User presses Start Game

Set up MediaPlayer with frogger.mp3

Get if the user has enabled sound from GameModel

[Yes] → Play frogger.mp3

On end of track

[No]

Check which game length if selected in GameModel

[short] [medium] [endless] [long]

Set gameLength to 5

Set gameLength to 10

Set gameLength to Integer.MAX_VALUE

Set gameLength to 25

Create new Sprite fruit

Use the Sprite class to spawn the fruit

Create new Sprite snakeHead

Use the Sprite class to spawn the snake's head

Set the snake's head's velocity to X=currentLevel*150, Y=0

currentLevel is?

[3] → Spawn 4 Walls as Sprites

[else]

Show pause game button

Hide start game button

Call mainDisplayLoop with the created sprites and graphicsContext used to spawn them as parameters

I have created this Activity Diagram to represent the startGameButton() method in LevelController.

I have done this because it helps show how the method sets up the screen depending on which level the game is currently on, as well as how it has used the data in GameModel to modify the player's experience. The colour scheme of the game is actually determined and applied in the main menu, so it does not appear here.