Exercise 3 - Teaming up

The CRC cards for this implementation:

# Doodle

Superclass: AGameObject

|  |  |
| --- | --- |
| Purposes | Collaborators |
| Adds experience to its attribute | World |
|  |  |

# World

|  |  |
| --- | --- |
| Purposes | Collaborators |
| Simulate the game | KillScreen |
| Check for collisions | Doodle |
| End game when doodle dies | ProgressionManager |

# ProgressionManager

|  |  |
| --- | --- |
| Purposes | Collaborators |
| Keep the total experience | Ranks (Enum) |
| Keep the rank | ChooseModesScreen |
| Modify and retrieve the rank and experience | World |

# KillScreen

|  |  |
| --- | --- |
| Purposes | Collaborators |
| Show the experience won in the before going game | Menu |
| Show the score won in the before going game | World |
|  |  |

# ChooseModesScreen

|  |  |
| --- | --- |
| Purposes | Collaborators |
| Ability to choose the mode the player wants to play | ProgressionManager |
| Check if the rank is high enough to play the gamemode |  |
|  |  |

**The UML for this implementation:**

