fatush Abbers, SP22-85E-127 Project 1,71e: Adventore Hunt Actors * Resome Game Use Cases: Register Player //ouser Gent Hini Score view readerboader Game Pause trame Reletion Ships: Register Player 10gin Start layer -> solve hame System -> View Slove System - view leader board Diagram: Adventore Hund Pyzz 10 Rogister logen Pause Game) start game Solve Puzzle Resome Game Gent Hint Wew Score View leades Enit Game use case Diagram

Fully Dressed use case Rogister) -(ogin) start Game Load Game Settings) Enplore map solve Pupple --useh extends view Intentory (ould Items) save progress Enit Game Teader board cupdate recover

MINIMIN DATE: __/__/20 SSD For "Start New Grame" Actor: Player: 1 - Press steert Granet c-display Some map; Eselectdifficulty-SSD FOR Solve Pupple" Lesap on Puzzle

Leshow puzzle interfece of

Lenter solution SSP FOY "Use Hind. '& Press int 16 Check wint anew lasty F Show hint Tent / vising

MIDW model View Controller:

mus architecture is

ideal because

model handles game Cosics

view manges visual display

controller manges user input

MIWIDE DATE: __/__/20 Pakage Diagram: View layer

- Main vi

- Game map

- gwentony vi

- Setting vi Controller leger

grant heindler

Popple lægie

Came Flow (+1) Save Hoad (1) Model loyer Noyer Profile Game State manes ex Posse Database guestory maneige x External System - Cloud DB - Soul API