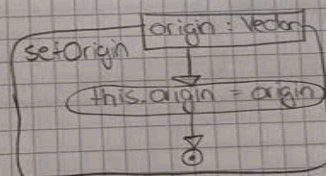
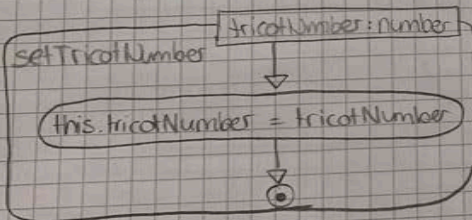
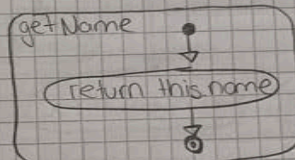
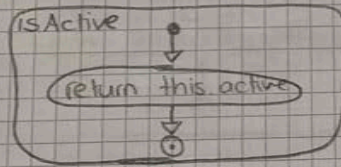
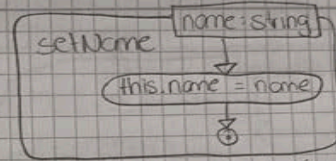
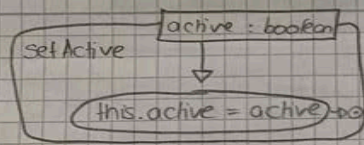
AD: movable



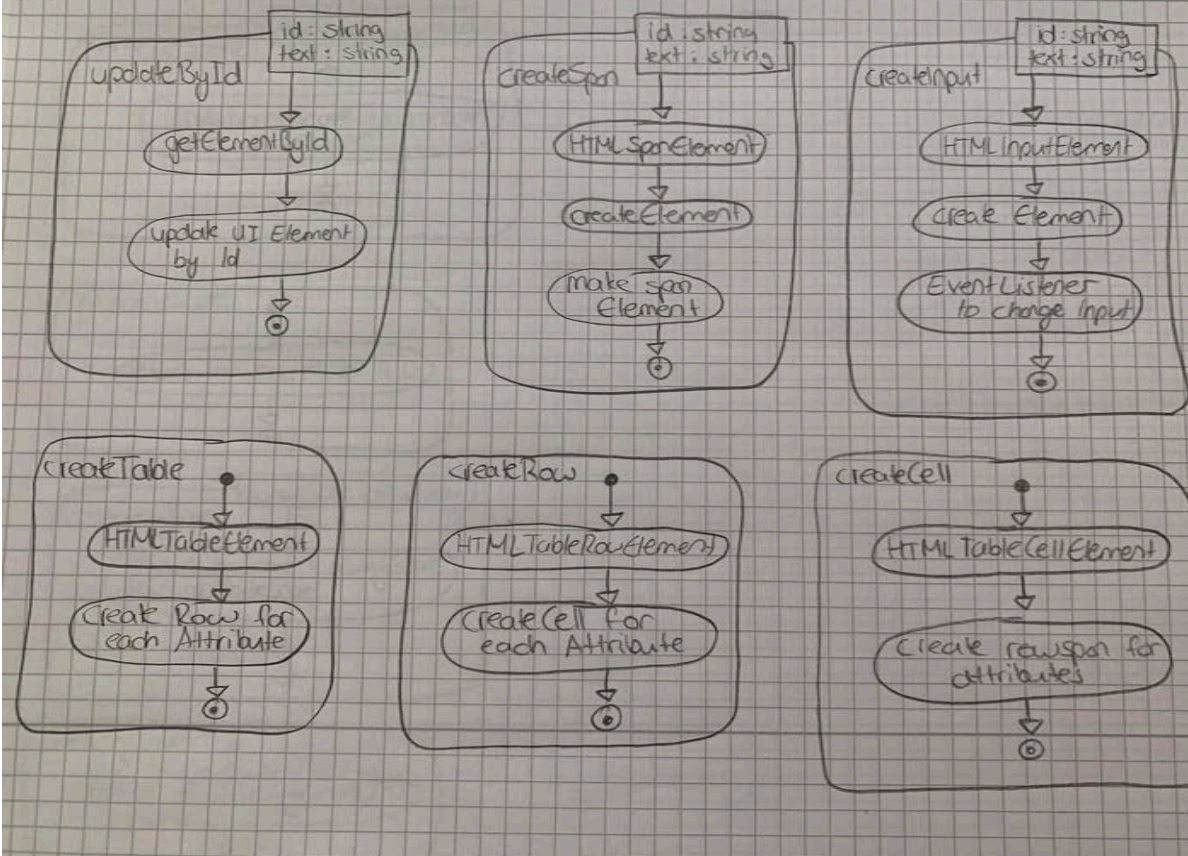
AD: player



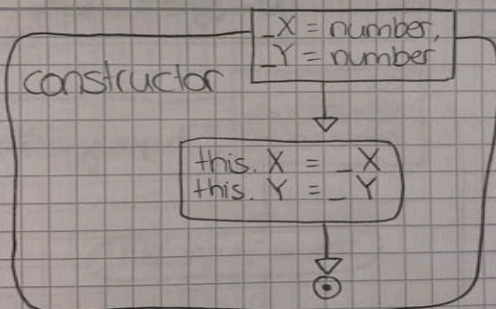
AD: player 2



AD: table



AD: Vector



AD: ball

