Dark Night
Analysis Model

Submitted to:

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Revision Control

History Revision:

Revision Date	Person Responsible	Version Number	Modification
10/19/16	Ethan Fredric Y. Tan	1.0	Initial Document, added classes
10/20/16	Jahziel Rae M. Arceo	1.1	Added more classes
10/20/16	Jahziel Rae M. Arceo	1.2	Added UML
10/21/16	Hans Gustaf Capiral	1.3	Revised class descriptions

Purpose:

This document is to show the analysis model of the project.

Audience:

Developers, professors, and anyone who wants to improve the project.

System Name: Dark Night

Description: Dark Night is a game programmed in Python. It is a game that primarily relies on sound for gameplay. The game only displays a black screen, and uses a 3D audio engine to provide information through sound. The player is required to wear headphones to play the game. This means that the game can be played even by people who are blind, in addition to those who are not. The game starts with a player that fell on a hole and discovers challenges that he did not really expect to be there. The player will explore the unusual territory and will find different types of hostile creatures, in which he must be careful with.

Class Diagram:
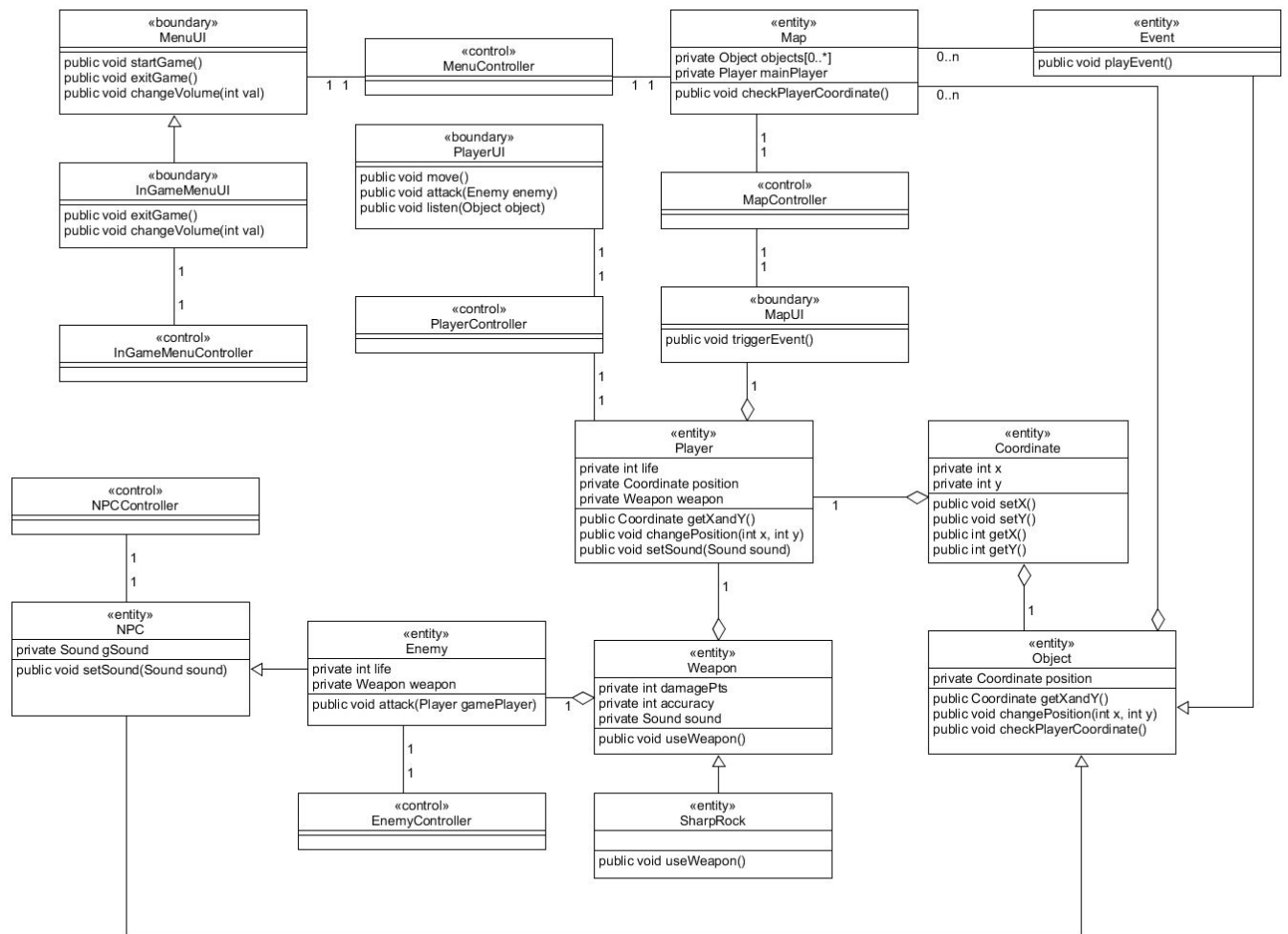
Boundary Classes:

Class Name	Description
PlayerUI	This defines the overall interface of the player in the game.
MapUI	This defines the interface of the environment in which the player explores throughout the game.
MenuUI	This defines the game menu interface.
InGameMenuUI	This defines the in-game menu interface. Inherits itself from MenuUI.

Control Classes:

Class Name	Description
MapController	Controls every scene markers in the game. It will also give information to the player while he is exploring through the environment, such as playing certain sounds and effects when the player reaches a wall or an object.
PlayerController	Controls the actions that the player makes throughout the game.
NPCController	Controls the actions that the NPC (non-playable character) is doing in the game, equipped with a set of pre-defined actions and behaviors
EnemyController	Controls the actions that the enemy does through the game. It inherits itself from NPCController.
MenuController	Controls the game menu.
InGameMenuController	Controls the in-game menu.

Entity Classes:

Class Name	Description
Object	Any object or event in map.
Coordinate	An X and a Y value for navigation in the map.
Player	The main character in the game. Has a position coordinate.
NPC	A general class for every non-playable character in the game, including enemies.
Enemy	A class for every enemy in-game. Inherits itself from Object.
Event	A class for a triggered event in-game. Inherits itself from Object.
Map	A class for the physical environment of the game.
Weapon	General class for weapons used in the game.
SharpRock	A weapon used for attack gameplay. Inherits itself from Weapon.