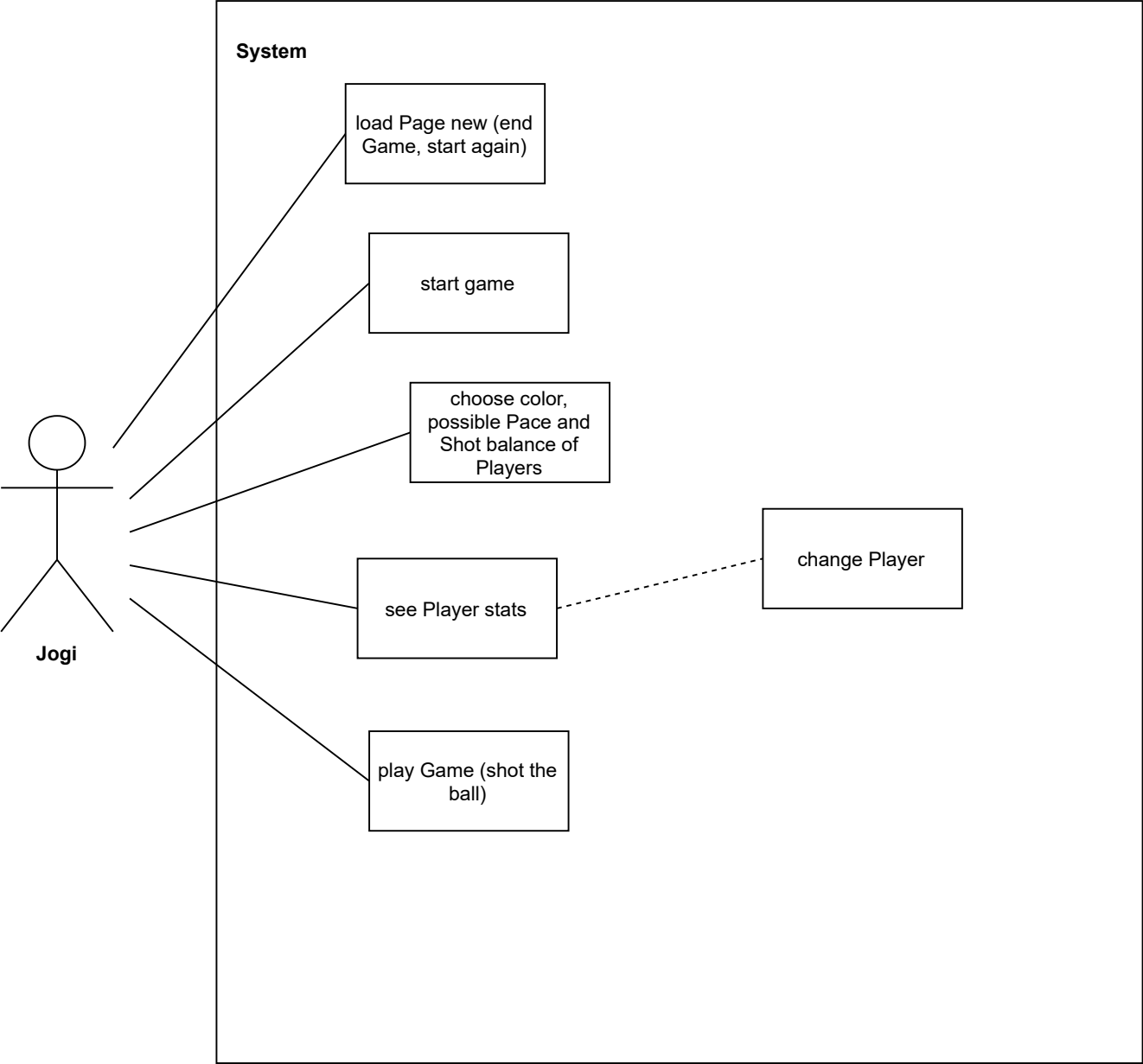
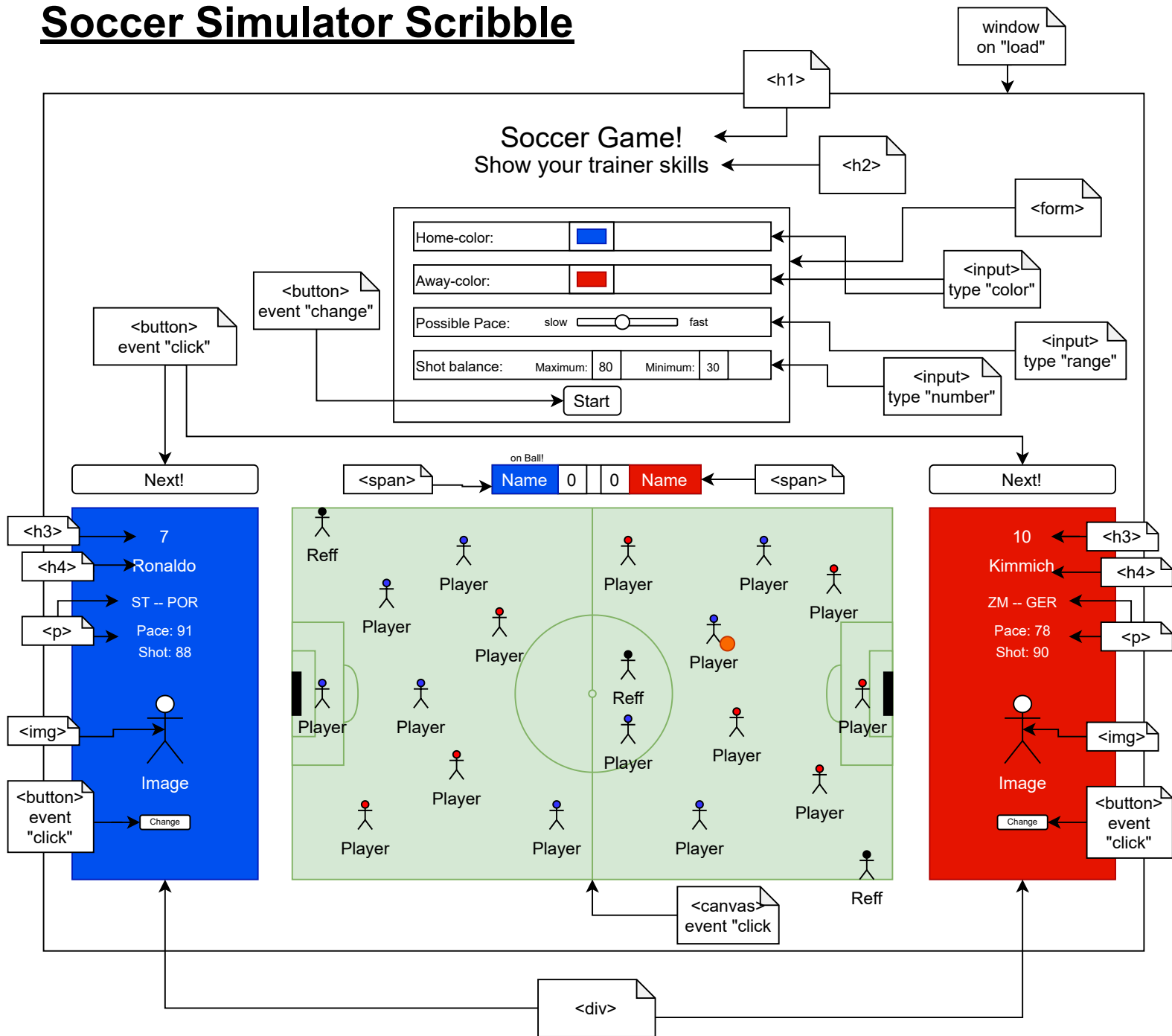


Use-Case-Diagram



Soccer Simulator Scribble



Canvas

Players

draw with **canvas**
fix positions from Array
from x = 800 to y = 600
fix numbers on shirts from Array
difference in color (from input "color" injected)
can move on x and y direction

Ball (orange arc on canvas)

draw with **canvas**
fix start position (width/2, height/2)
can move on x and y direction

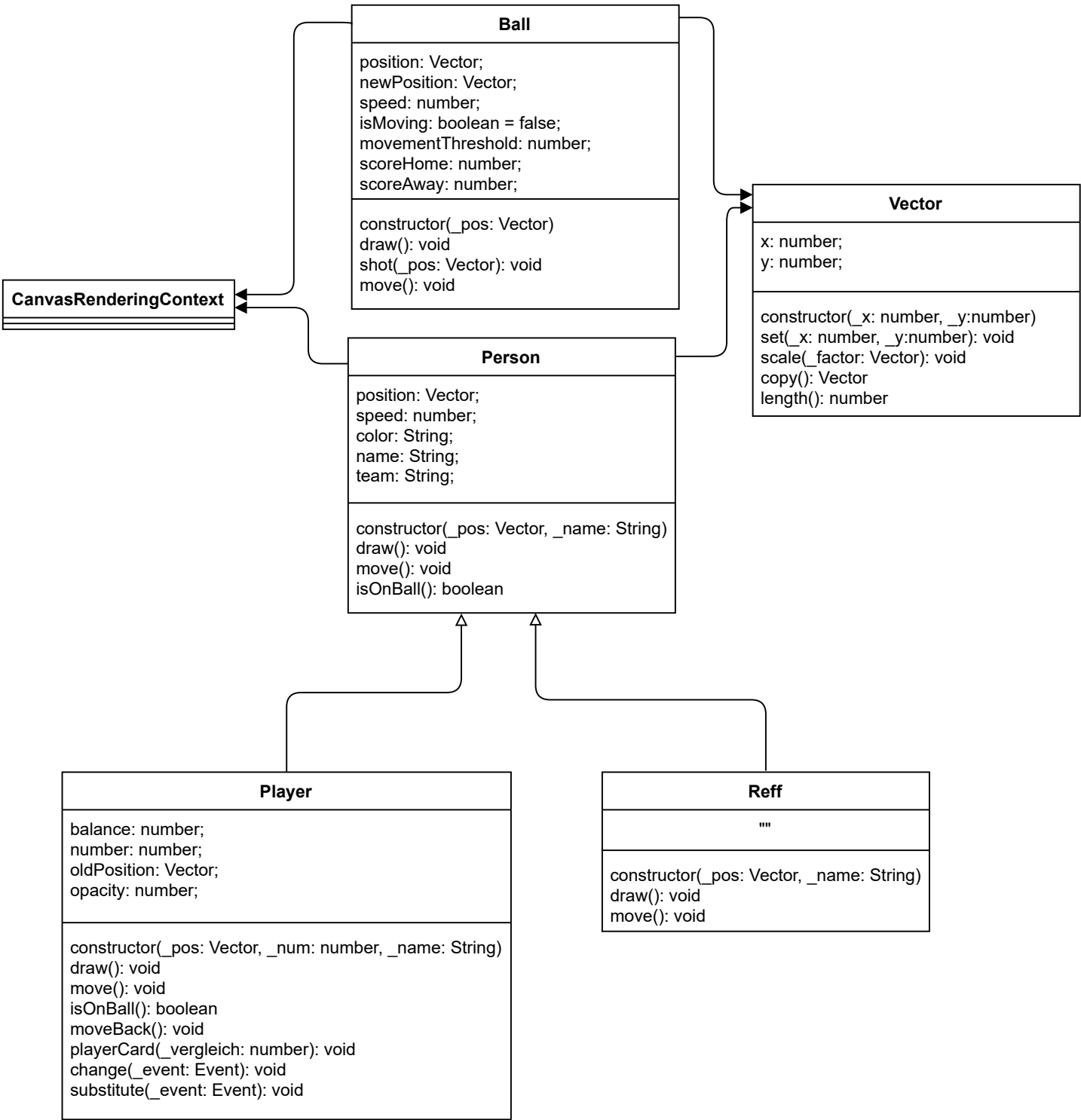
Reffs

draw with **canvas**
3 Reffs
fix positions from Array
(1 in middle, 2 up left, 3 down right)
no numbers but big "S" on shirt
color fix = "black"
can move in only x direction

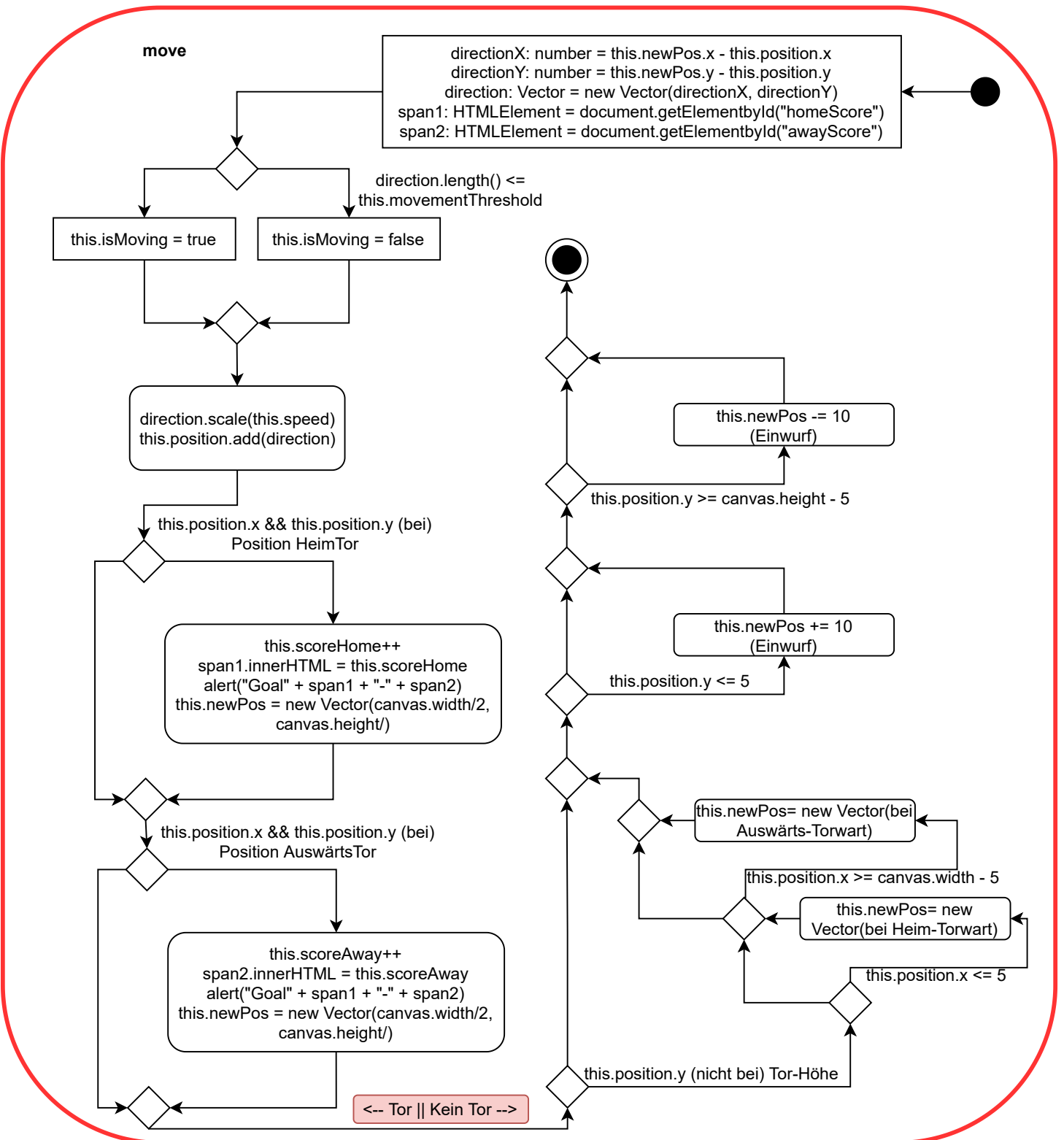
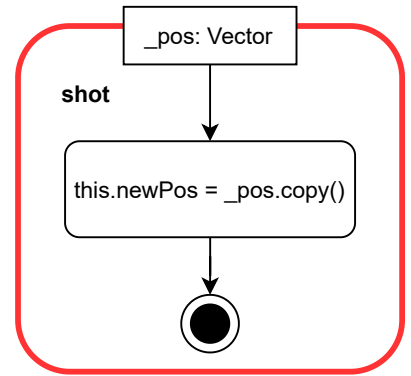
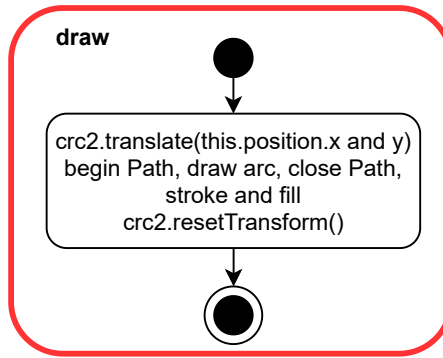
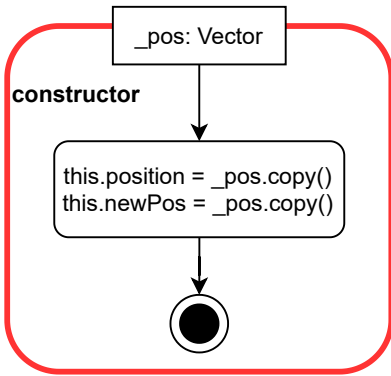
Field

draw with **canvas**
with **lineTo**, **arc** and **rect**
in window event = "load" called

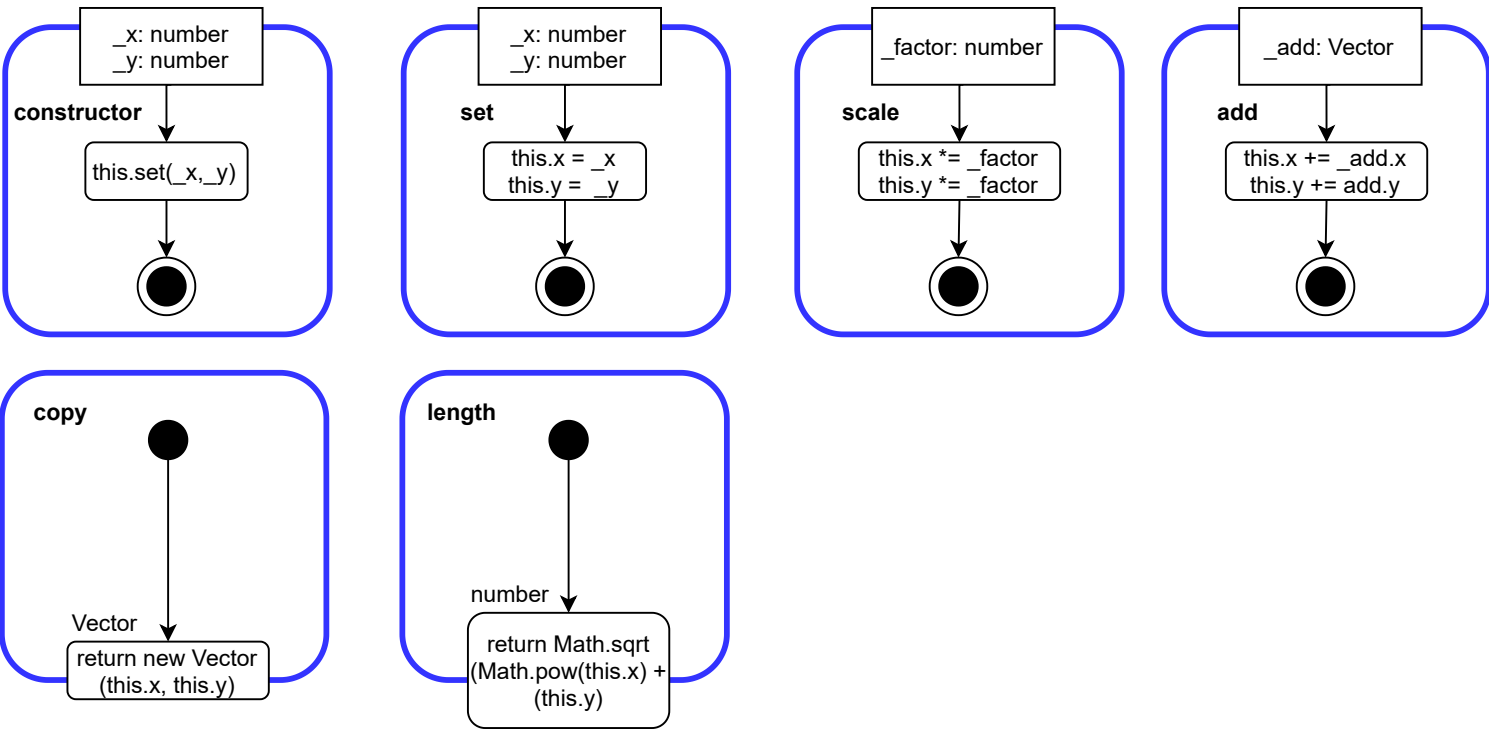
Class Diagram



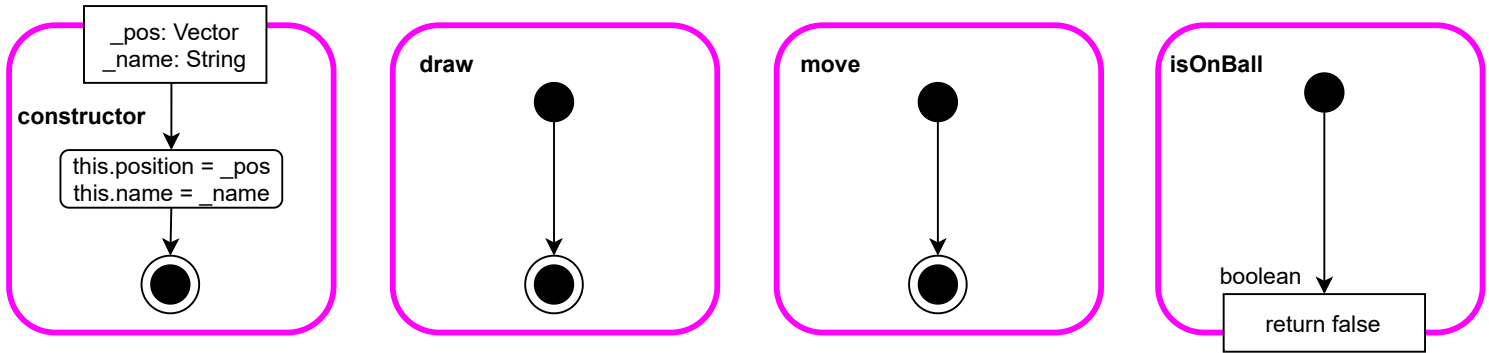
Activity Diagram: Ball



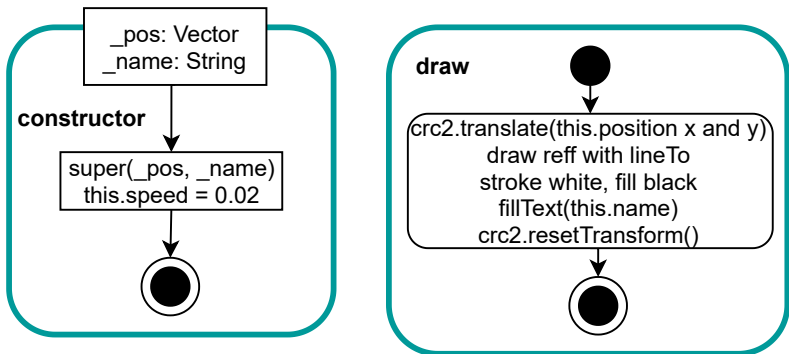
Activity Diagram: Vector

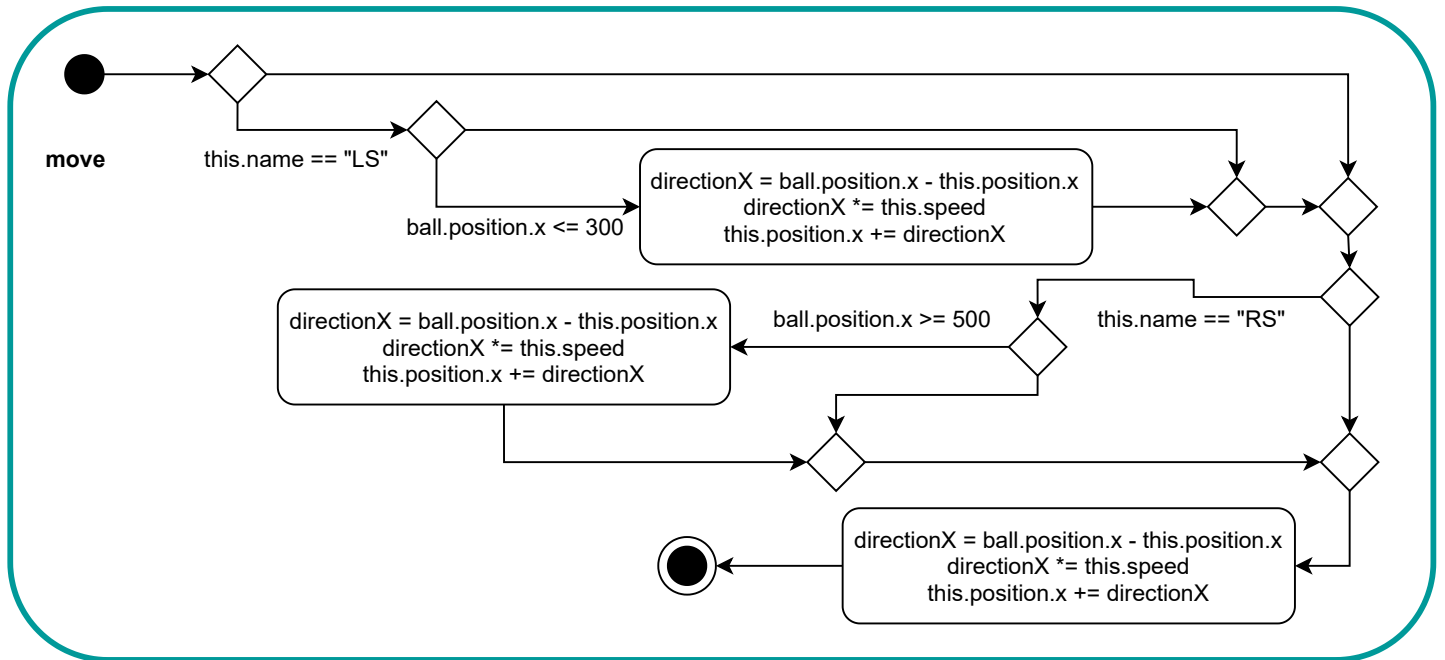


Activity Diagram: Person

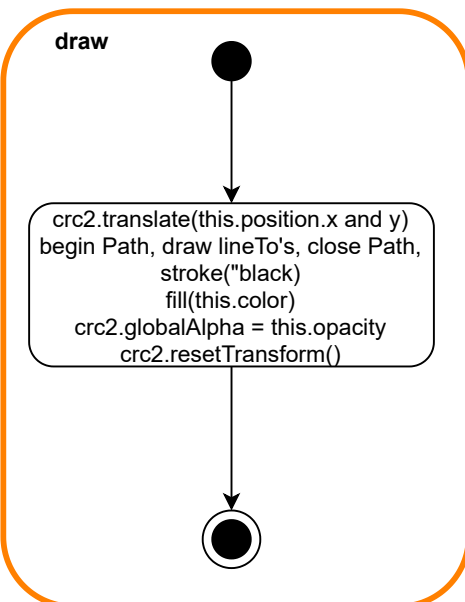
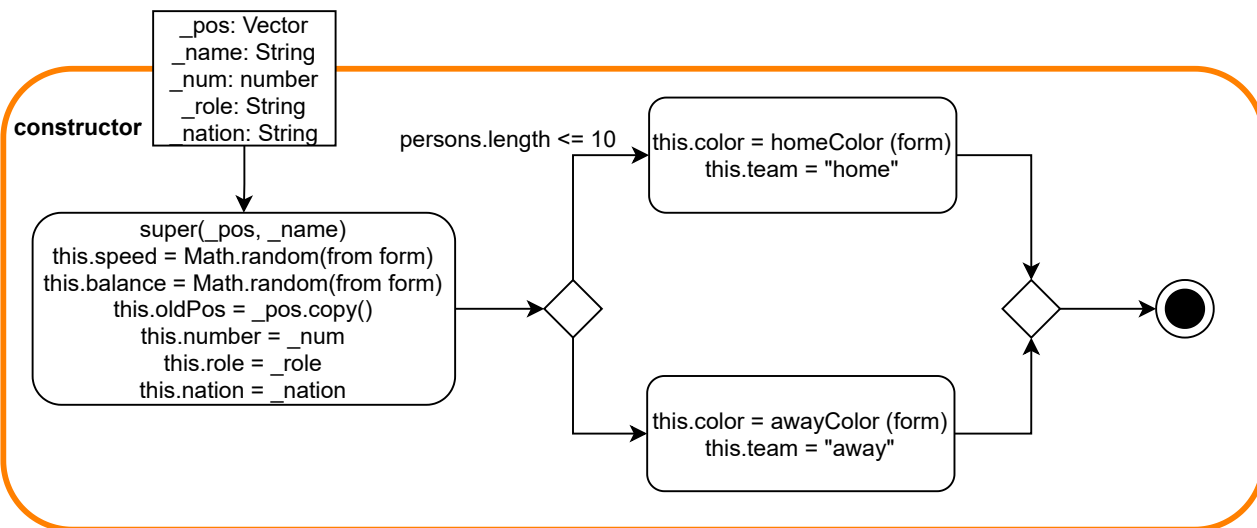


Activity Diagram: Reff

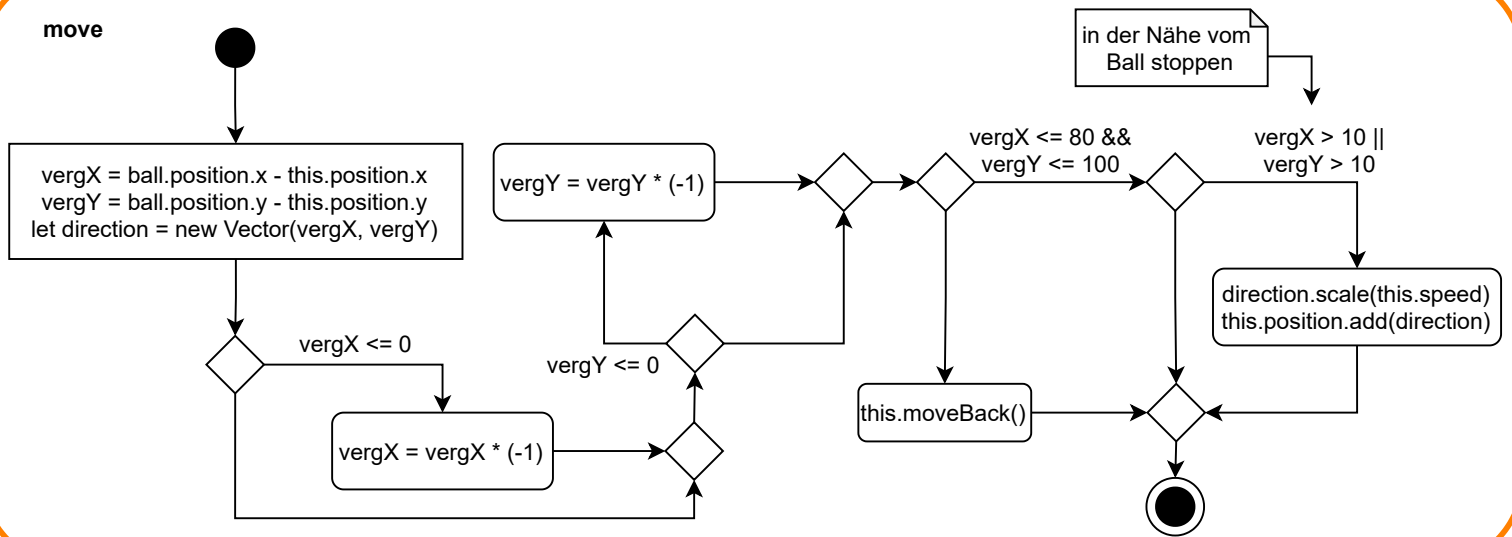




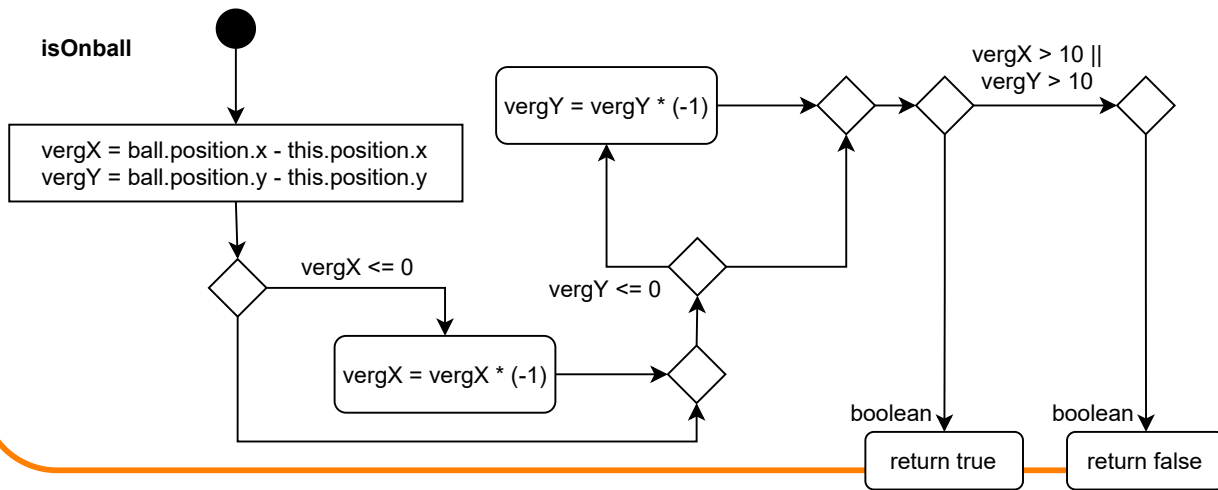
Activity Diagram: Player



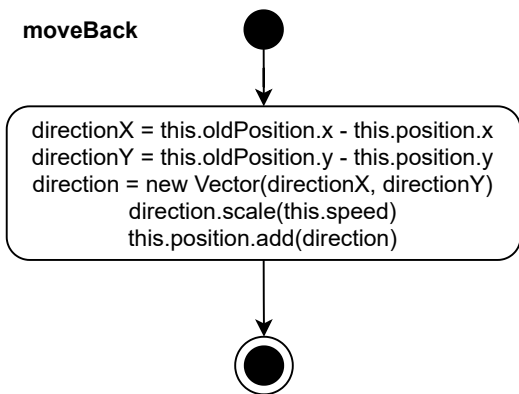
move



isOnball



moveBack



playerCard

