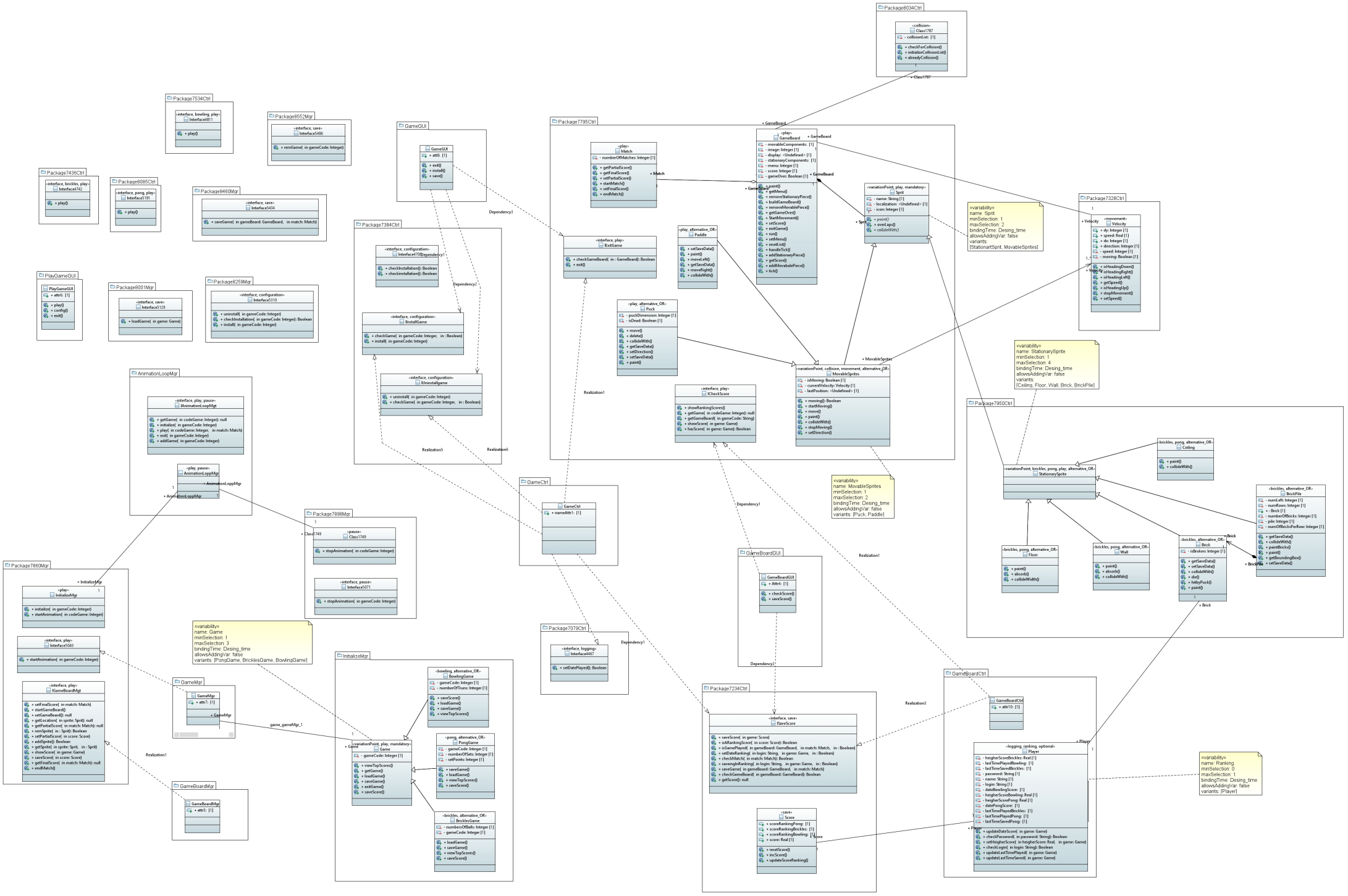
Package8034Ctrl
«collision»
Class1787
- collisionList: [1]
+ checkForCollision()
+ initializeCollisionList()
+ alreadyCollision()
+ Class1787
Package7534Ctrl
«interface, bowling, play»
Interface4811
+ play()
Package8552Mgr
«interface, save»
Interface5486
+ remGame(in gameCode: Integer)
Package7436Ctrl
«interface, brickles, play»
Interface4742
+ play()
Package8085Ctrl
«interface, pong, play»
Interface5191
+ play()
Package8460Mgr
«interface, save»
Interface5434
+ saveGame(in gameBoard: GameBoard, in match: Match)
GameGUI
GameGUI
+ attb: [1]
+ exit()
+ install()
+ save()
Dependency3
Package7795Ctrl
+ GameBoard
«play»
Match
- numberOfMatches: Integer [1]
+ getPartialScore()
+ getFinalScore()
+ setPartialScore()
+ startMatch()
+ setFinalScore()
+ endMatch()
+ Match
«play»
GameBoard
- movableComponents: [1]
- image: Integer [1]
- display: <Undefined> [1]
- stationaryComponents: [1]
- menu: Integer [1]
- score: Integer [1]
- gameOver: Boolean [1]
+ paint()
+ getMenu()
+ removeStationaryPiece()
+ buildGameBoard()
+ removeMovablePiece()
+ getGameOver()
+ StartMovement()
+ setScore()
+ exitGame()
+ run()
+ setMenu()
+ resetList()
+ handleTick()
+ addStationaryPiece()
+ getScore()
+ addMovablePiece()
+ tick()
+ GameBoard
«variationPoint, play, mandatory»
Sprit
- name: String [1]
- localization: <Undefined> [1]
- icon: Integer [1]
+ paint()
+ sveeLapu()
+ collideWith()
«variability»
name: Sprit
minSelection: 1
maxSelection: 2
bindingTime: Desing_time
allowsAddingVar: false
variants:
[StationartSprit, MovableSprites]
Package7328Ctrl
«movement»
Velocity
+ dy: Integer [1]
+ speed: Real [1]
+ dx: Integer [1]
+ direction: Integer [1]
- speed: Integer [1]
- moving: Boolean [1]
+ isHeadingDown()
+ isHeadingRight()
+ isHeadingLeft()
+ getSpeed()
+ isHeadingUp()
+ stopMovement()
+ setSpeed()
+ Velocity
«interface, play»
ExitGame
+ checkGameBoard(in : GameBoard): Boolean
+ exit()
«play, alternative_OR»
Paddle
+ setSaveData()
+ paint()
+ moveLeft()
+ getSaveData()
+ moveRight()
+ collideWith()
«play, alternative_OR»
Puck
- puckDimension: Integer [1]
- isDead: Boolean [1]
+ move()
+ delete()
+ collideWith()
+ getSaveData()
+ setDirection()
+ setSaveData()
+ paint()
«variationPoint, collision, movement, alternative_OR»
MovableSprites
- isMoving: Boolean [1]
- currentVelocity: Velocity [1]
- lastPosition: <Undefined> [1]
+ moving(): Boolean
+ startMoving()
+ move()
+ paint()
+ collideWith()
+ stopMoving()
+ setDirection()
+ MovableSprites
«interface, play»
ICheckScore
+ showRankingScores()
+ getGame(in codeGame: Integer): null
+ getGameBoard(in gameCode: String)
+ showScore(in game: Game)
+ hasScore(in game: Game): Boolean
«variability»
name: MovableSprites
minSelection: 1
maxSelection: 2
bindingTime: Desing_time
allowsAddingVar: false
variants: [Puck, Paddle]
«variability»
name: StationarySprite
minSelection: 1
maxSelection: 4
bindingTime: Desing_time
allowsAddingVar: false
variants:
[Ceiling, Floor, Wall, Brick, BrickPile]
Package7950Ctrl
«variationPoint, brickles, pong, play, alternative_OR»
StationarySprite
«brickles, pong, alternative_OR»
Ceiling
+ paint()
+ collideWith()
«brickles, pong, alternative_OR»
Floor
+ paint()
+ absorb()
+ collideWith()
«brickles, pong, alternative_OR»
Wall
+ paint()
+ absorb()
+ collideWith()
«brickles, alternative_OR»
Brick
- isBroken: Integer [1]
+ getSaveData()
+ setSaveData()
+ collideWith()
+ die()
+ hitbyPuck()
+ paint()
+ Brick
«brickles, alternative_OR»
BrickPile
- numLeft: Integer [1]
- numRows: Integer [1]
- Brick [1]
- numOfBricks: Integer [1]
- pile: Integer [1]
- numOfBricksPerRow: Integer [1]
+ getSaveData()
+ collideWith()
+ paintBricks()
+ paint()
+ getBoundingBox()
+ setSaveData()
+ Brick
PlayGameGUI
PlayGameGUI
+ attr6: [1]
+ play()
+ config()
+ exit()
Package8001Mgr
«interface, save»
Interface5129
+ loadGame(in game: Game)
Package8259Mgr
«interface, configuration»
Interface5310
+ uninstall(in gameCode: Integer)
+ checkInstallation(in gameCode: Integer): Boolean
+ install(in gameCode: Integer)
Package7384Ctrl
«interface, configuration»
Interface4708
+ checkInstallation(): Boolean
+ checkinstallation(): Boolean
Dependency1
Dependency2
«interface, configuration»
IInstallGame
+ checkGame(in gameCode: Integer, in : Boolean)
+ install(in gameCode: Integer)
«interface, configuration»
IUninstallgame
+ uninstall(in gameCode: Integer)
+ checkGame(in gameCode: Integer, in : Boolean)
Realization5
Realization6
Realization1
AnimationLoopMgr
«interface, play, pause»
IAnimationLoopMgr
+ getGame(in codeGame: Integer): null
+ initialize(in gameCode: Integer)
+ play(in codeGame: Integer, in match: Match)
+ exit(in gameCode: Integer)
+ addGame(in gameCode: Integer)
«play, pause»
AnimationLoopMgr
+ AnimationLoopMgr
+ AnimationLoopMgr
Package7898Mgr
«pause»
Class1749
+ stopAnimation(in codeGame: Integer)
+ Class1749
«interface, pause»
Interface5071
+ stopAnimation(in gameCode: Integer)
GameCtrl
GameCtrl
+ nameAttr1: [1]
Dependency1
GameBoardGUI
GameBoardGUI
+ Attr4: [1]
+ checkScore()
+ saveScore()
Dependency2
Realization1
Package7860Mgr
«play»
InitializeMgr
+ initialize(in gameCode: Integer)
+ startAnimation(in codeGame: Integer)
+ InitializeMgr
«interface, play»
Interface5040
+ startAnimation(in gameCode: Integer)
«interface, play»
IGameBoardMgr
+ setFinalScore(in match: Match)
+ startGameBoard()
+ setGameBoard(): null
+ getLocation(in sprite: Sprit): null
+ getPartialScore(in match: Match): null
+ remSprite(in : Sprit): Boolean
+ setPartialScore(in score: Score)
+ addSprite(): Boolean
+ getSprite(in sprite: Sprit, in : Sprit)
+ showScore(in game: Game)
+ saveScore(in score: Score)
+ getFinalScore(in match: Match): null
+ endMatch()
Realization1
«variability»
name: Game
minSelection: 1
maxSelection: 3
bindingTime: Desing_time
allowsAddingVar: false
variants: [PongGame, BricklesGame, BowlingGame]
GameMgr
GameMgr
+ attr7: [1]
+ GameMgr
game_gameMgr_1
GameBoardMgr
GameBoardMgr
+ attr5: [1]
InitializeMgr
«variationPoint, play, mandatory»
Game
- gameCode: Integer [1]
+ viewTopScores()
+ getGame()
+ loadGame()
+ saveGame()
+ endGame()
+ saveScore()
+ Game
«bowling, alternative_OR»
BowlingGame
- gameCode: Integer [1]
- numberOfTurns: Integer [1]
+ saveScore()
+ loadGame()
+ saveGame()
+ viewTopScores()
«pong, alternative_OR»
PongGame
- gameCode: Integer [1]
- numberOfSets: Integer [1]
- setPoints: Integer [1]
+ saveGame()
+ loadGame()
+ viewTopScores()
+ saveScore()
«brickles, alternative_OR»
BrickleGame
- numbersOfBalls: Integer [1]
- gameCode: Integer [1]
+ loadGame()
+ saveGame()
+ viewTopScores()
+ saveScore()
Package7079Ctrl
«interface, logging»
Interface4467
+ setDatePlayed(): Boolean
Dependency1
Package7234Ctrl
«interface, save»
ISaveScore
+ saveScore(in game: Score)
+ isARankingScore(in score: Score): Boolean
+ nGamePlayed(in gameBoard: GameBoard, in match: Match, in : Boolean)
+ setDateRanking(in login: String, in game: Game, in : Boolean)
+ checkMatch(in match: Match): Boolean
+ savingInRanking(in login: String, in game: Game, in : Boolean)
+ saveGame(in gameBoard: GameBoard, in match: Match)
+ checkGameBoard(in gameBoard: GameBoard): Boolean
+ getScore(): null
«save»
Score
+ scoreRankingPong: [1]
+ scoreRankingBrickles: [1]
+ scoreRankingBowling: [1]
+ score: Real [1]
+ resetScore()
+ incScore()
+ updateScoreRanking()
+ Score
Realization3
GameBoardCtrl
GameBoardCtrl
+ attr10: [1]
«logging, ranking, optional»
Player
- heighterScoreBrickles: Real [1]
- lastTimePlayedBowling: [1]
- lastTimeSavedBrickles: [1]
- password: String [1]
- name: String [1]
- login: String [1]
- dateBowlingScore: [1]
- heighterScoreBowling: Real [1]
- heighterScorePong: Real [1]
- datePongScore: [1]
- lastTimePlayedBrickles: [1]
- lastTimePlayedPong: [1]
- lastTimeSavedPong: [1]
+ updateDateScore(in game: Game)
+ checkPassword(in password: String): Boolean
+ setHeighterScore(in heighterScore: Real, in game: Game)
+ checkLogin(in login: String): Boolean
+ updateLastTimePlayed(in game: Game)
+ updateLastTimeSaved(in game: Game)
+ Player
«variability»
name: Ranking
minSelection: 0
maxSelection: 1
bindingTime: Desing_time
allowsAddingVar: false
variants: [Player]