





Game User Interface









# createCharacter(name)



# Turn prompt



## direction to move



# move(direction)



# getStatus()



## set character name



# gameStati

# start dame

# startGame()







## game summary





# System Operations - Case Study init init createCharacter(name) set character name **Player** startGame() start game getStatus() Game Controller Game gameStatus **Turn prompt** User Interface direction to move move(direction) loop until exit exit

game summary



# Mockups

