

Week 6 Darts Plan

UML Diagram for task

Game
<ul style="list-style-type: none"> - Games_Played : int - Game_Type : int - Current_Round : int - Average_Rounds : int
<ul style="list-style-type: none"> + Game() + ~Game() + Start_Game(out Games_Played : int) : int + New_Round(out Current_Round : int) : int + Get_Round(out Current_Round : int) : int + Get_Average_Rounds(out Average_Rounds : int) : int + Get_Game_Type(out Game_Type : int) : int + Get_Games_Played(out Games_Played : int) : int

Board
<ul style="list-style-type: none"> - Board_Grid : int = [1024][1024]
<ul style="list-style-type: none"> + Board(Board_Grid : int) + ~Board() + Throw_Dart(Target : int, Player_Accuracy : int, Board_Grid : int, out Points_Scored : int) : int

Player
<ul style="list-style-type: none"> - Player_Name : string - Player_Score : int - Player_Accuracy : int
<ul style="list-style-type: none"> + Player(Player_Name : string, Player_Accuracy : int) + ~Player() + Get_Name(out Player_Name : string) : string + Get_Score(out Player_Score : int) : int + Get_Accuracy(out Player_Accuracy : int) : int + Mod_Score(Points_Scored : int)