**Car Chase Game Design**

**Jim Li**

1. Specification phase – answer questions
2. Design phase
   1. UML Class Design

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| --- | --- | --- | --- |
| Main Car (aircraft) | Reference (3 stars) | Helicopter (energy aircraft) | Chasing Car (missile) |
| Gravity value  X-axis value  Y-axis value  Speed (left right)  Acceleration (up)  ~~Size (when in the air)~~ | X-axis value  Y-axis value  Repeated time  MapSpeed | X-axis value  Y-axis value  Repeated time  bulletSettingTime | X-axis value  Y-axis value  Repeated time |
| SpeedUp ()  Gravity ()  GoLeft ()  GoRight()  ~~Fly ()~~  Hit ()  ~~Revive ()~~  Crash () | GoDown ()  Repeat () | Appear ()  Crash ()  Movement ()  Setbullet () | Appear ()  Crash ()  Movement ()  //TOWARDS CAR  Burning/Crash ()  Hit () //it could also die in cliff hole |
| Obstacles | Cliff Hole (balckhole) | Spring Board | Ambulance |
| X-axis value  Y-axis value  MapSpeed  Repeated time  TypeIndex  // include cliff | X-axis value  Y-axis value  MapSpeed | X-axis value  Y-axis value  MapSpeed | X-axis value  Y-axis value |
| GoDown ()  RandomType ()  Crash () | GoDown ()  Crash () | GoDown ()  Crash () | SettingCar ()  Movement ()  Crash () |
| Bullet | Background/System (config) | Button\_level | Start\_interface |
| MapSpeed  #bullet  Bullet\_speed | ObstacleTime ()  HelicopterTime ()  CcarTime ()  Level  Score  time | Is\_clicking | Is\_appear |
| Gotoenergyaircraft() | RandomIndexofObstacle ()  Scoresetting()  Death\_message()  Level\_setting() | Level\_changing() | Appear ()  Crash () |

* 1. Flowchart / pseudocode