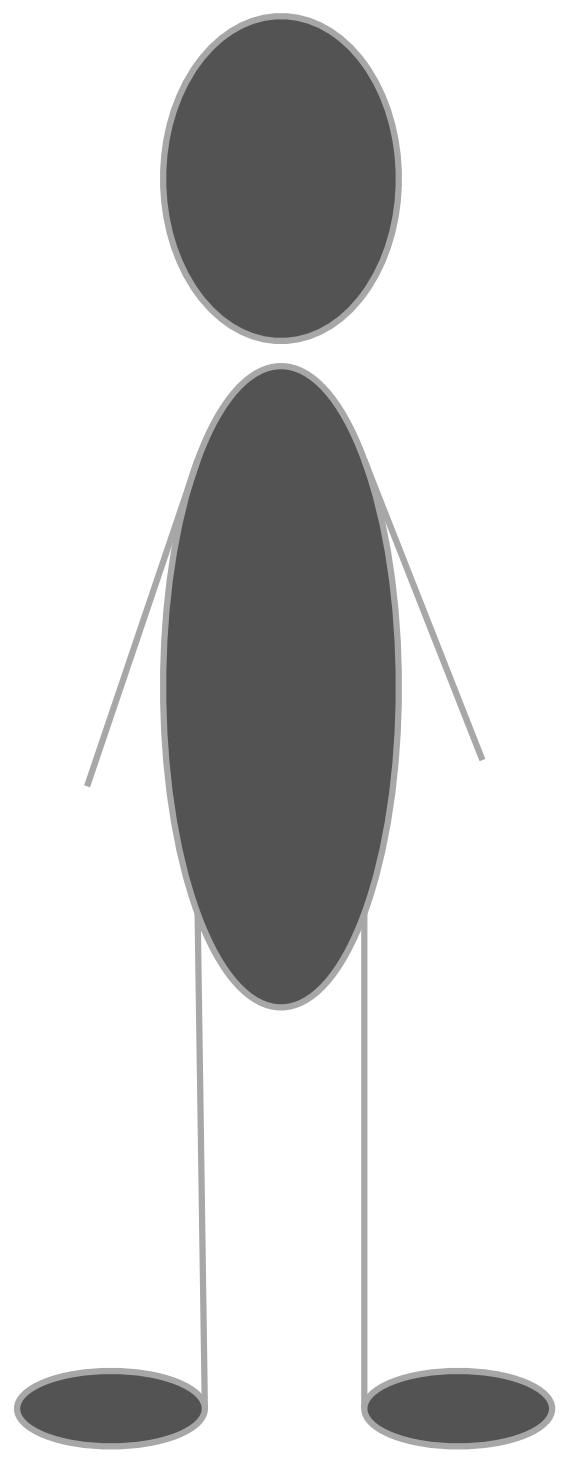
LEVEL UP

©2022



Player

Game User Interface

Game Controller

init

createCharacter(name)

Turn prompt

direction to move

move(direction)

getStatus()

set character name

gameStatus

start game

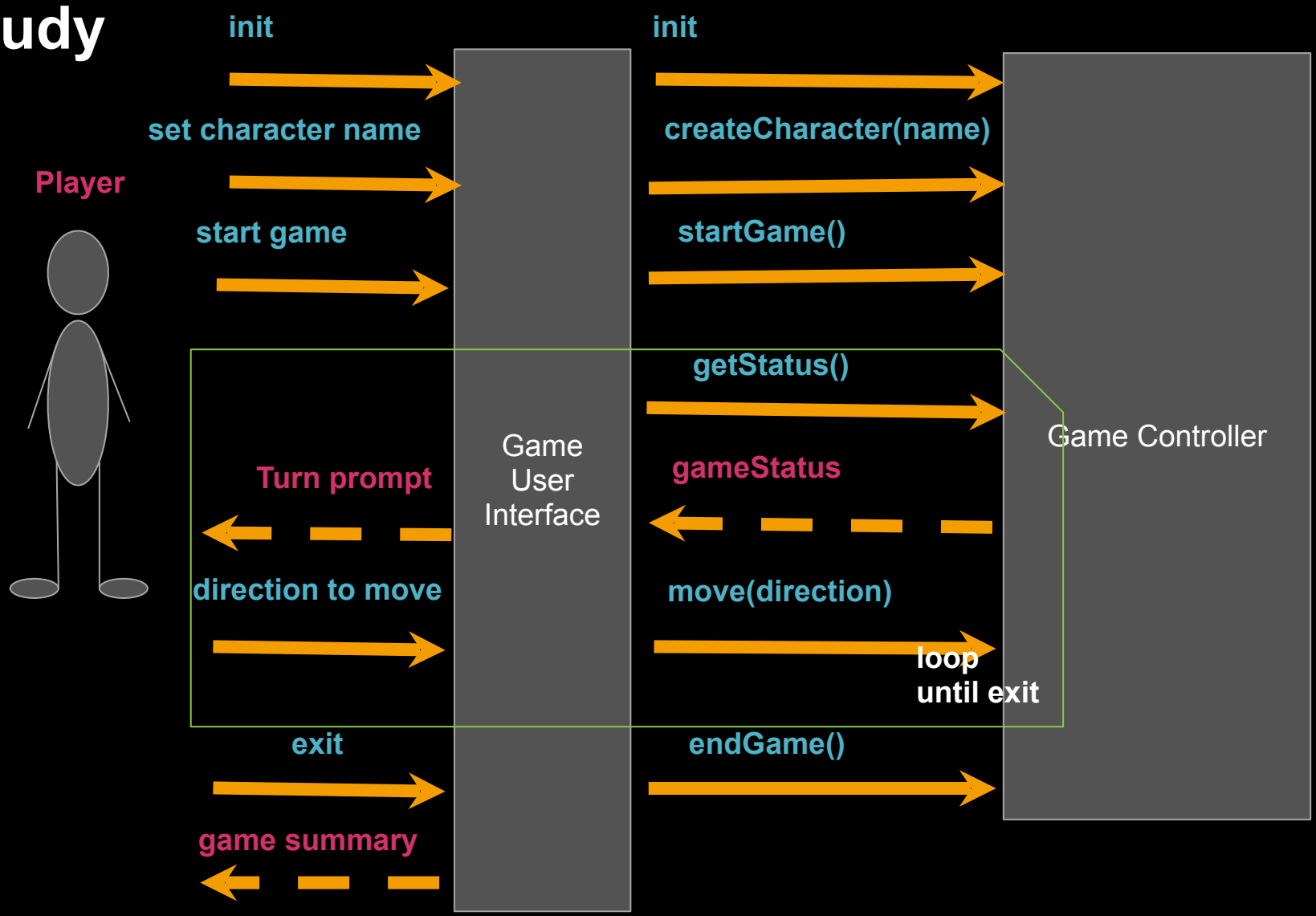
startGame()

exit

endGame()

game summary

System Operations - Case Study



LEVEL UP
©2022

Mockups

LEVEL UP
©2022