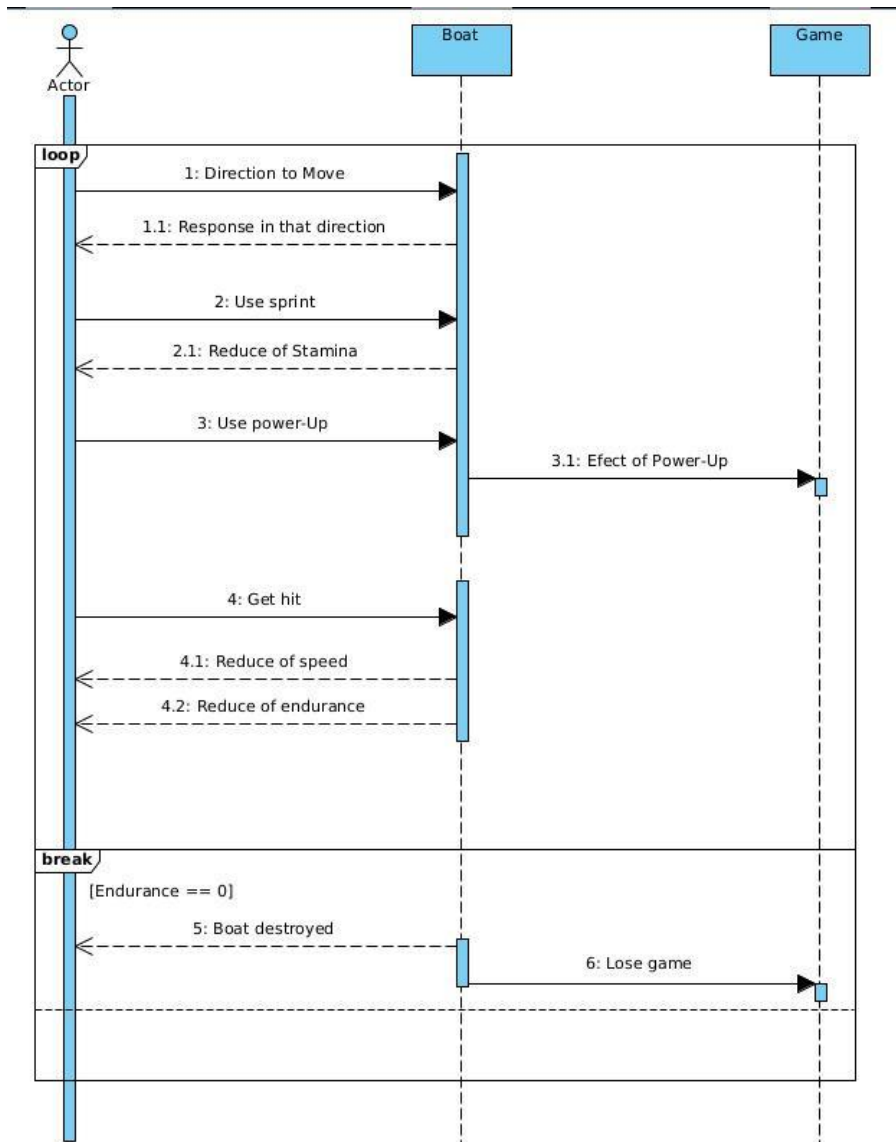


## Team 5 – Sequence diagrams

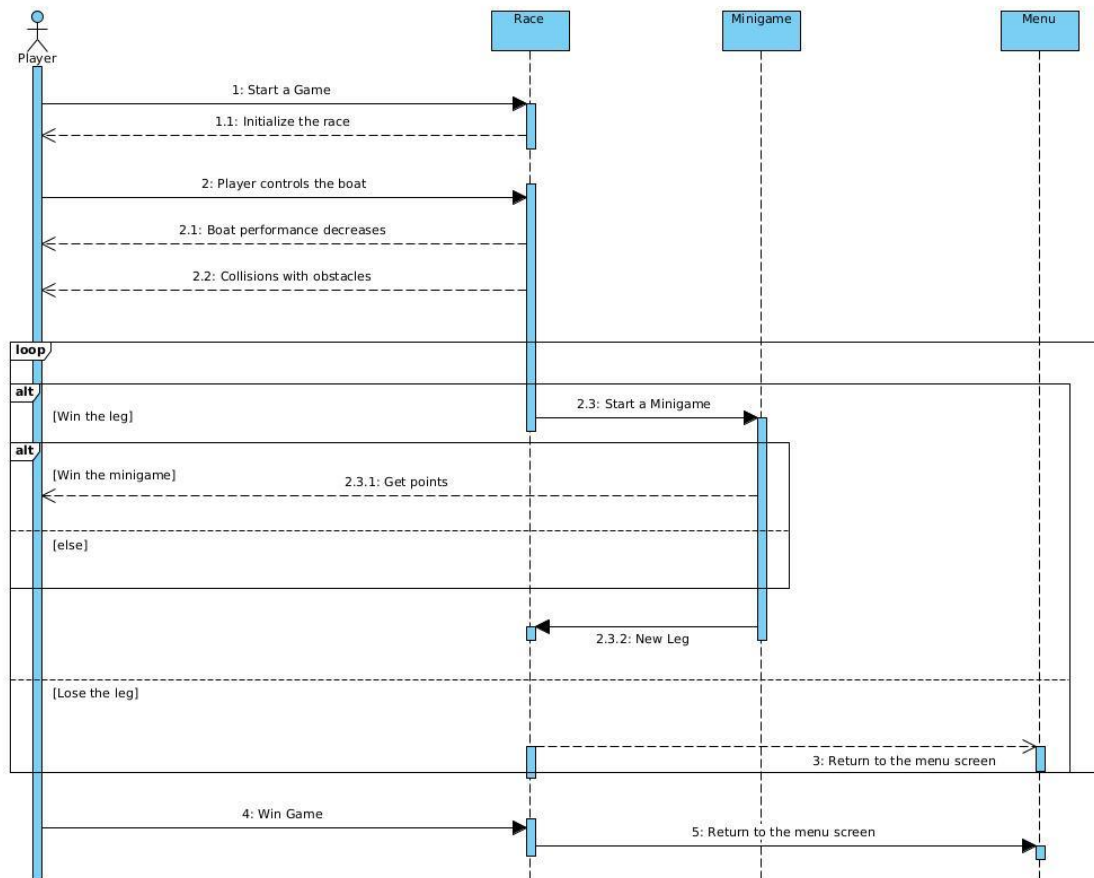
### Boat Control



A loop is created where the player chooses the direction in which they want to move the boat, and the boat responds by moving in that direction. When the player uses a sprint, the boat's stamina decreases. If the player uses a power-up, the game responds with the effect of that power-up. If the player gets hit, there is a reduction in

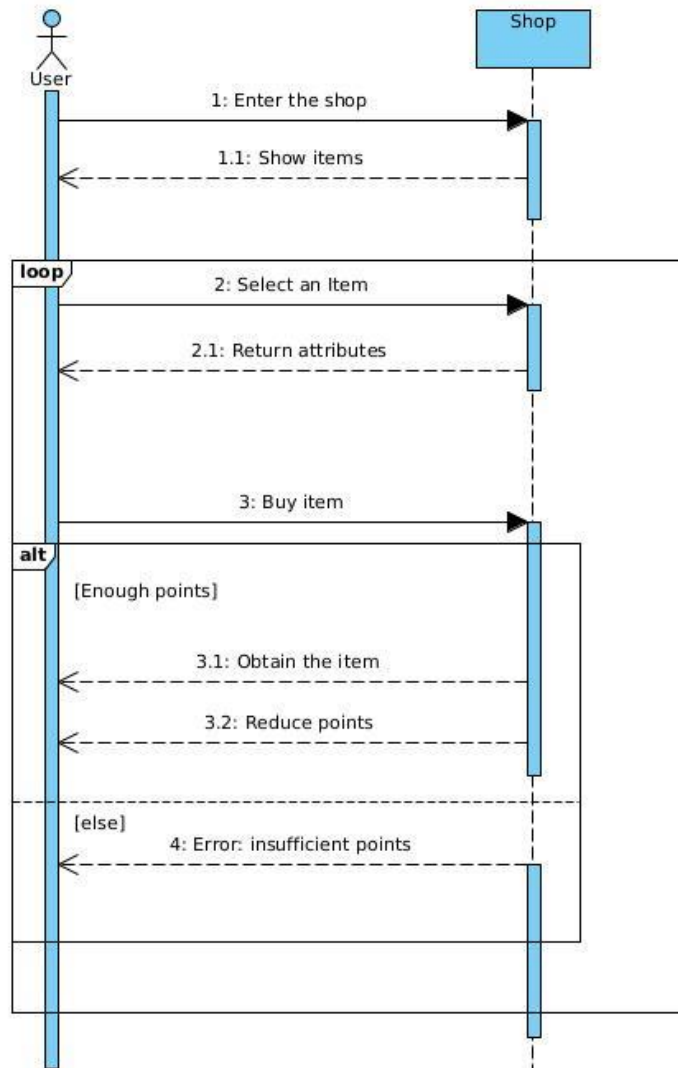
the boat's speed and endurance. Finally, if the endurance reaches 0, the loop exits and the boat is destroyed, resulting in a game over.

## Races



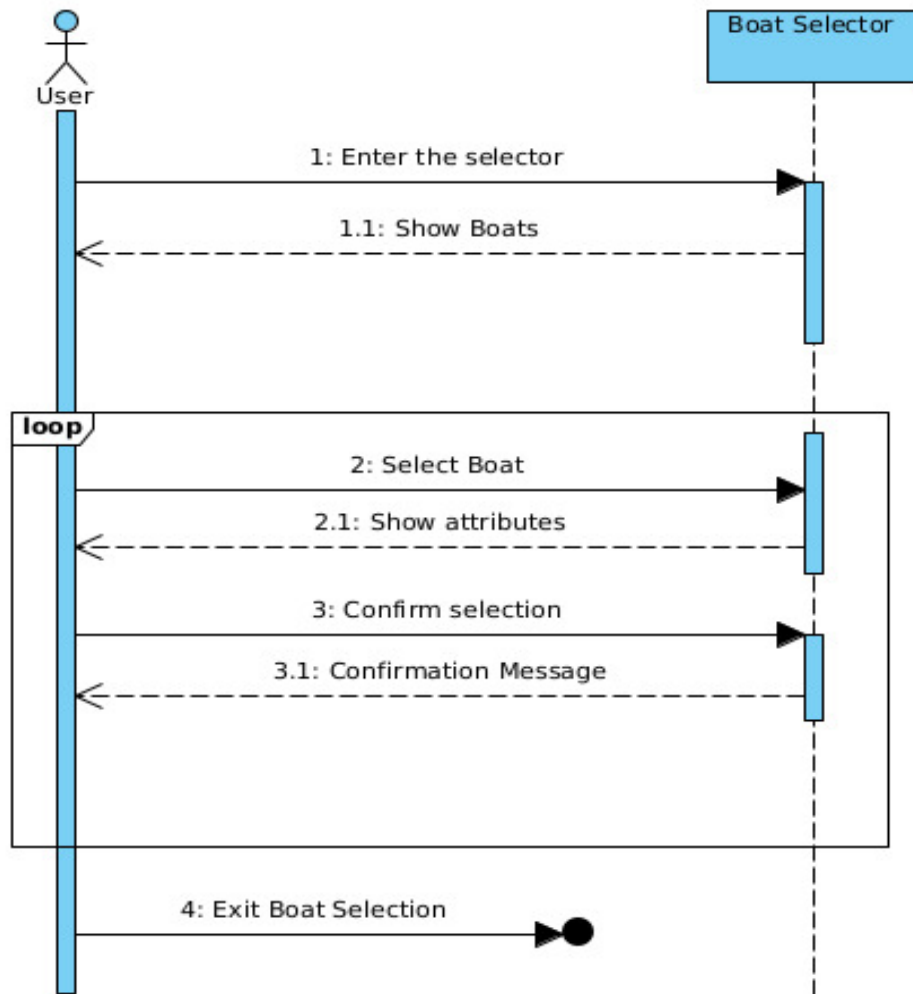
The player begins the game, and the race starts. While racing, the player controls the boat. Boat performance decreases as the game progresses, and collisions with obstacles affect the player. If the player wins the leg, a mini-game starts, where they can earn points. Failing to score points starts a new leg. If the player loses that leg, they return to the home screen.

## Shop



The player begins the game, and the race starts. While racing, the player controls the boat. Boat performance decreases as the game progresses, and collisions with obstacles affect the player. If the player wins the leg, a mini-game starts, where they can earn points. Failing to score points starts a new leg. If the player loses that leg, they return to the home screen.

## Boat Selection



The player has the option to enter the selector of boats. Here, the selector would show the possible boats and the user will be able to select one of the boats, see its attributes and decide if to select that boat as the one he/she will use during the next games.