





Game User Interface









createCharacter(name)



Turn prompt



direction to move



move(direction)



getStatus()



set character name



gameStati

start dame

startGame()







endGame()



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 endGame()

game summary



Mockups

