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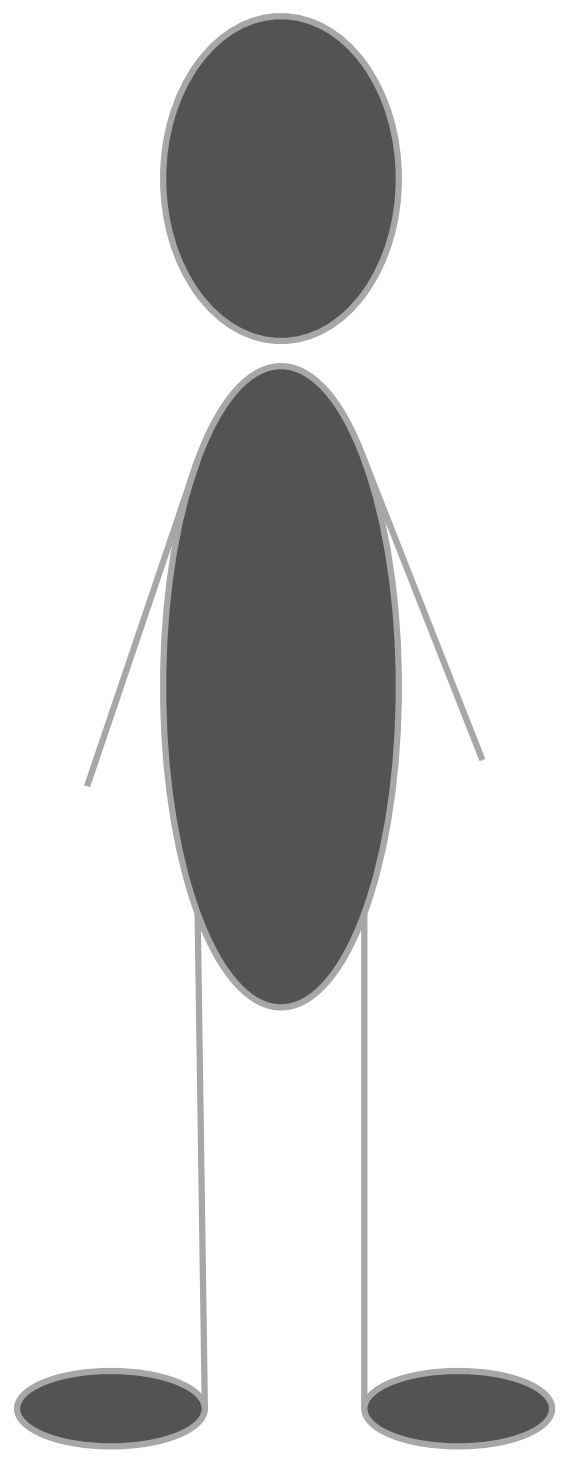


Player

Game User Interface

Game Controller

init

createCharacter(name)

Turn prompt

direction to move

move(direction)

getStatus()

set character name

gameStatus

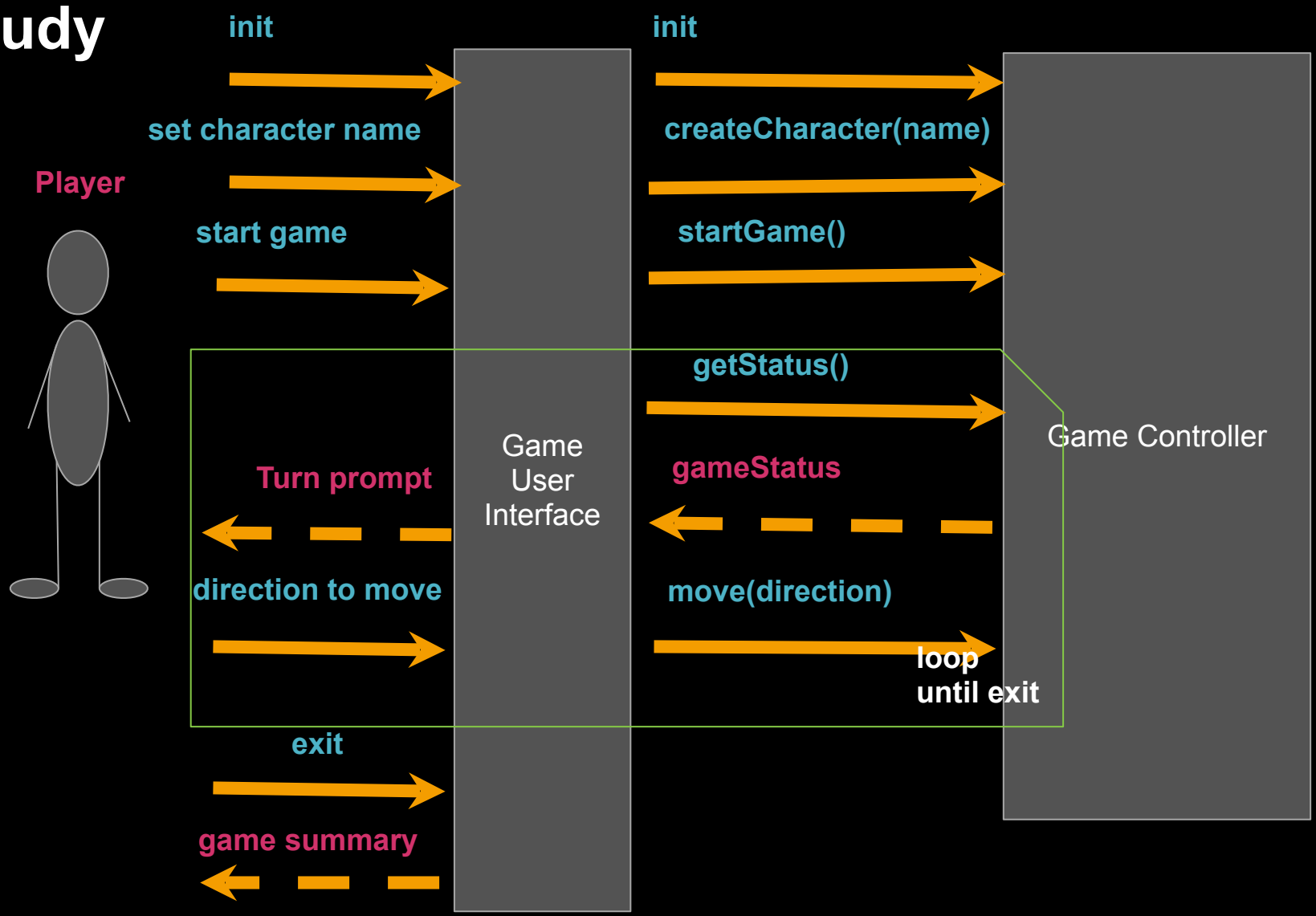
start game

startGame()

exit

game summary

System Operations - Case Study



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Mockups

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