

Player

Player

Responsibility

- Movement
- Interaction
- UpdateEnergyBar

Collaboration

- GameScreen
- Map
- Building

Class for the Players' sprite, responsible for moving around the map and interacting with buildings and feeding the information to update the energy bar.

Stereotypes: Interfacer, Service Provider, Controller.

Map

Map

Responsibility

- Render
- CollisionCheck

Collaboration

- Player
- Building
- OtherSprites
- GameScreen

Map which contains an area for the players' sprite to move around in and buildings. Is also responsible for collisions between the players' sprite and buildings, and the players' sprites and other sprites.

Stereotypes: Coordinator, Controller, Structurer.

OtherSprites

OtherSprites

Responsibility

- Movement
- Render

Collaboration

- GameScreen
- Map
- Player

Other sprites that are on the map, they are able to collide with the players' sprite but are not able to interact with them.

Stereotypes:

Building

Building

Responsibility

- Render
- Interaction

Collaboration

- Player
- Map

Buildings on the map that the players' sprite is able to interact with.

Stereotypes: Coordinator, Service Provider.

EnergyBar

EnergyBar

Responsibility <ul style="list-style-type: none">UpdateRender	Collaboration <ul style="list-style-type: none">GameScreenPlayer	<p>EnergyBar that shows the users' remaining energy for the day, this updates after every task/interaction that is completed.</p> <p>Stereotypes: Information Holder, Coordinator.</p>
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Score

Score

Responsibility <ul style="list-style-type: none">TrackInteractions	Collaboration <ul style="list-style-type: none">PlayerBuilding	<p>Responsible for tracking the number of tasks/interactions that are completed by the user.</p> <p>Stereotypes: Information Holder, Coordinator.</p>
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GameScreen

GameScreen

Responsibility

- Render
- Update

Collaboration

- GameScreen
- Map
- EnergyBar
- Score
- Building
- PopUp
- Clock

The main class that is central to all of the other classes within the game. Responsible for displaying the game and updating for every change, including popups for the user to interact with.

Stereotypes: Structurer, Controller, Coordinator, Interfacer.

MainMenuScreen

MainMenuScreen

Responsibility

- Render
- Interaction

Collaboration

- CharacterSelectScreen

The main menu screen that the user is presented with initially, has options to select their avatar, see the credits for the game and a quit option.

Stereotypes: Information Holder, Coordinator, Structurer, Interfacer.

CharacterSelectScreen

CharacterSelectScreen

Responsibility

- Render
- Interaction

Collaboration

- GameScreen
- MainMenuScreen

Screen where the user is able to select their character (sprite) to use in the game.

Stereotypes: Structurer, Controller, Coordinator, Interfacer.

PopUp

PopUp

Responsibility

- Render
- Interaction

Collaboration

- GameScreen

Class responsible for popups that will appear during the game for the users to interact with. And to inform them of progress and events within the game.

Stereotypes: Controller, Coordinator, Interfacer.

Clock

Clock

Responsibility

- Render
- Count

Collaboration

- GameScreen

The clock that displays the time and updates to reflect the time taken by interactions/tasks.

Stereotypes: Information Holder, Coordinator.

GameOverScreen

GameOverScreen

Responsibility

- Render
- Interaction

Collaboration

- GameScreen

Final screen that displays the number of activities that the player has completed.

Stereotypes: Information Holder, Coordinator.