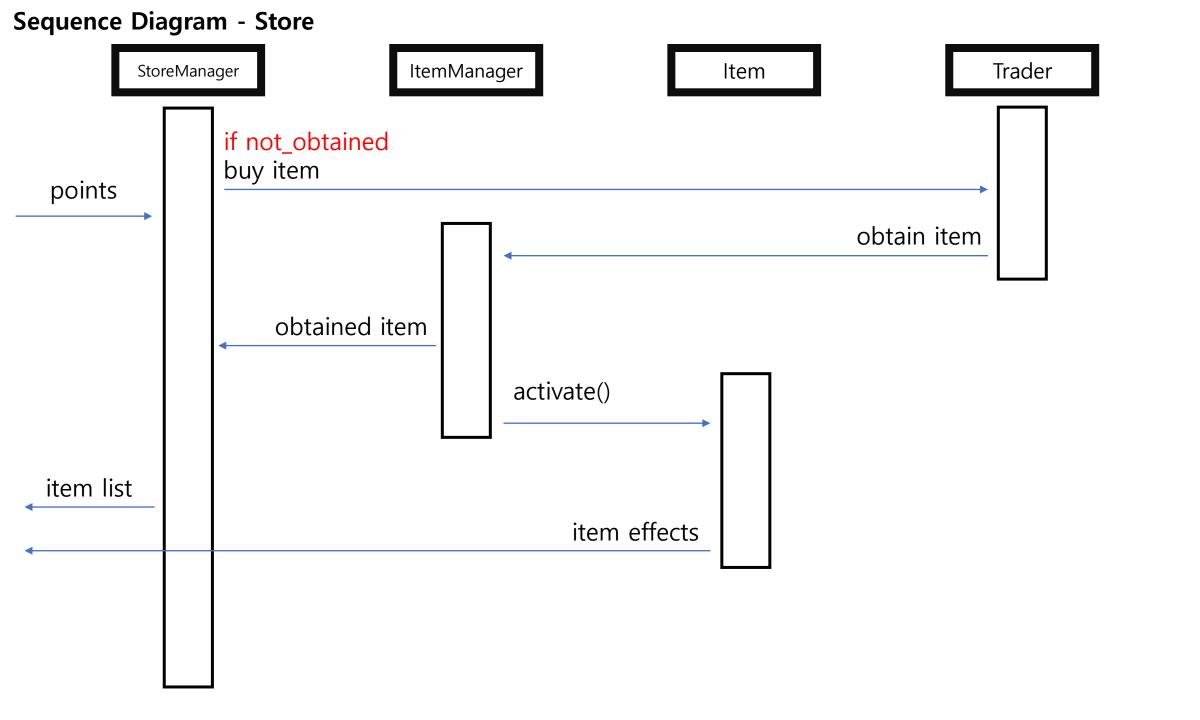
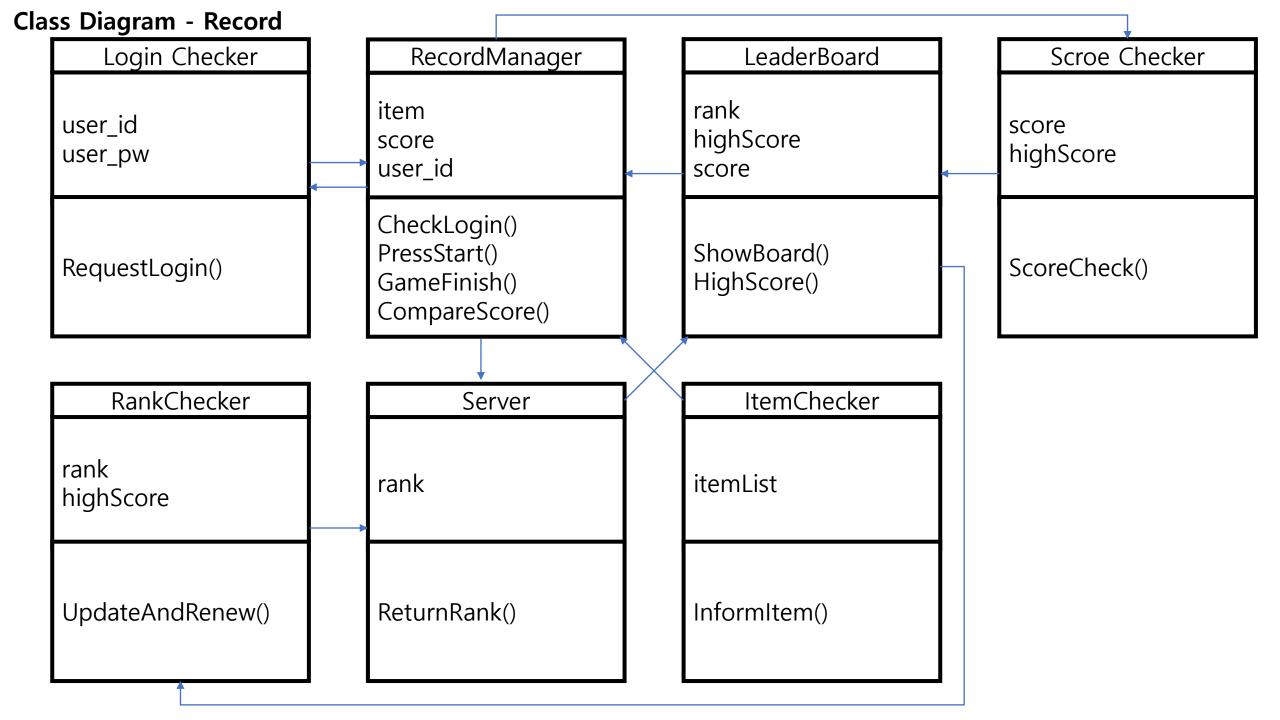
Sequence Diagram – Main game Score counter Stage maker Quiz maker Game manager Answer checker Timer check addScore answer request() return is_answer bool request request quiz quize queue return quiz return setLevel queue quiz gameOver request score return score

Sequence Diagram – Record RankChecker Leaderboard ScoreChecker ItemChecker RecordManager LoginChecker Server check login request() request login requestRank() compareScore() press start return showBoard() returnRank() bool update& if is_true, highscore() renew game finished returnRank() item inform item



Class Diagram – Main Game Score Counter Quiz GameManager level edge_color button_list word_color score_text cur_quiz word_string next_quiz Get_item_list() Get_word_string() Set_high_score() Answer(int level) Game_Over() **Quiz Creater** Stage Creater Timer color_list_color timer_text quiz_queue color_list_string time_decrease_spd Create() Set_level() create_queue()



Class Diagram - Store

