

Fall 2024  
COMP 302  
*gameName*  
D1

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# Logical Architecture

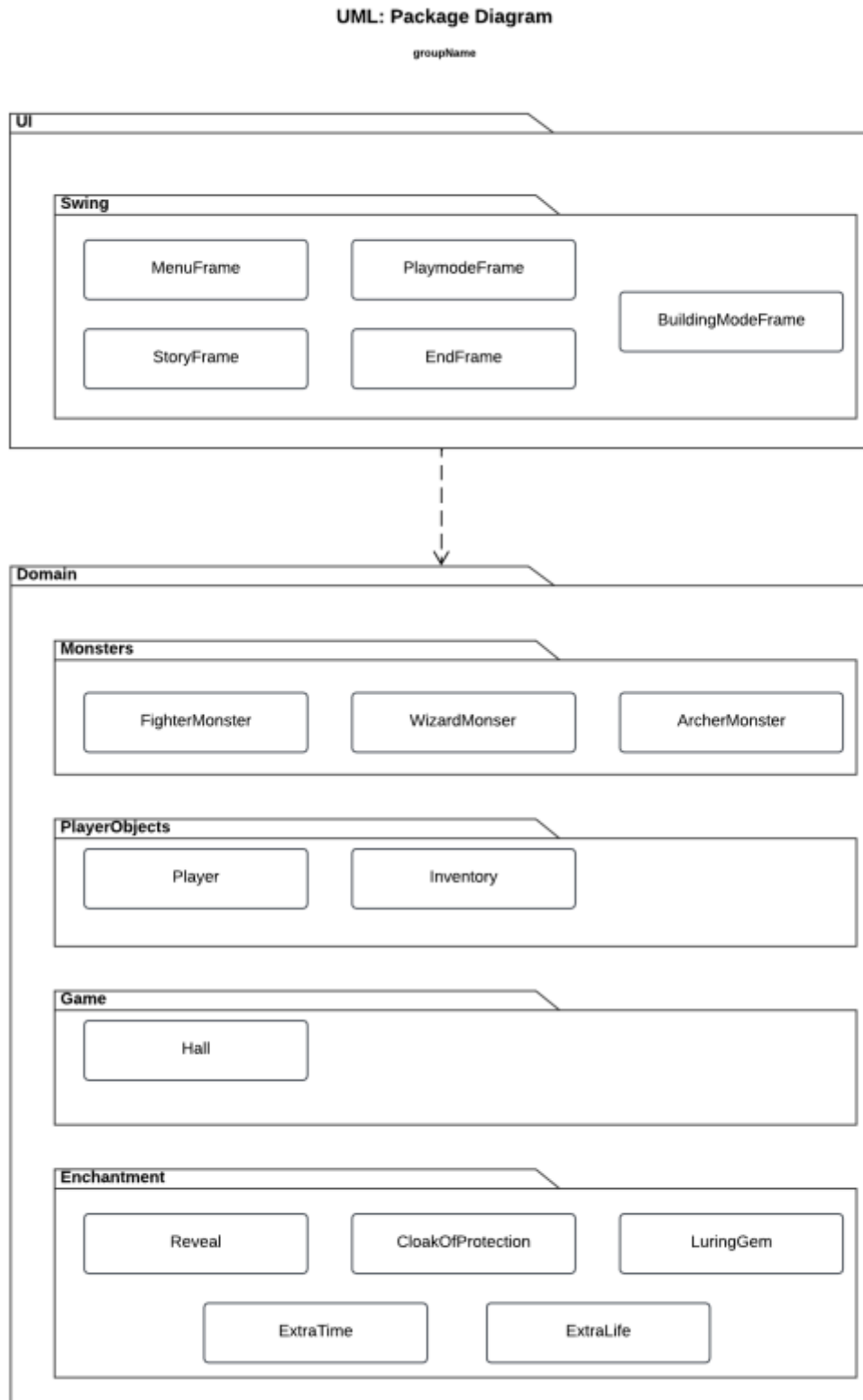


Figure 1: UML Package Diagram

# Sequence Diagrams

## SD 1: Start BuildMode

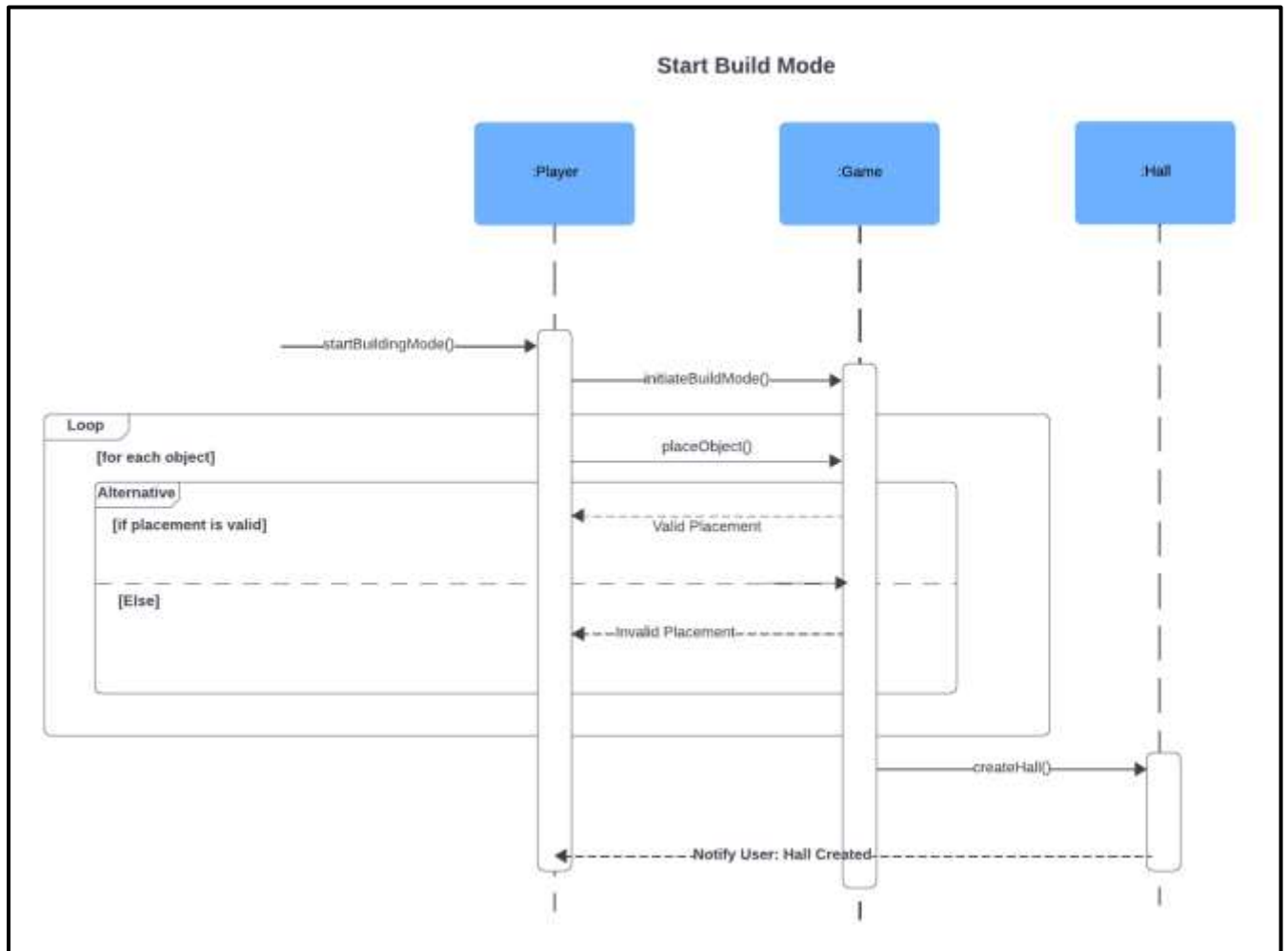


Figure 2: SD 1 – Start BuildMode

## SD 2: Move Player

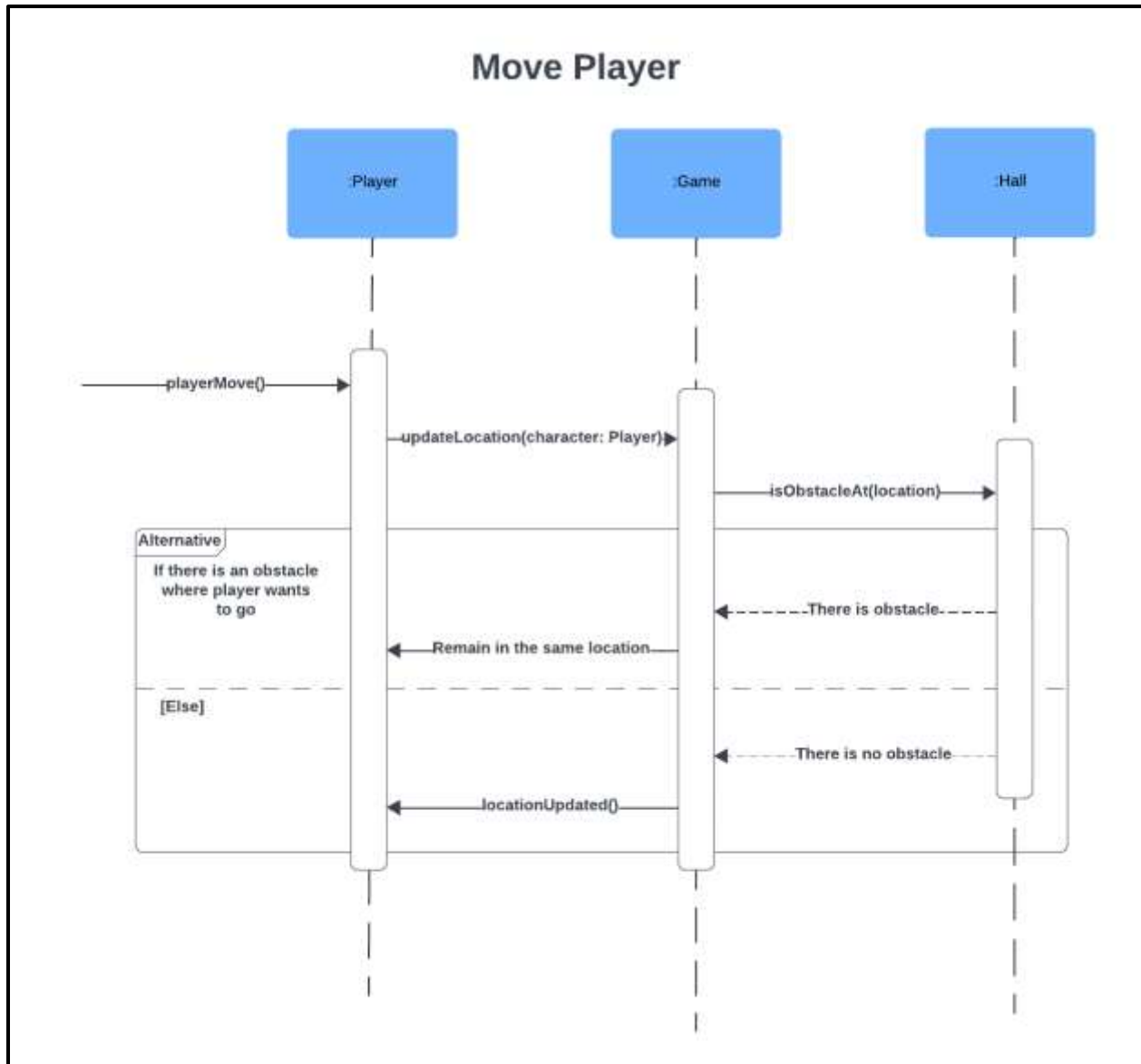


Figure 3: SD 2 - Move Player

## SD 3: Explore Structure

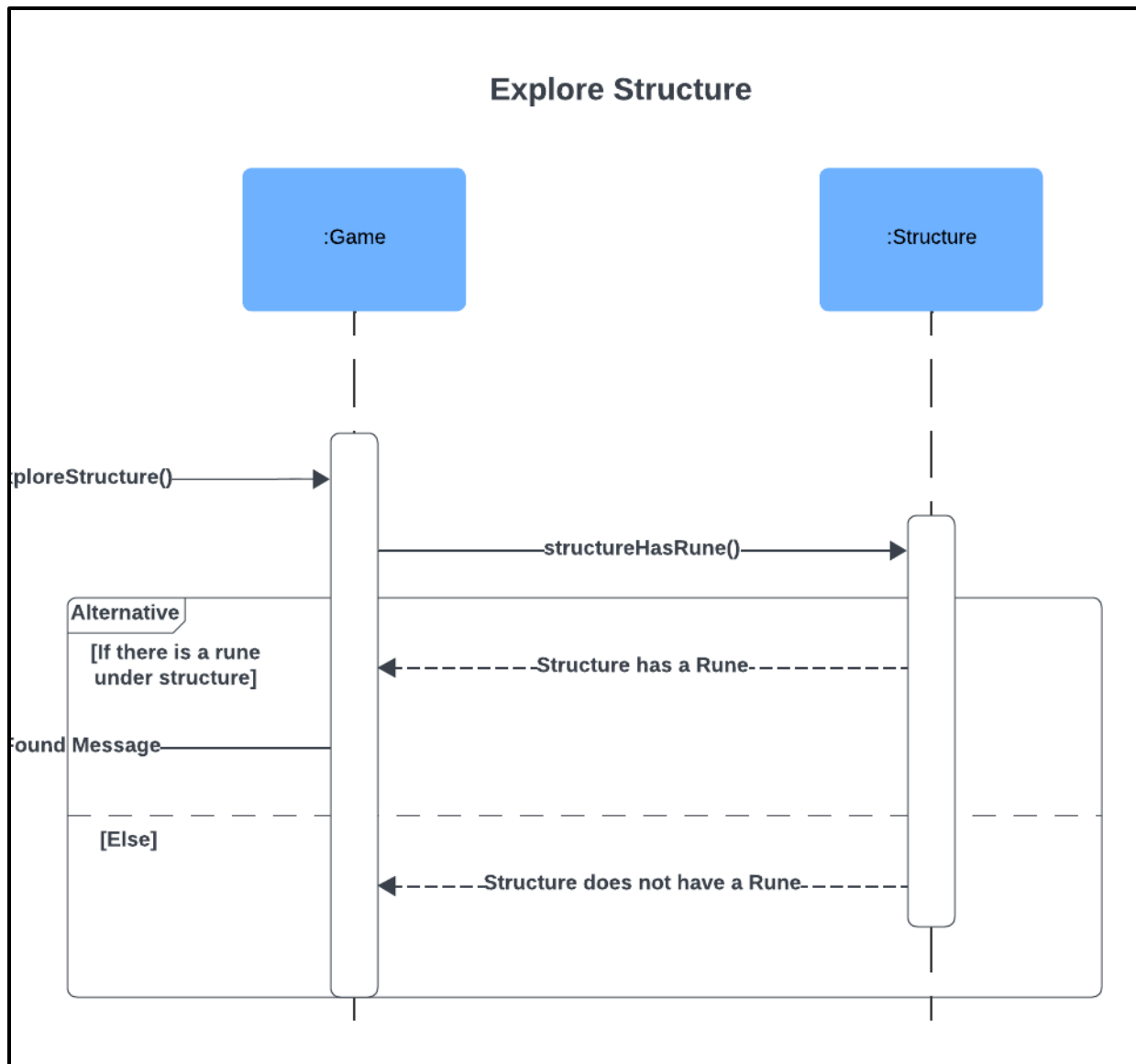


Figure 4: SD 3 - Explore Structure

## SD 4: Start PlayMode

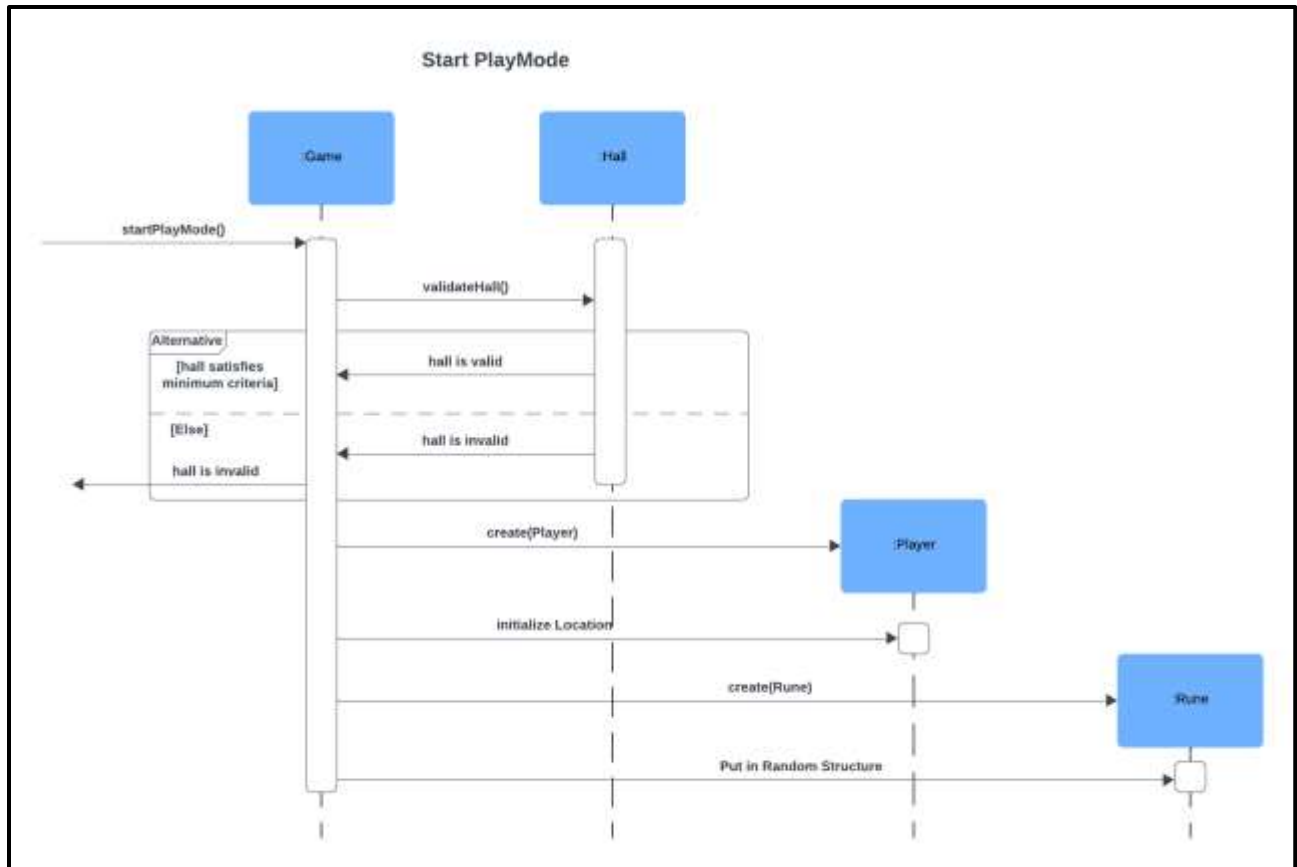


Figure 5: SD 4 - Start PlayMode

## SD 5: Use Luring Gem

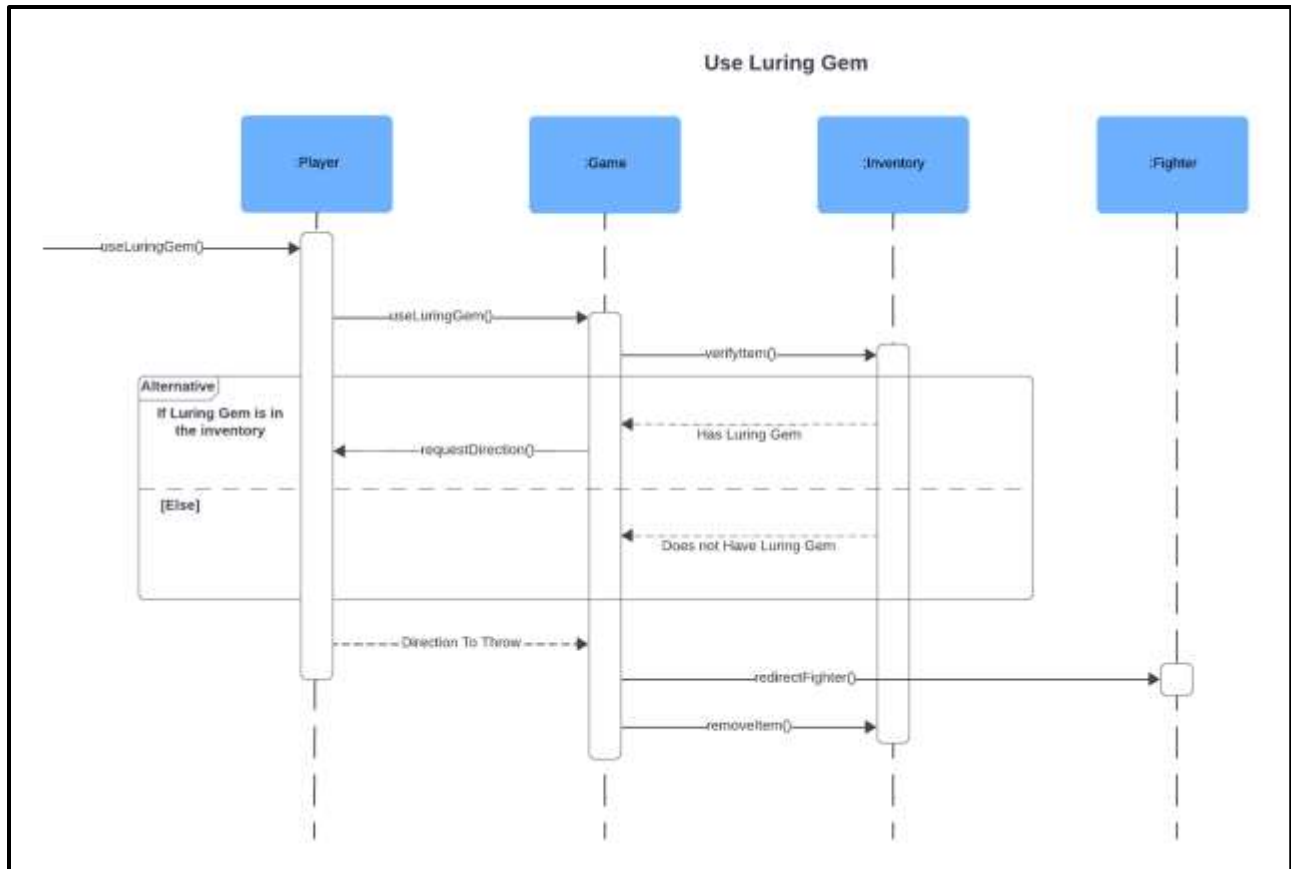


Figure 6: SD 5 - Use Luring Gem



## SD 6: Use Cloak of Protection

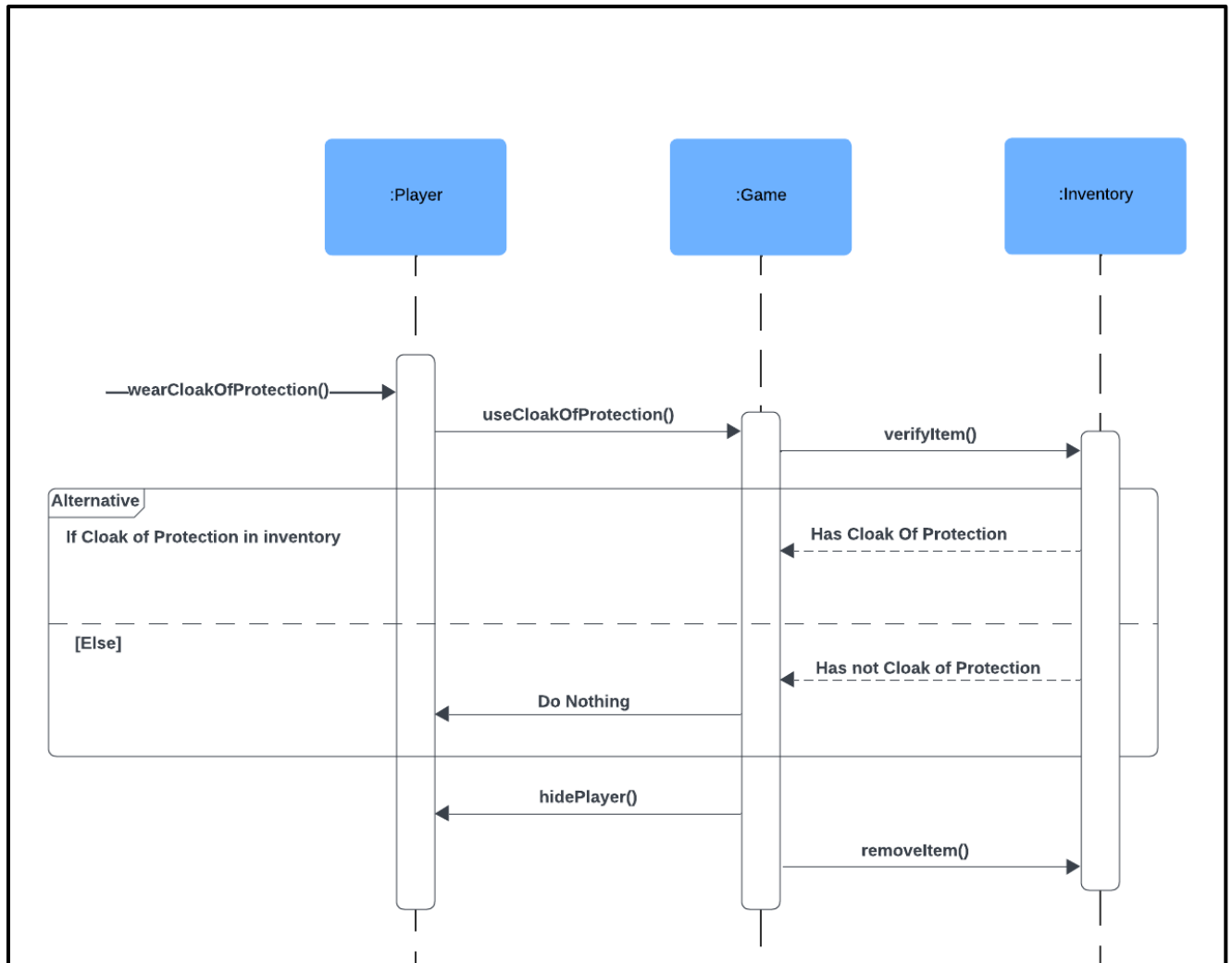


Figure 7: SD 6 - Use Cloak of Protection

## SD 7: Extra Life

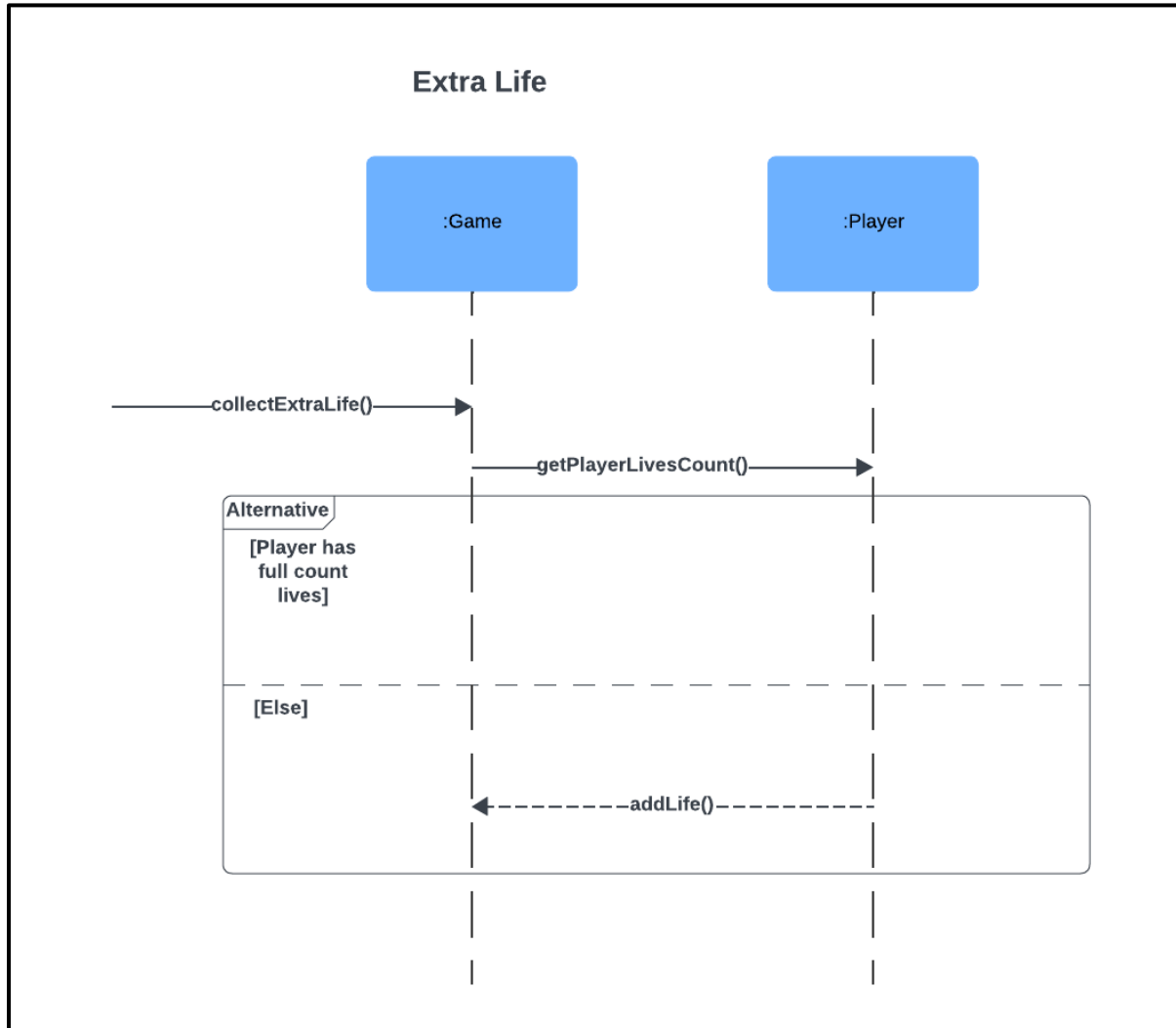


Figure 8: SD 7 - Extra Life

## SD 8: Use Reveal

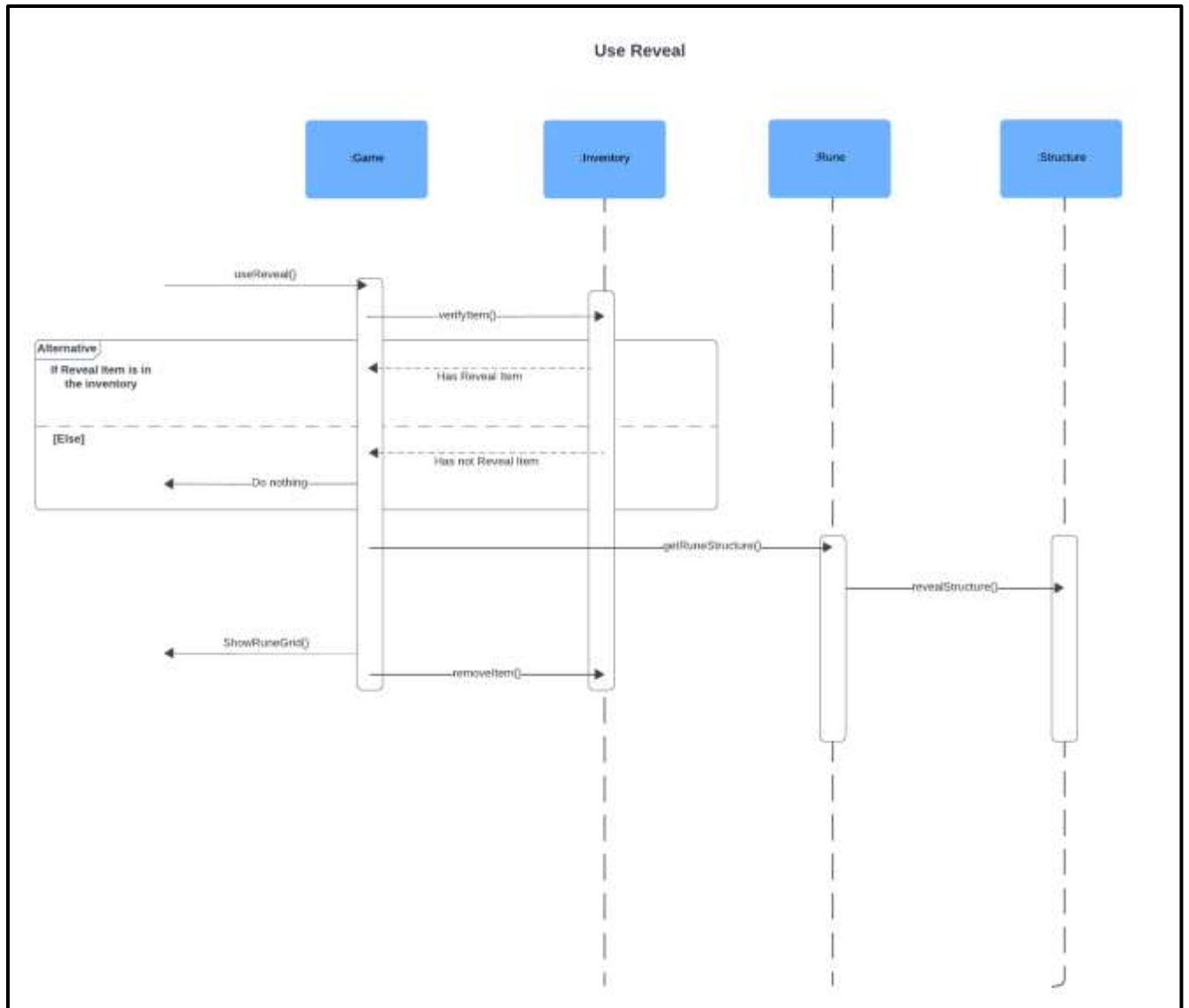


Figure 9: SD 8 - Use Reveal

## SD 9: Archer vs Player

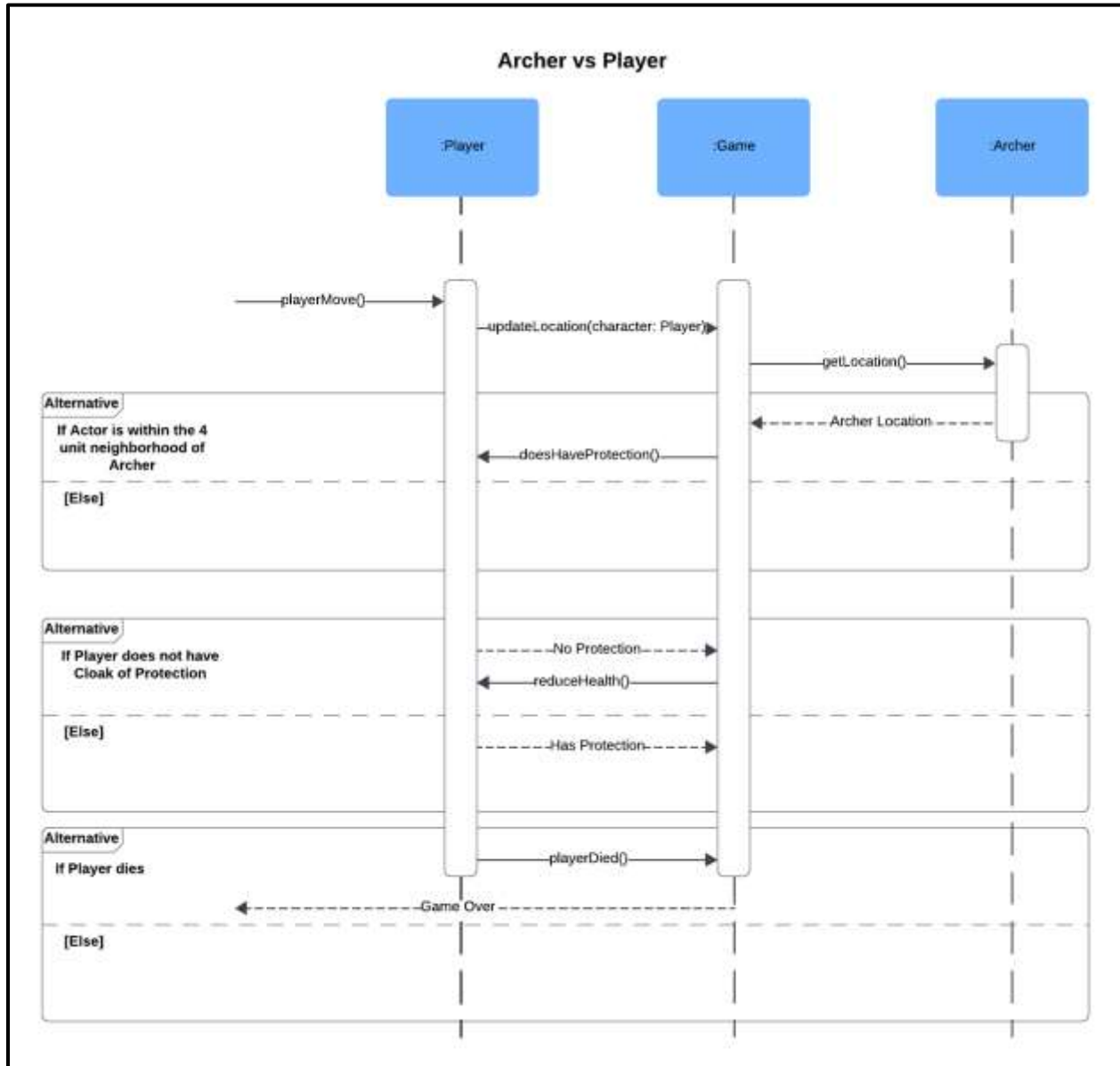


Figure 10: SD 9 – Archer vs Player

## SD 10: Find Rune

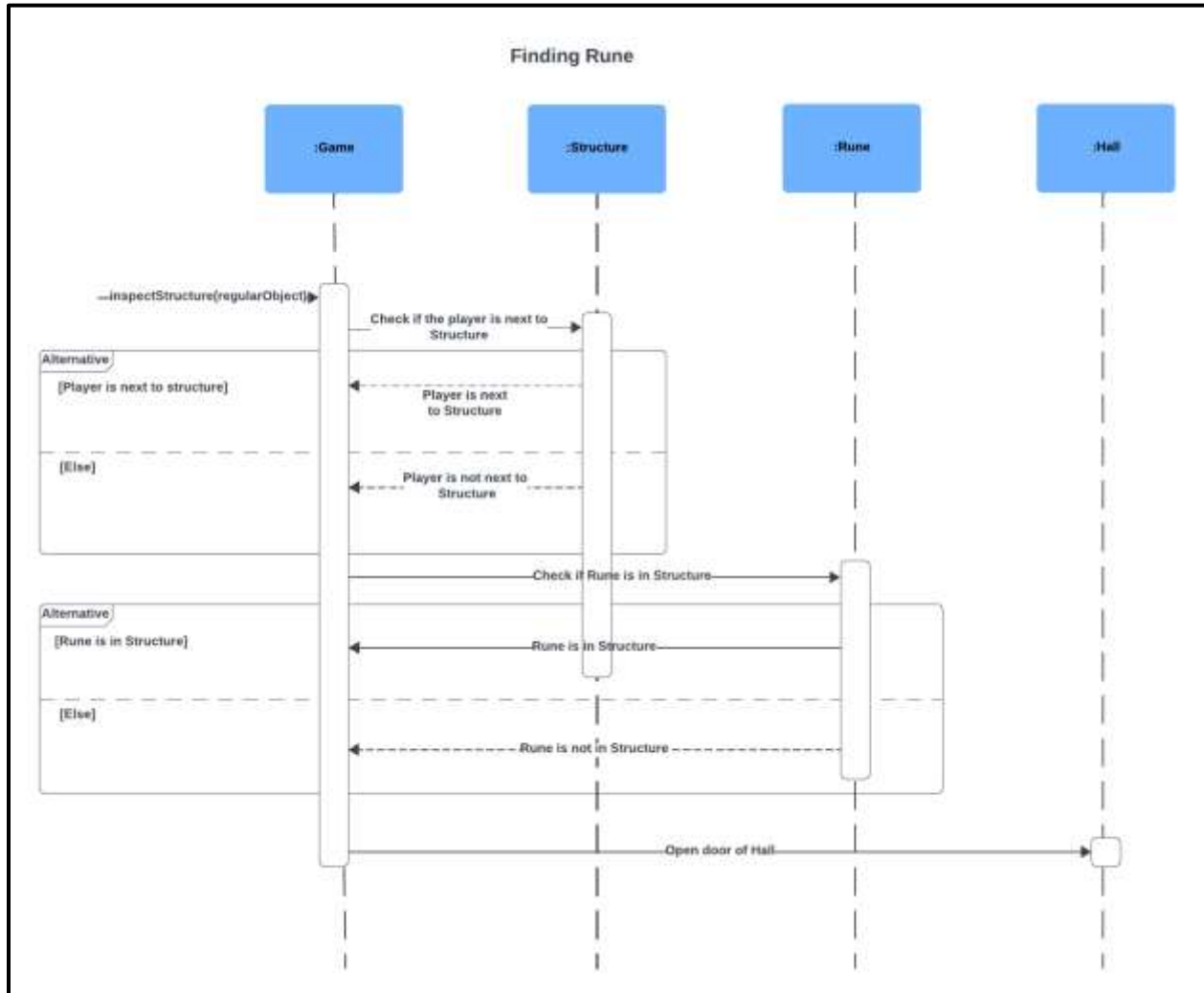


Figure 11: SD 10 – Find Rune

# Communication Diagrams

## CD 1: Start BuildMode

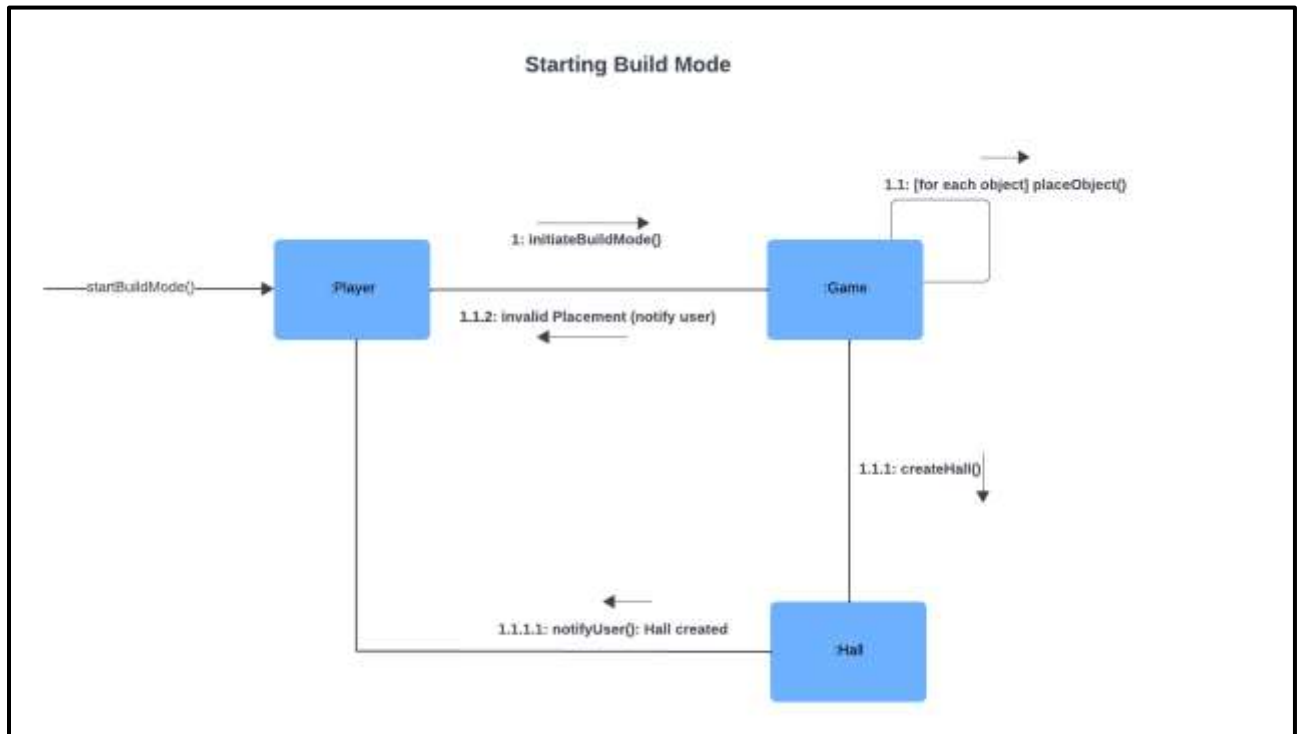


Figure 12: CD 1 – Start BuildMode

## CD 2: Move Player

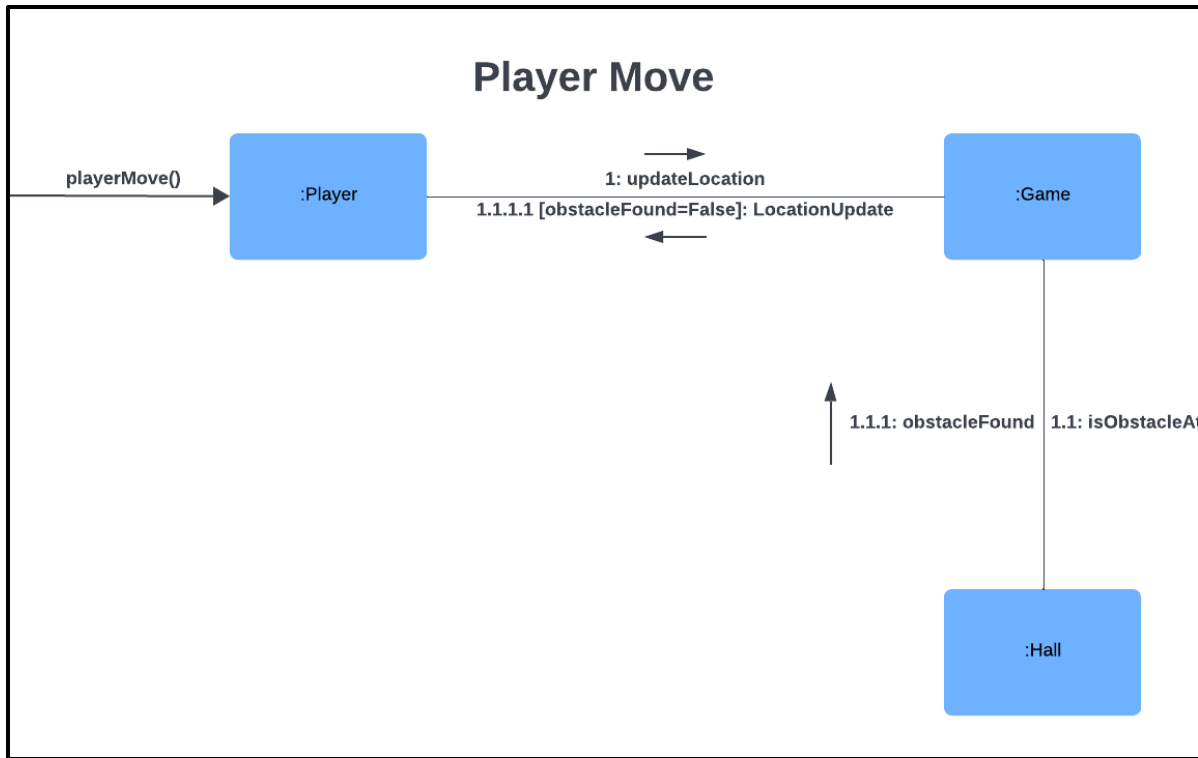


Figure 13: SD 2 – Move Player

## CD 3: Explore Structure

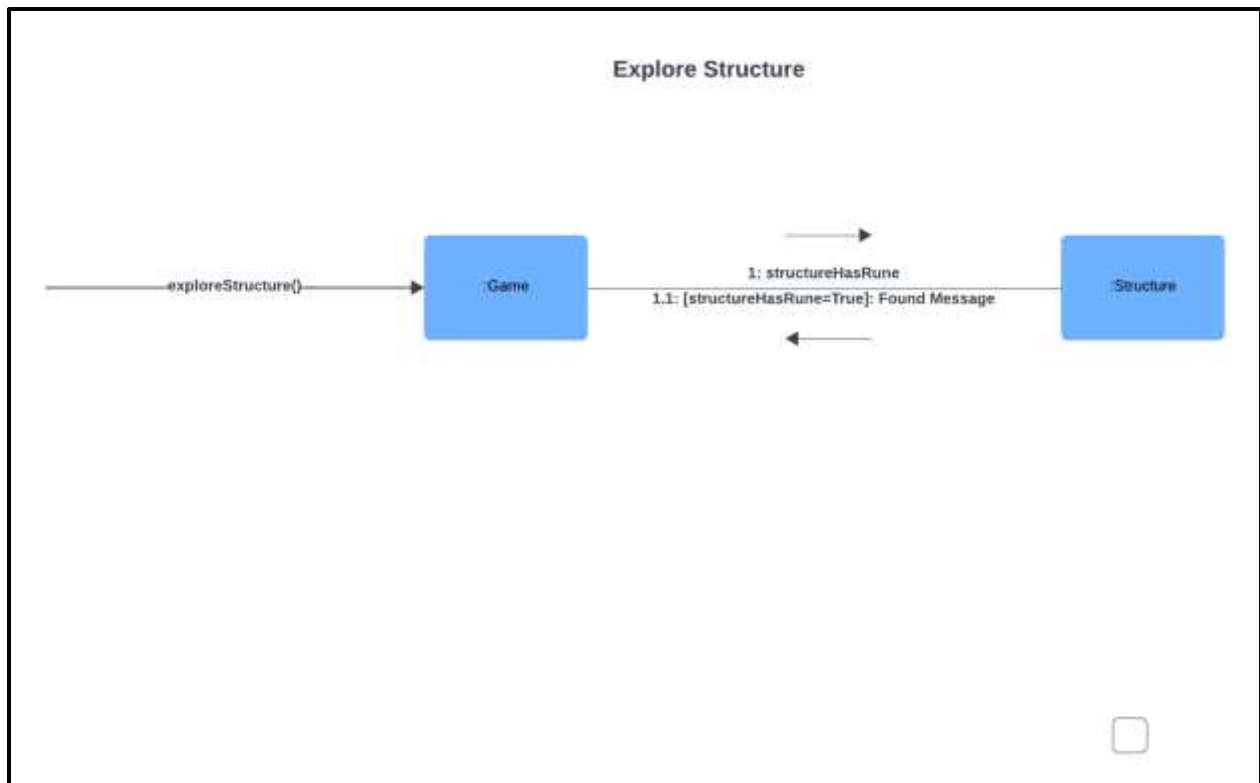


Figure 14: CD 3 - Explore Structure



## CD 4: Start PlayMode

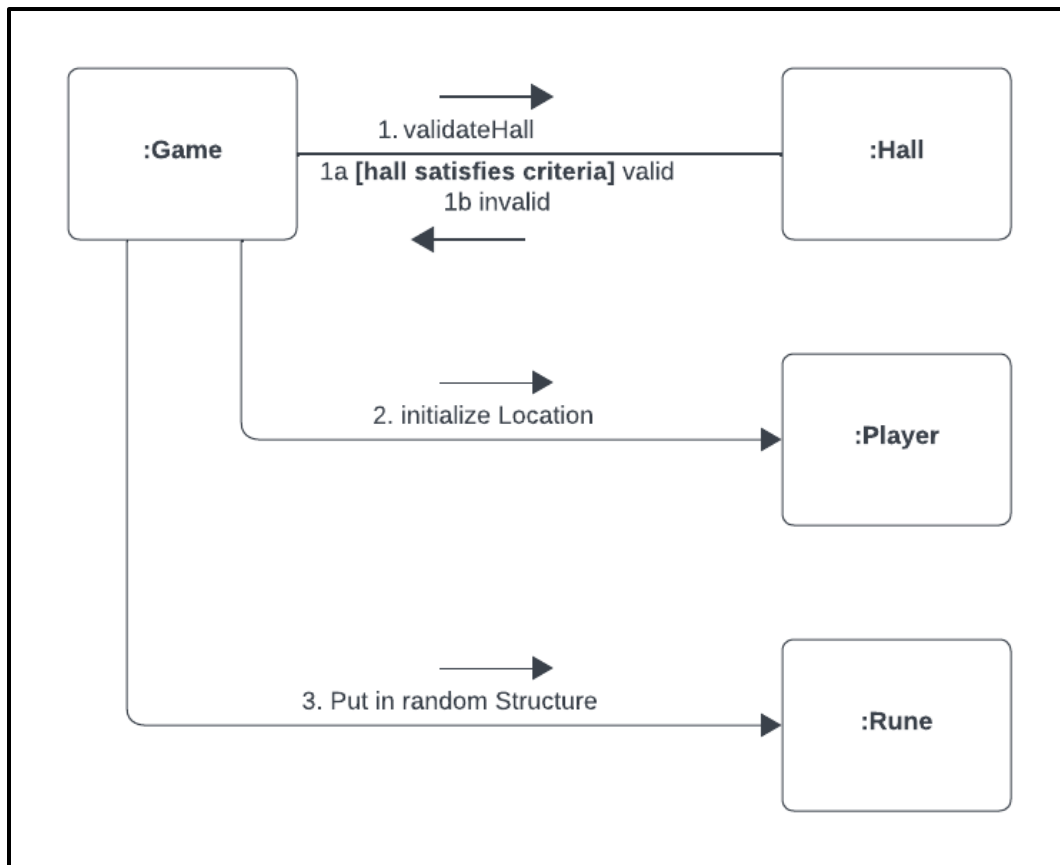


Figure 15: CD 4 - Start PlayMode

## CD 5: Use Luring Gem

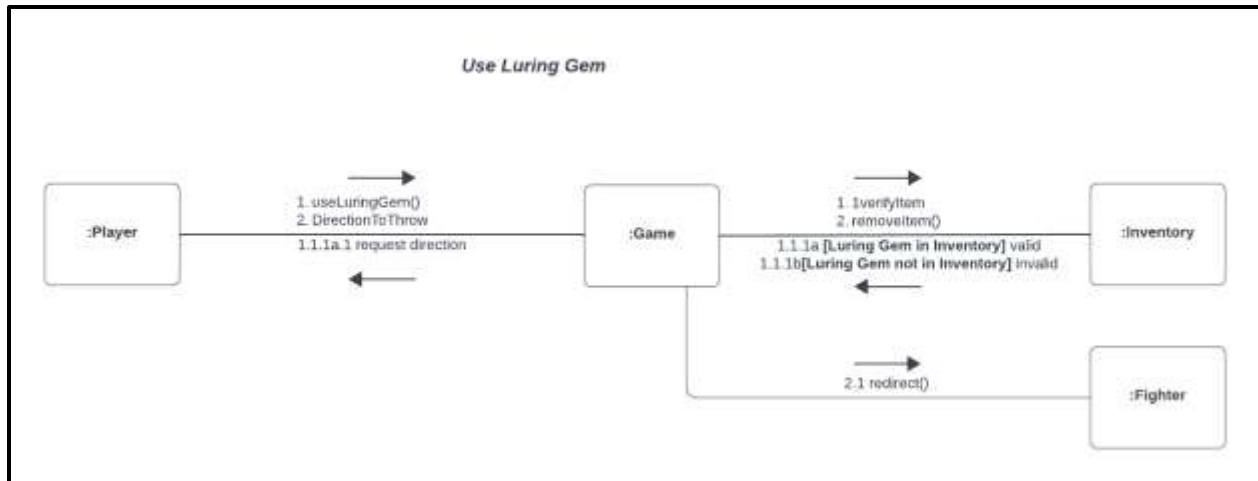


Figure 16: CD 5 - Use Luring Gem

## CD 6: Use Cloak of Protection

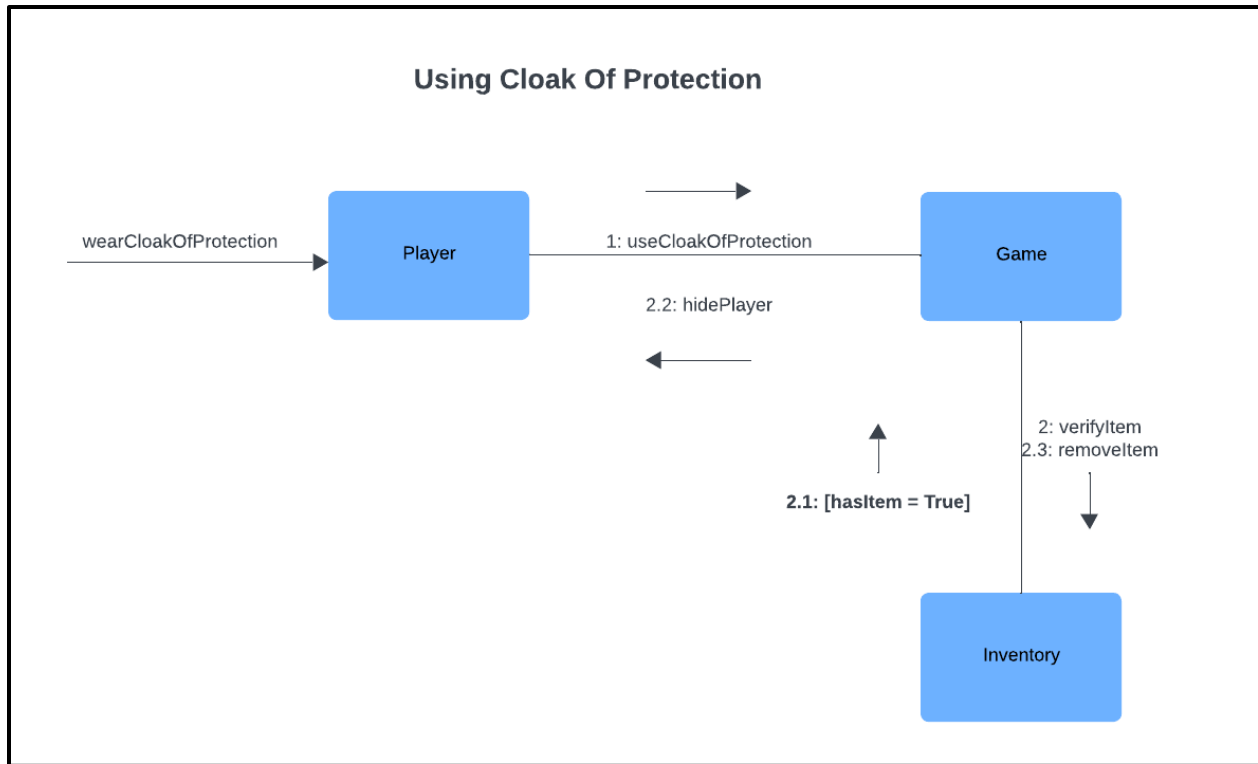


Figure 17: CD 6 - Use Cloak of Protection

## CD 7: Extra Life

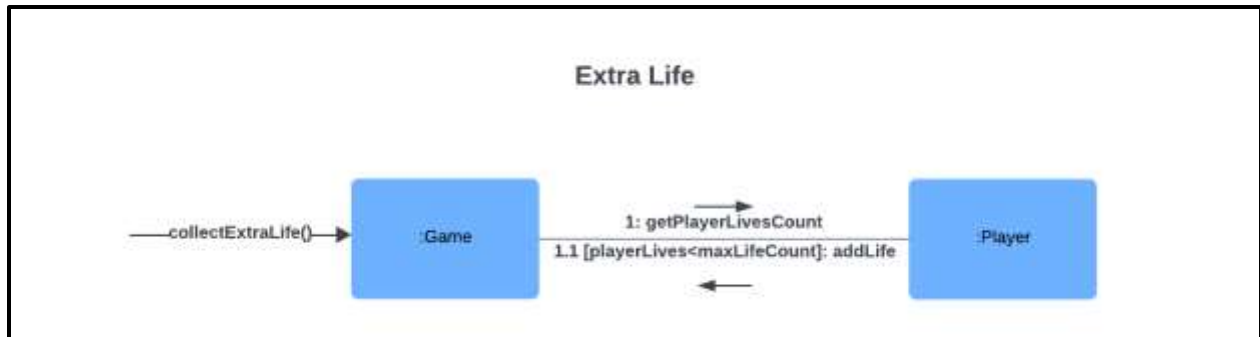


Figure 18: CD 7 - Extra Life

## CD 8: Use Reveal

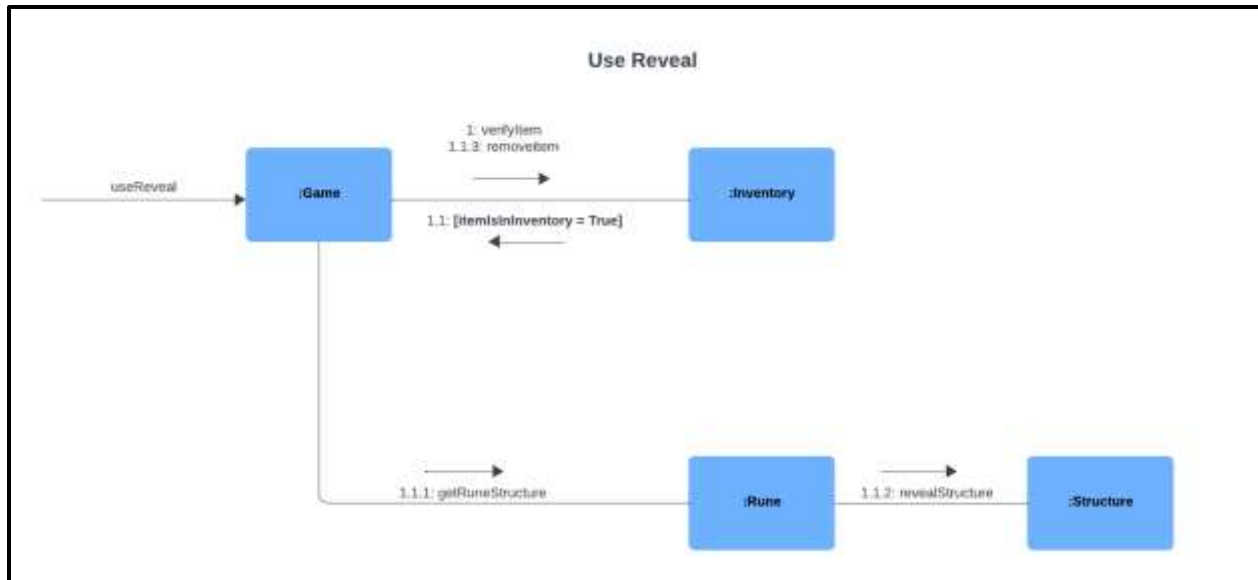


Figure 19: CD 8 - Use Reveal

## CD 9: Archer vs Player

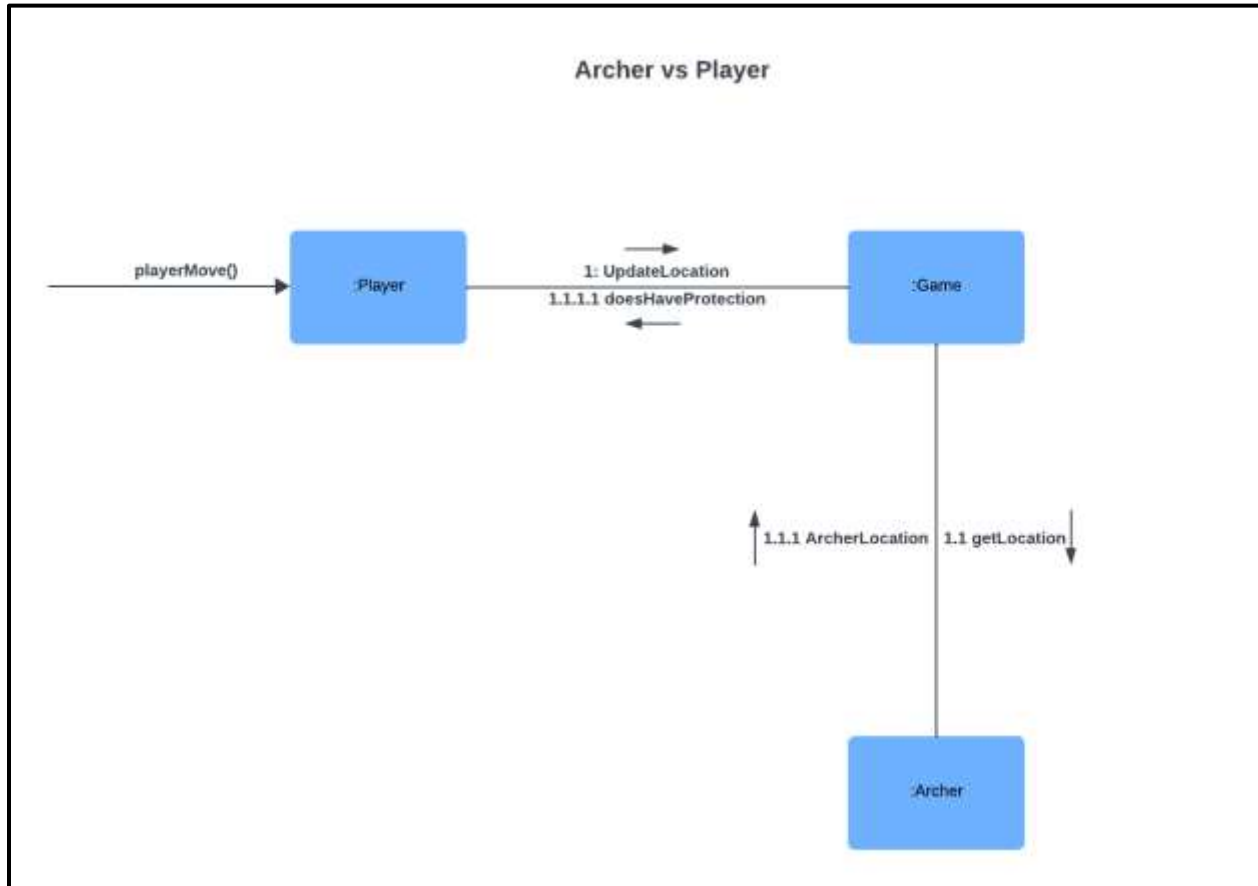


Figure 20: CD 9 – Archer vs Player

## CD 10: Find Rune

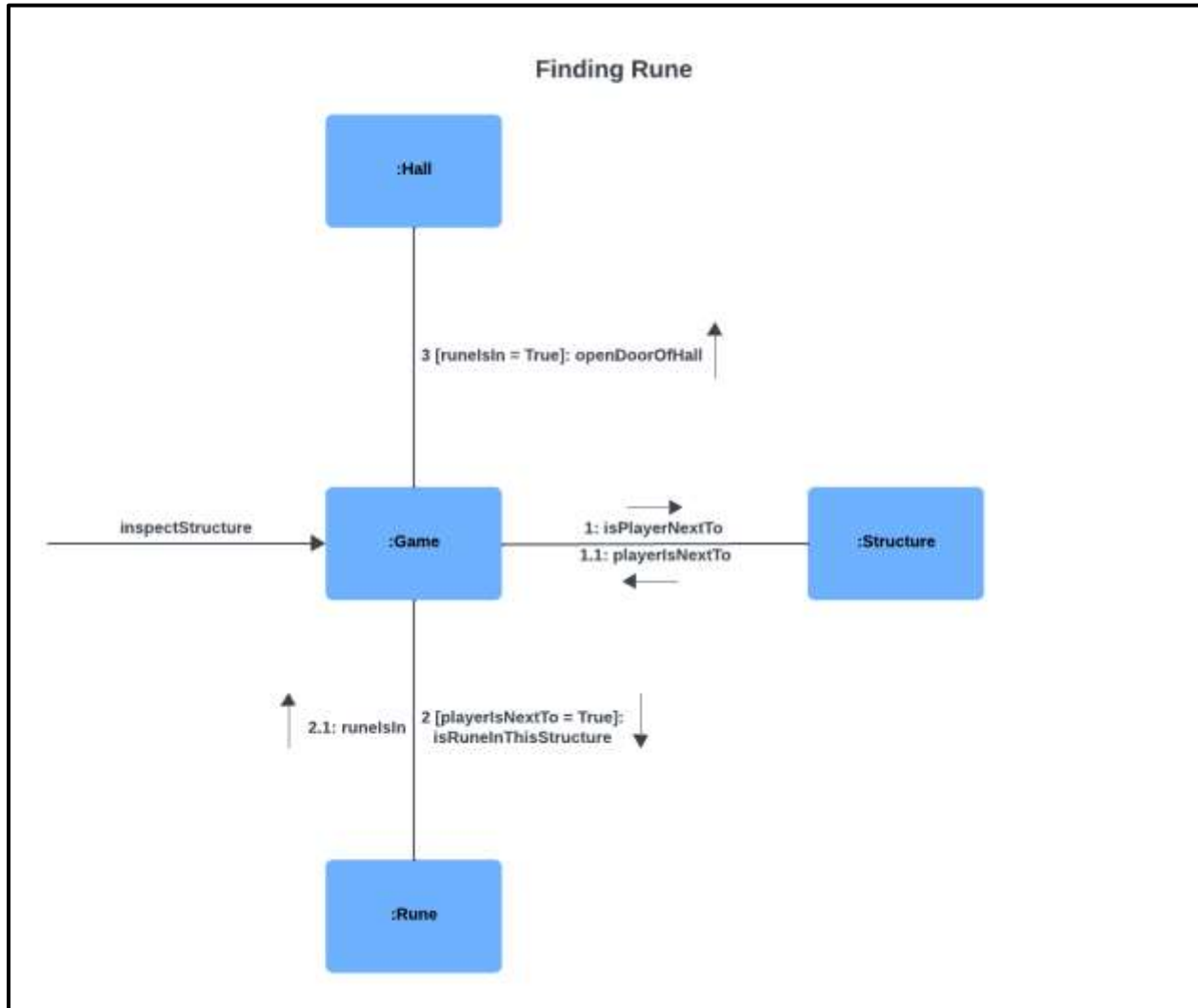
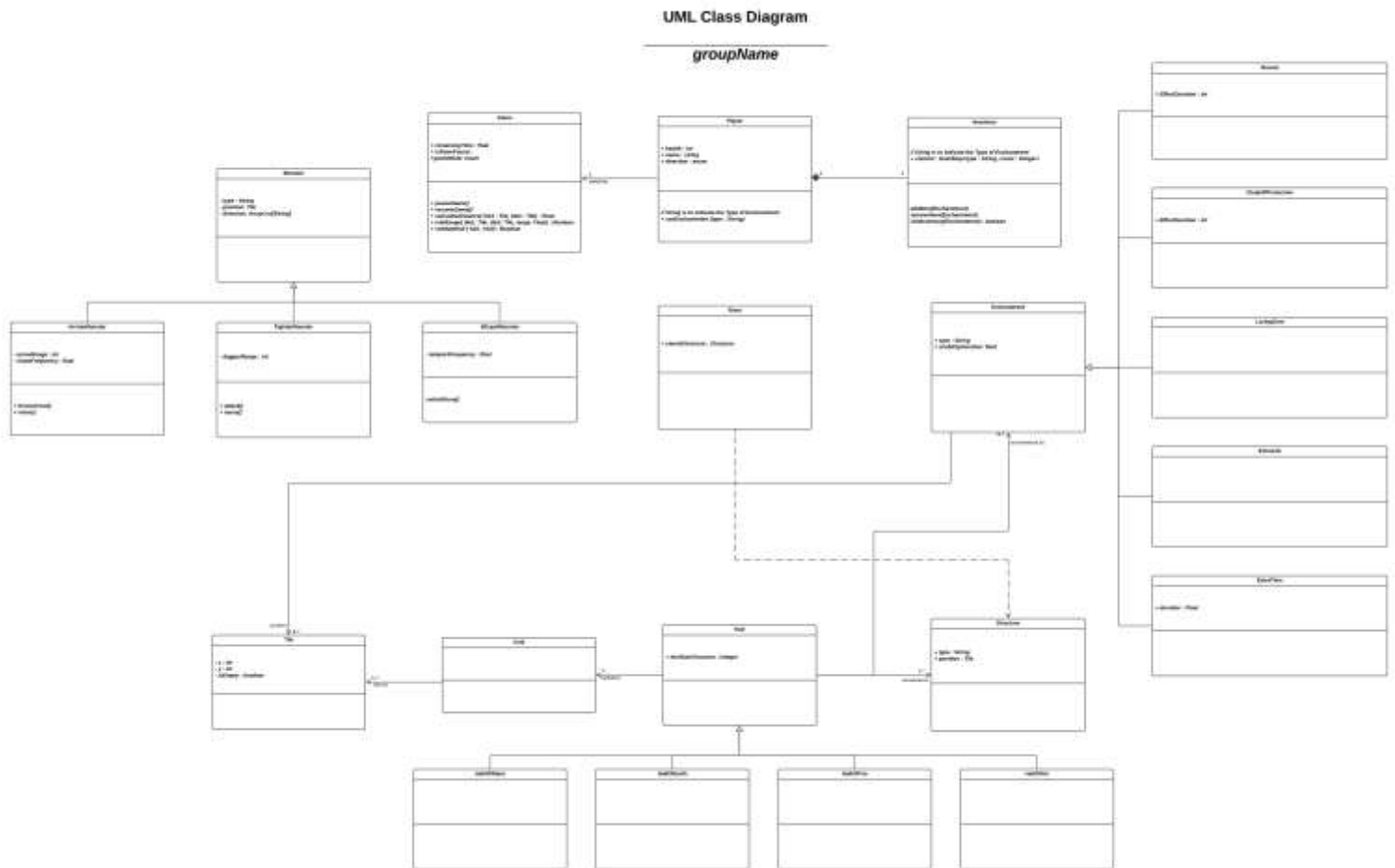


Figure 21: CD 10 – Find Rune

# Class Diagram





# Design Alternatives