**4) Non Implemented Specifications and Changes**

Changes: In terms of our implementation, we decide to use javafx GUI library to build our interfaces instead of swing library. Additionally, there were some changes to our UML diagram. We renamed our View classes by changing part of “panel” to “scene”. We omitted “ImageManager” control class. We changed also structure and order of menus during process of initialization of the game. Naturally class diagram and use case are changed a bit. We reduce number of classes in model by removing “HowToPlay” and “Credits” and we created a new class “GameData”. This class holds all information related Game, such as help, score, credit and time information. We changed also relation between “Map” and “power-ups” classes. We don’t anymore define power-up as a map component. This class just manipulates physical attribution of ‘movable’ map component.

Non Implemented: We haven’t yet provided our games with the feature of power-ups and Custom game mode which allows user to choose several kinds of ball, stadium, and physical effect.







