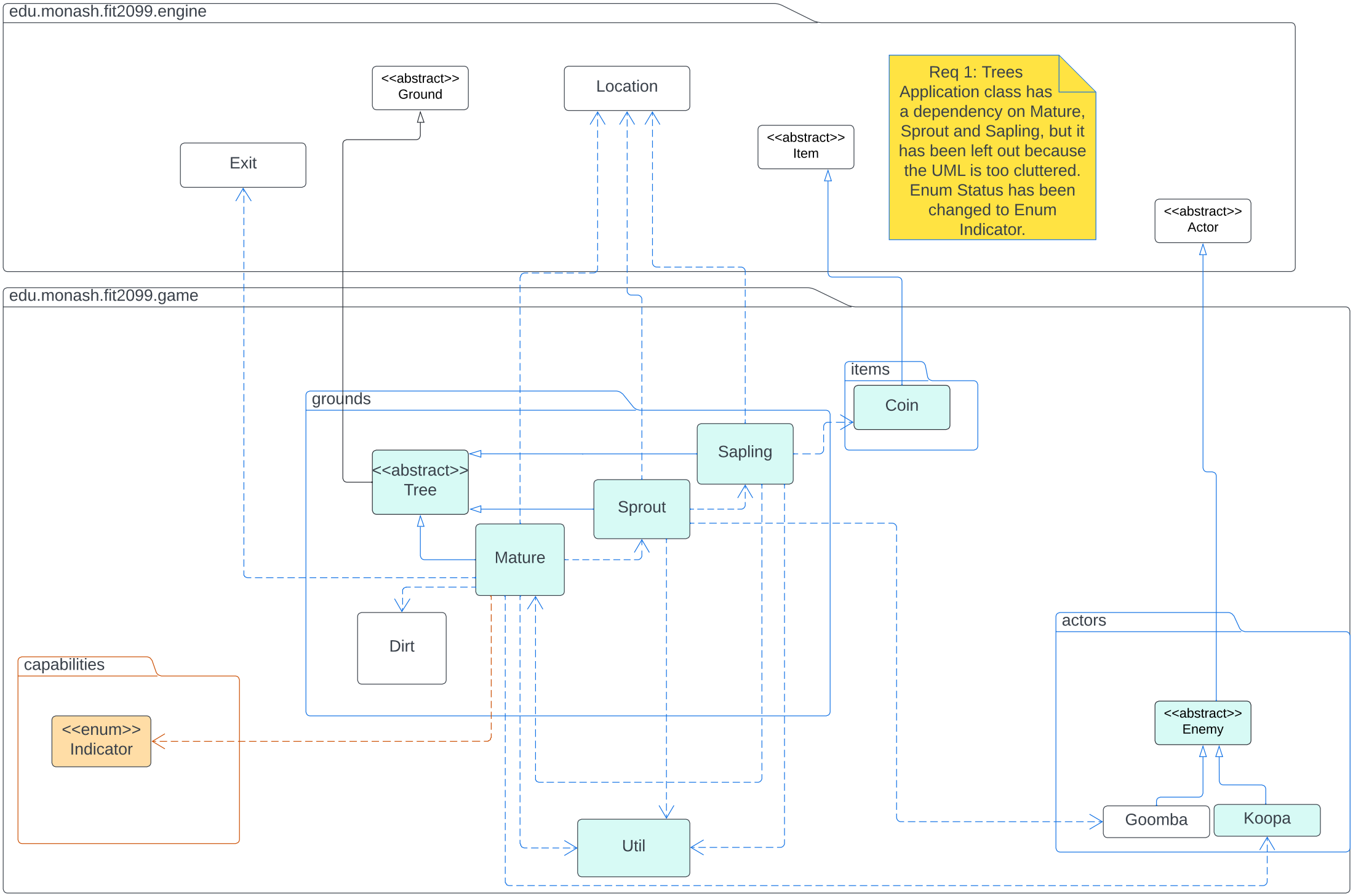
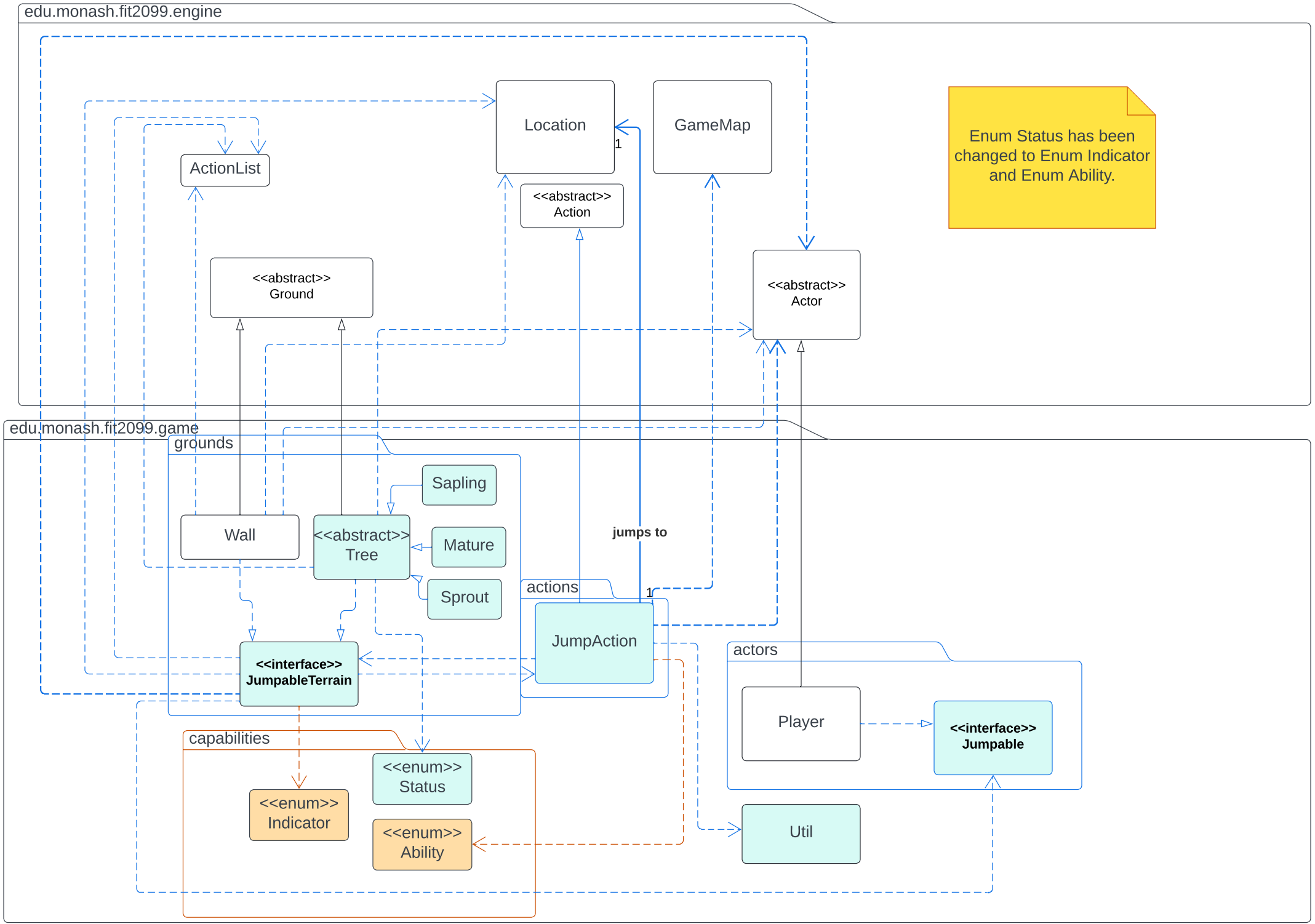
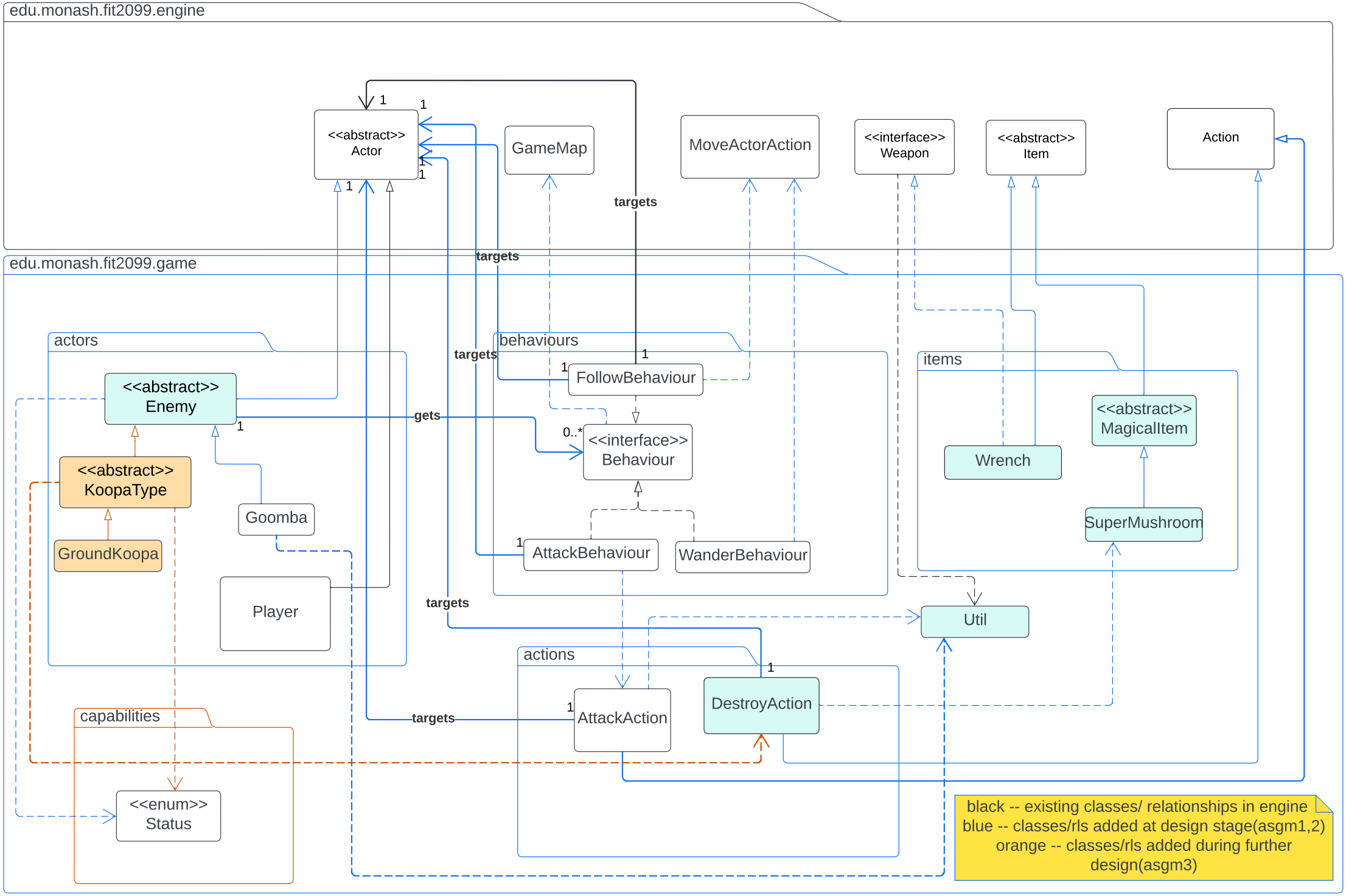
Req 1: Trees


edu.monash.fit2099.engine
<<abstract>>
Ground
Location
Exit
<<abstract>>
Item
Req 1: Trees
Application class has
a dependency on Mature,
Sprout and Sapling, but it
has been left out because
the UML is too cluttered.
Enum Status has been
changed to Enum
Indicator.
<<abstract>>
Actor
edu.monash.fit2099.game
items
Coin
grounds
Sapling
<<abstract>>
Tree
Sprout
Mature
Dirt
capabilities
<<enum>>
Indicator
actors
<<abstract>>
Enemy
Goomba
Koopa
Util

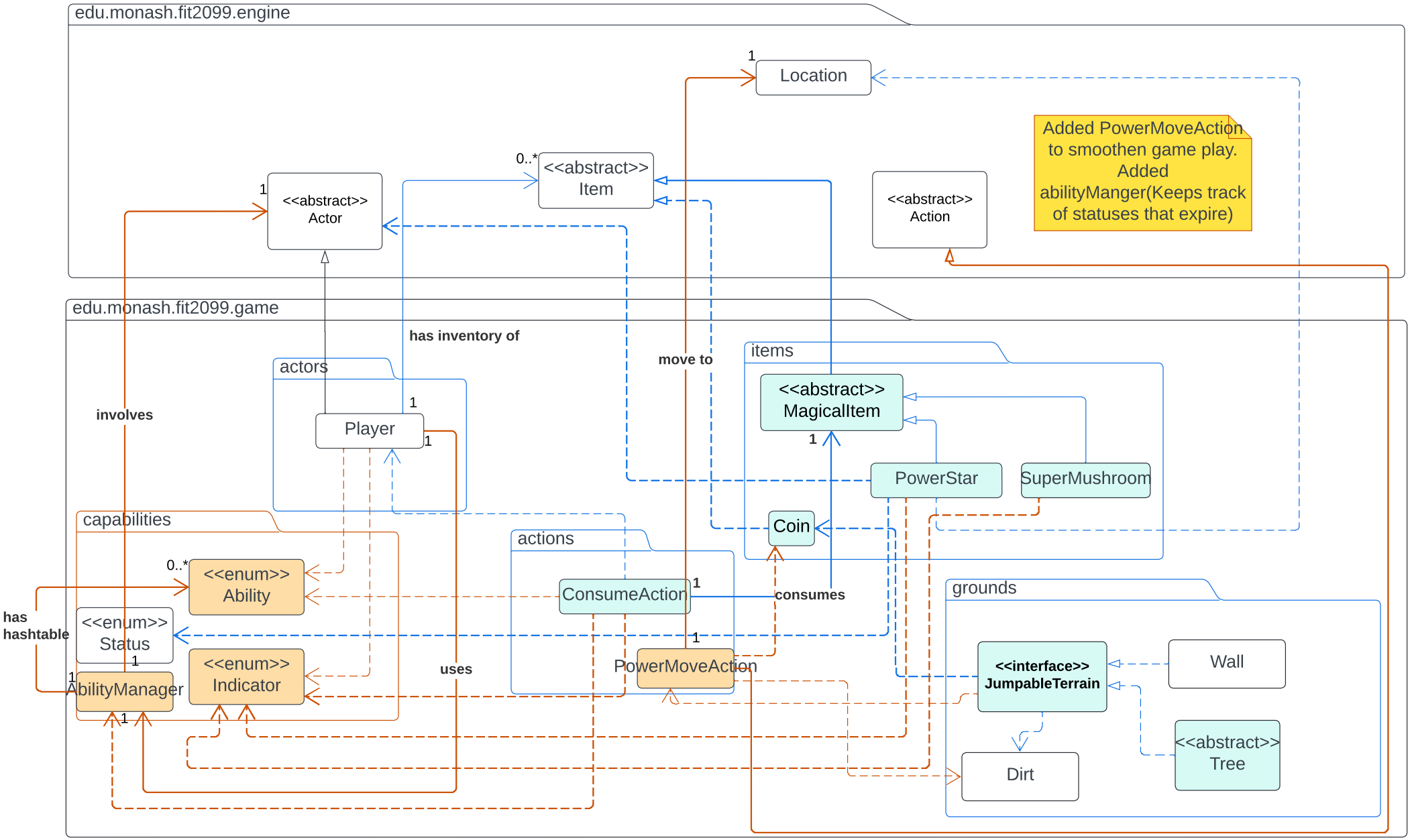
Req 2: Jump


edu.monash.fit2099.engine
Location
GameMap
ActionList
<<abstract>>
Action
<<abstract>>
Ground
<<abstract>>
Actor
1
Enum Status has been changed to Enum Indicator and Enum Ability.
edu.monash.fit2099.game
grounds
Sapling
Wall
<<abstract>>
Tree
Mature
Sprout
jumps to
actions
1
JumpAction
<<interface>>
JumpableTerrain
actors
Player
<<interface>>
Jumpable
capabilities
<<enum>>
Status
<<enum>>
Indicator
<<enum>>
Ability
Util

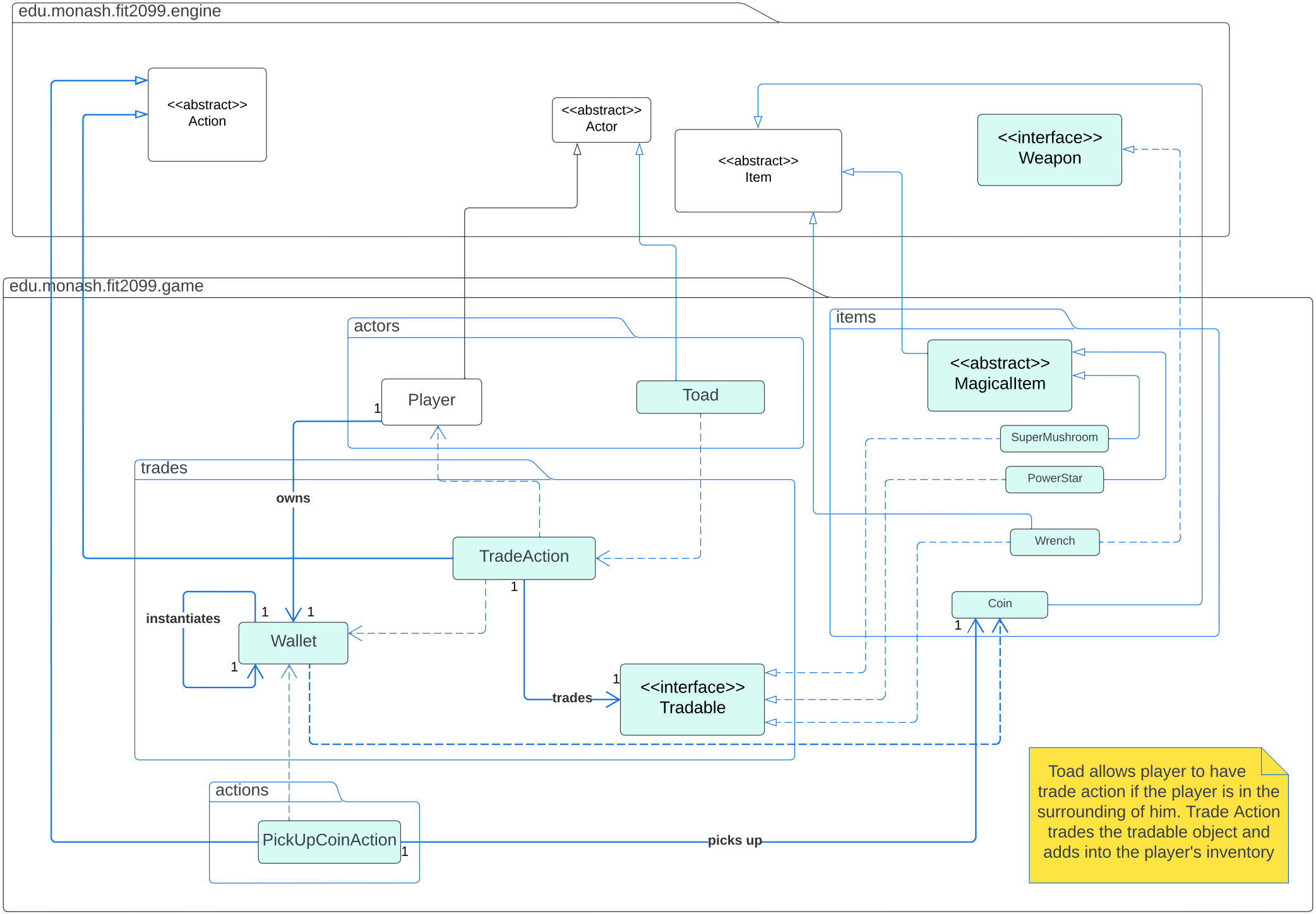
Req 3: Enemies



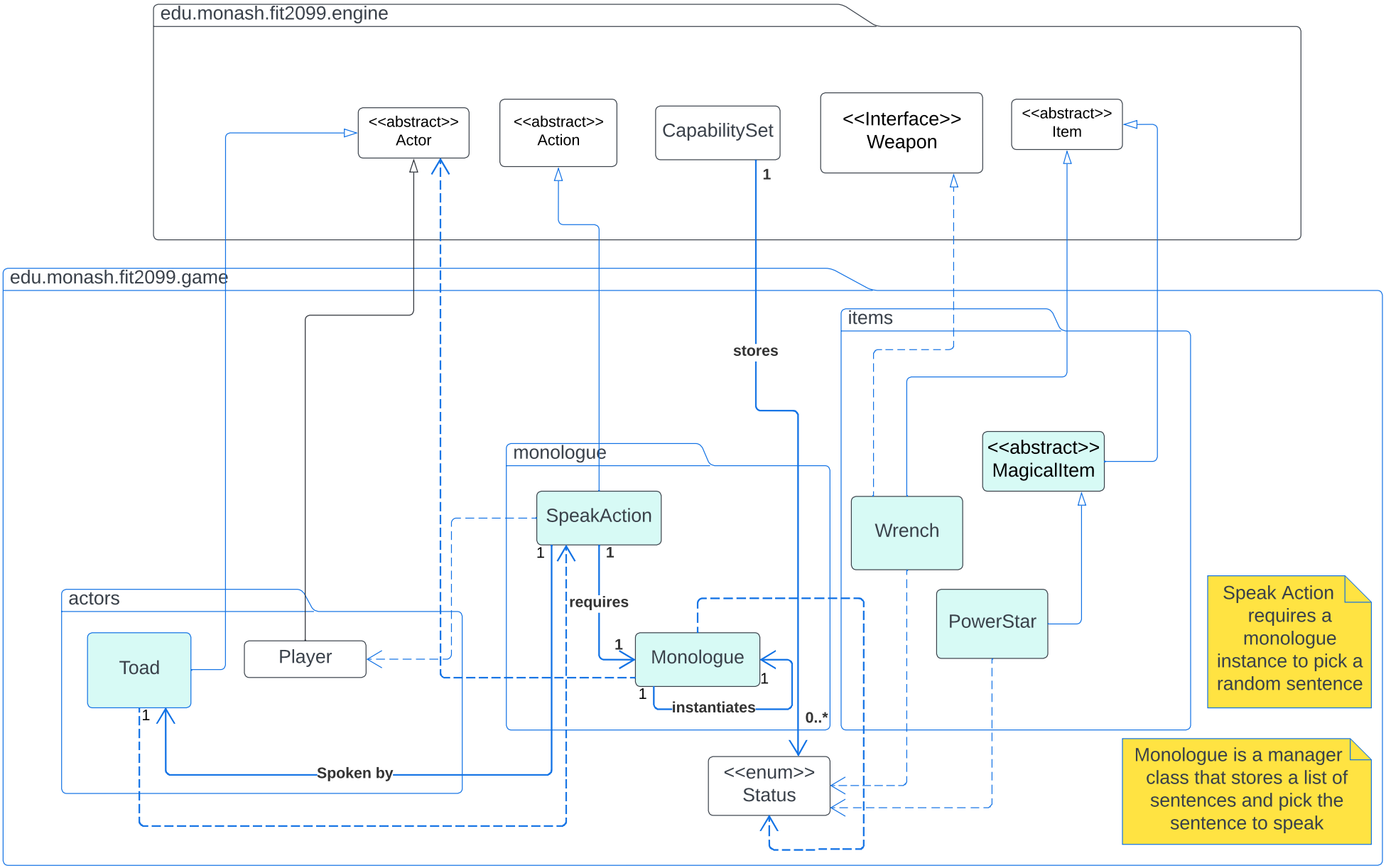
Req 4: Magical Items



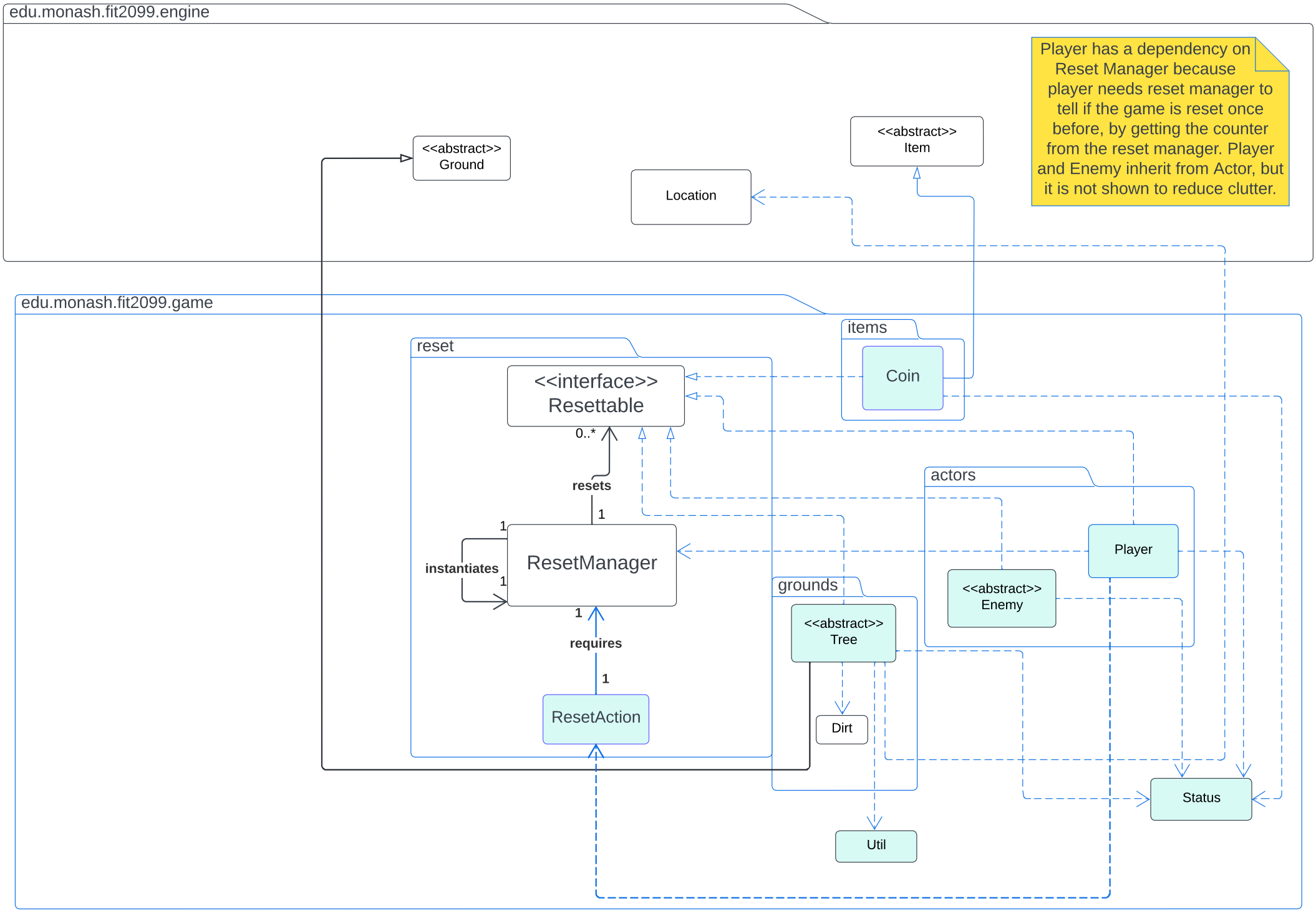
Req 5: Trading

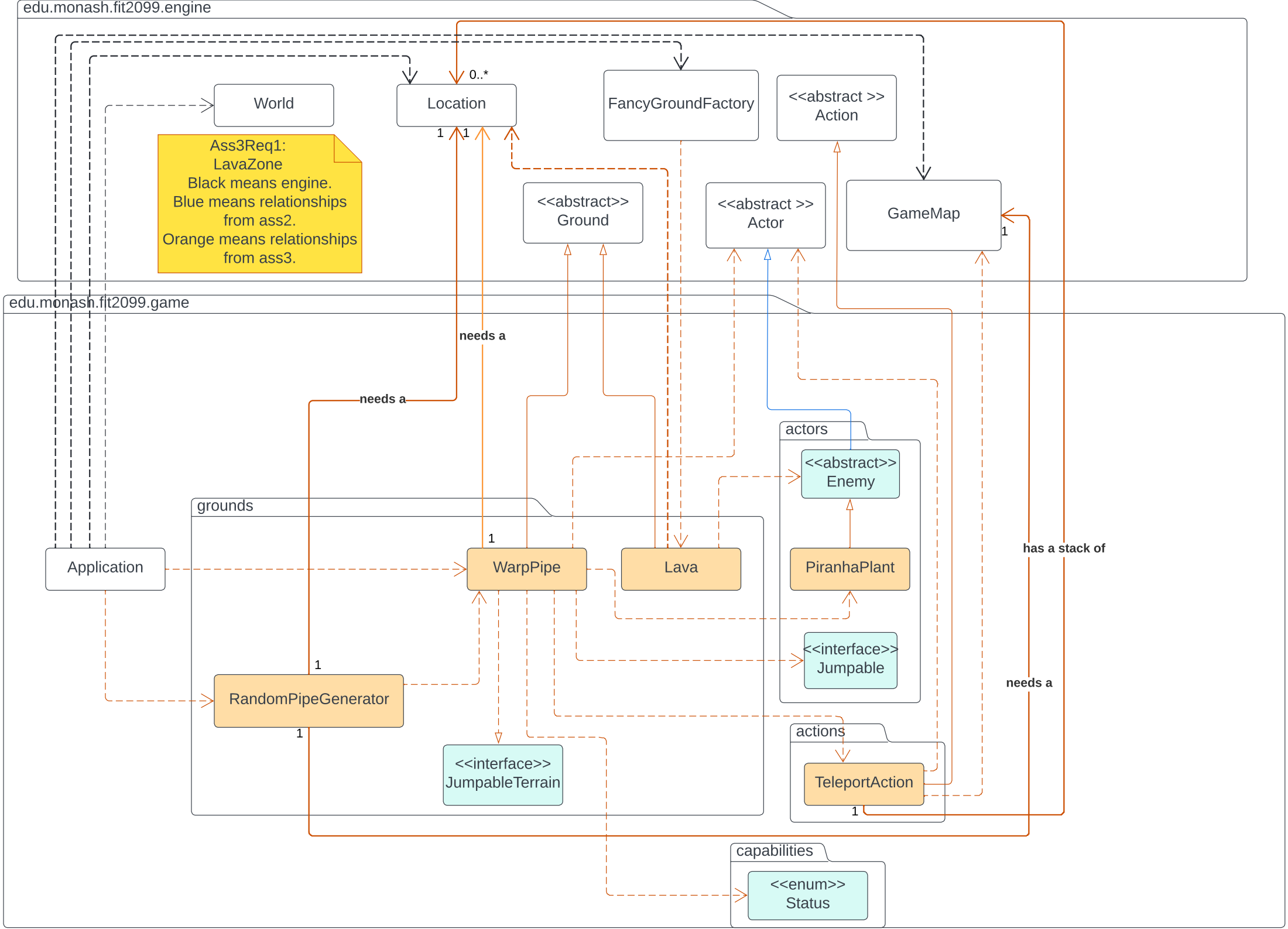


Req 6: Monologue

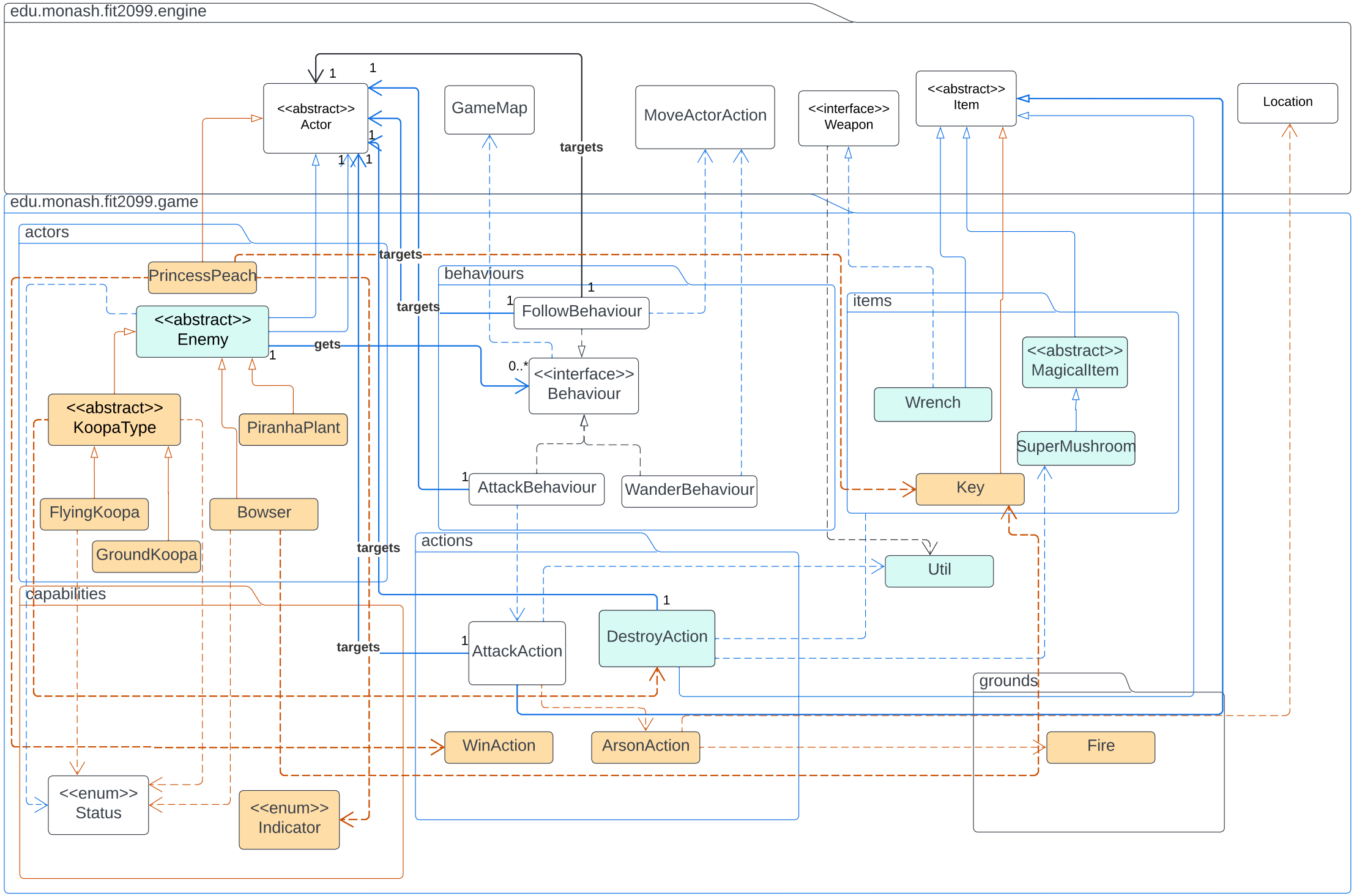


Req 7: Reset

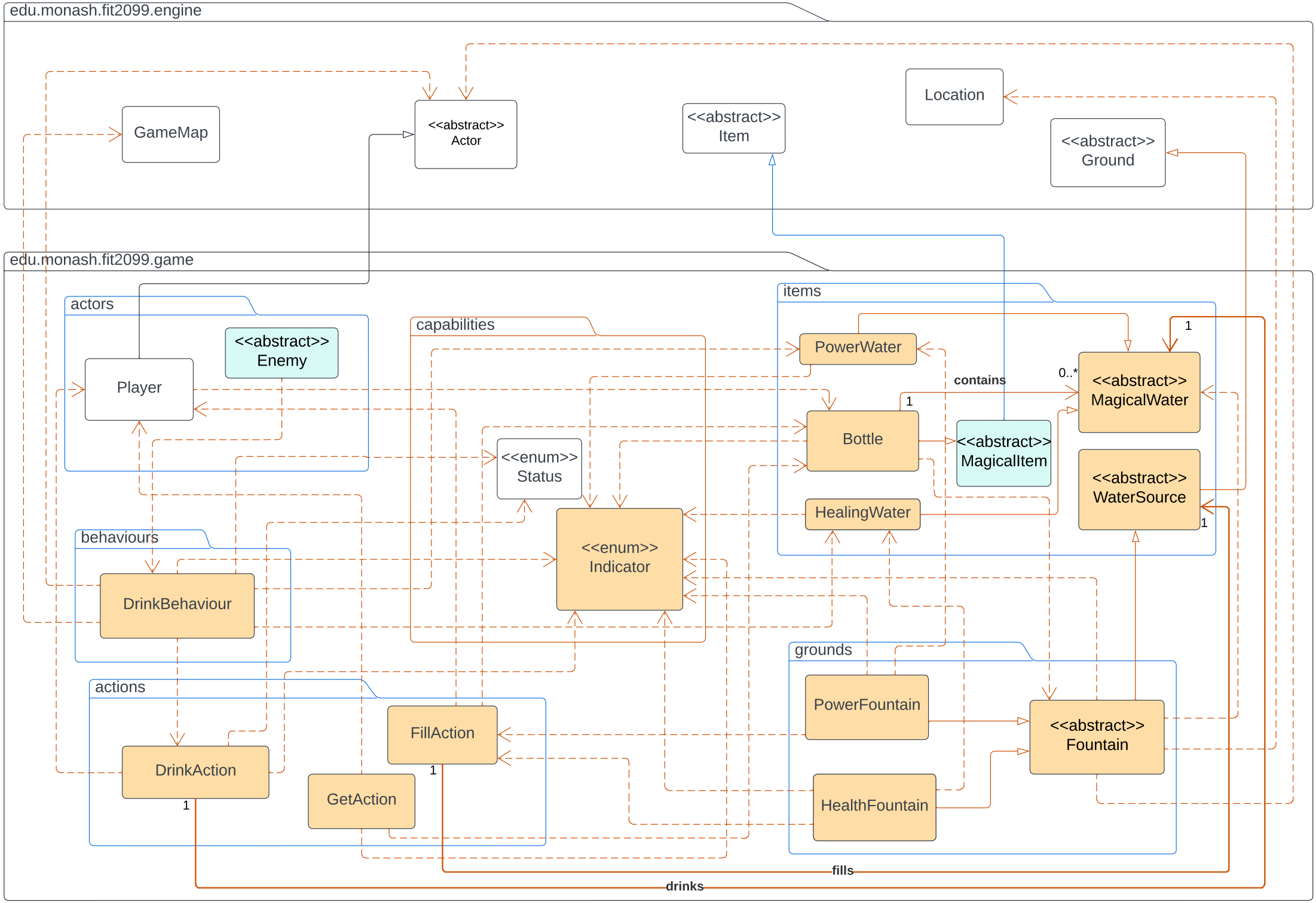

edu.monash.fit2099.engine
Player has a dependency on Reset Manager because player needs reset manager to tell if the game is reset once before, by getting the counter from the reset manager. Player and Enemy inherit from Actor, but it is not shown to reduce clutter.
<<abstract>> Ground
<<abstract>> Item
Location
edu.monash.fit2099.game
items
Coin
reset
<<interface>> Resettable
0..*
resets
1
1
instantiates
1
ResetManager
1
requires
1
ResetAction
actors
Player
<<abstract>> Enemy
grounds
<<abstract>> Tree
Dirt
Status
Util


edu.monash.fit2099.engine
World
Location
0..*
1
1
FancyGroundFactory
<<abstract >>
Action
Ass3Req1:
LavaZone
Black means engine.
Blue means relationships
from ass2.
Orange means relationships
from ass3.
<<abstract>>
Ground
<<abstract >>
Actor
GameMap
1
edu.monash.fit2099.game
needs a
needs a
actors
<<abstract>>
Enemy
grounds
1
Application
WarpPipe
Lava
PiranhaPlant
has a stack of
<<interface>>
Jumpable
1
RandomPipeGenerator
needs a
1
actions
<<interface>>
JumpableTerrain
TeleportAction
1
capabilities
<<enum>>
Status

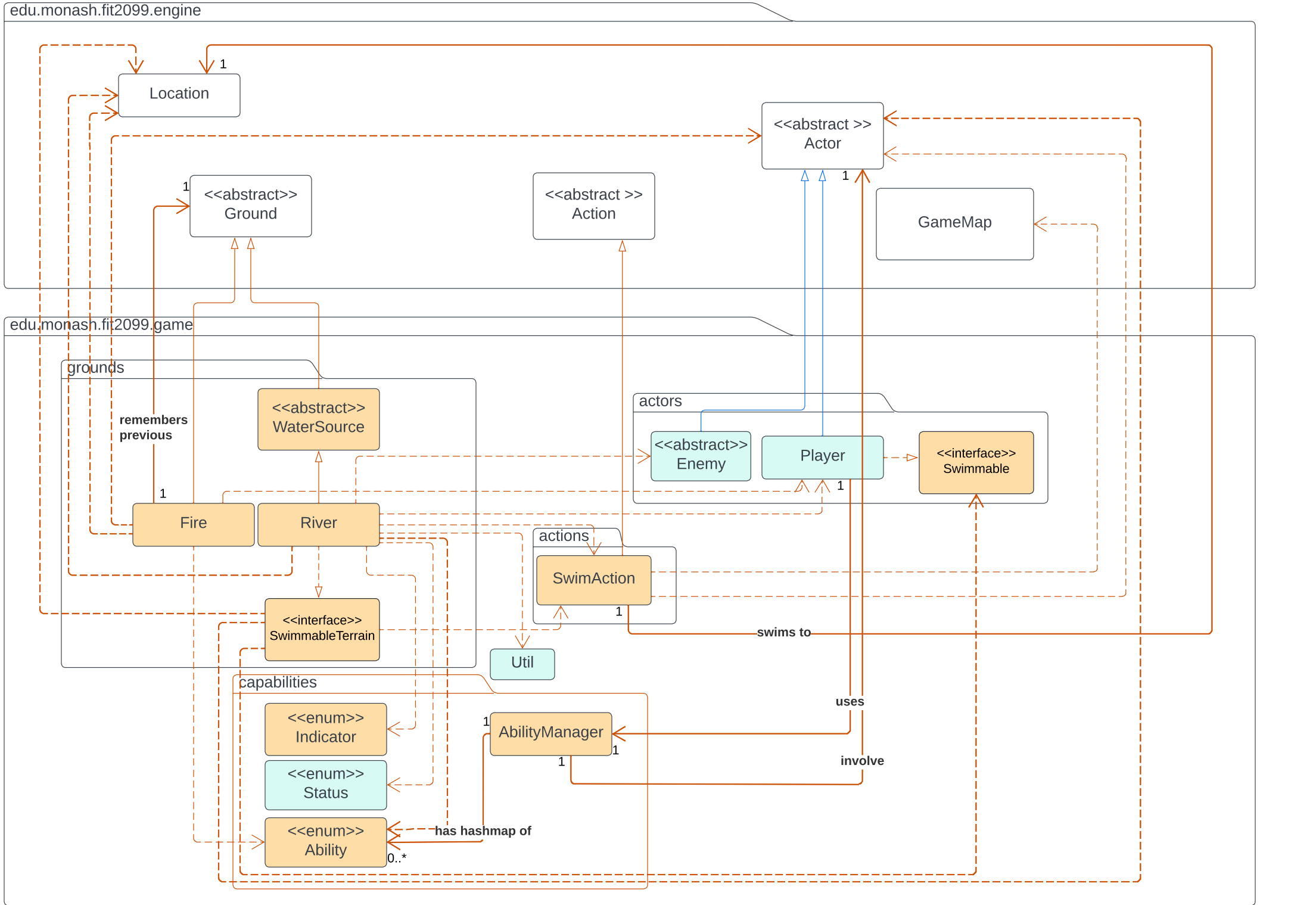
Assignment 3 Req 2: More allies and enemies



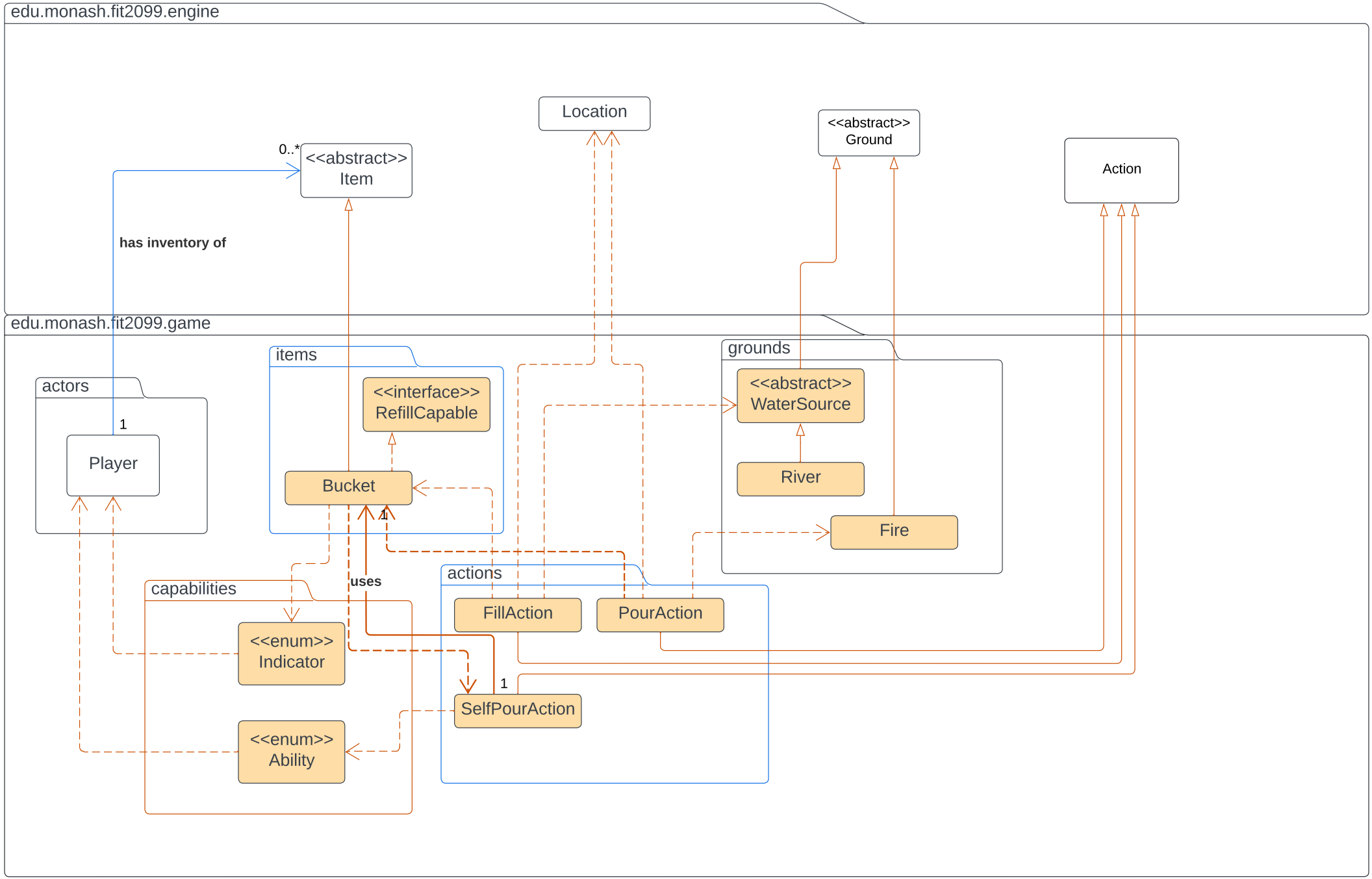
Assignment 3 Req 3: Magical Fountains



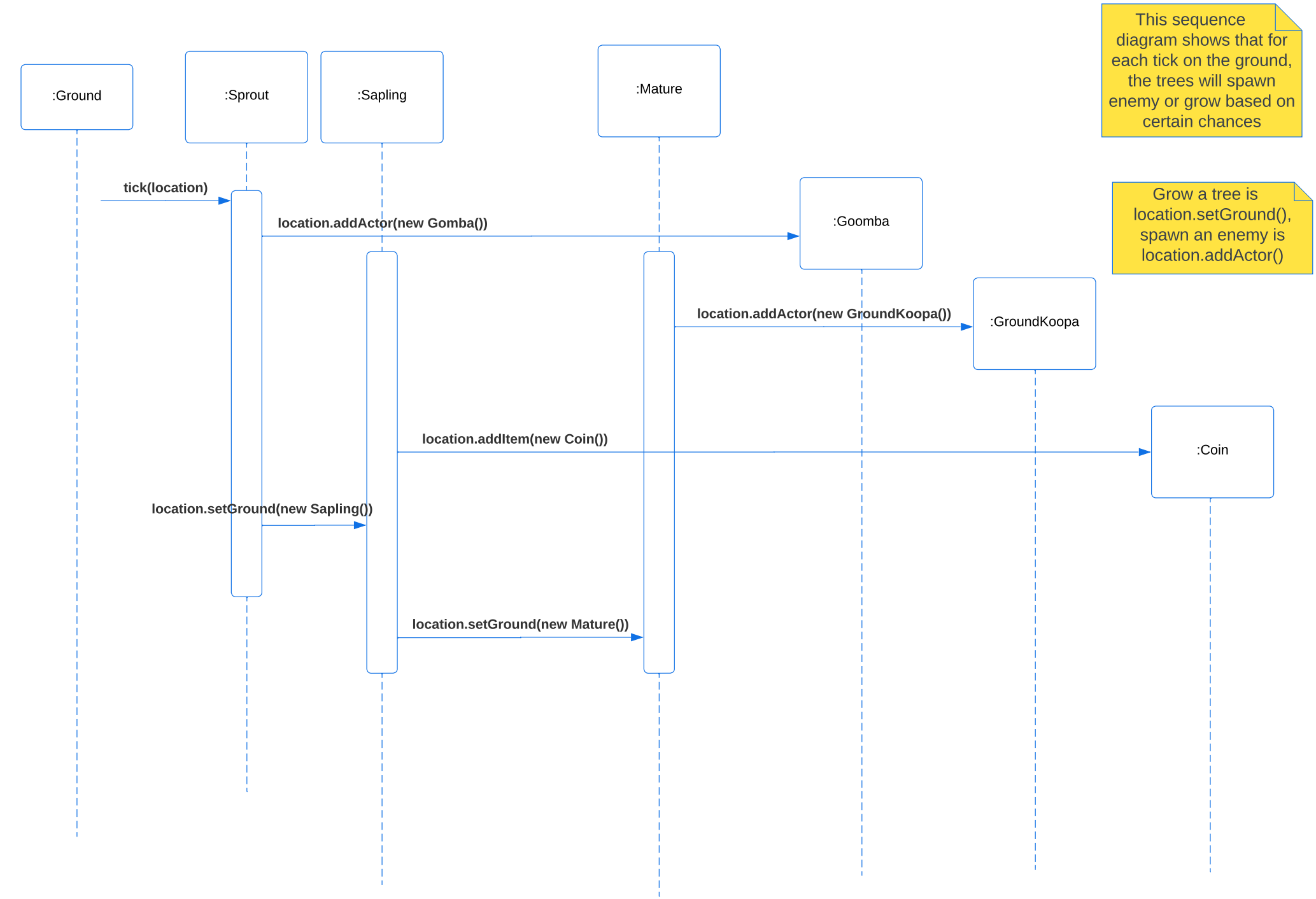
Assignment 3 Req 4: Crossing Rivers



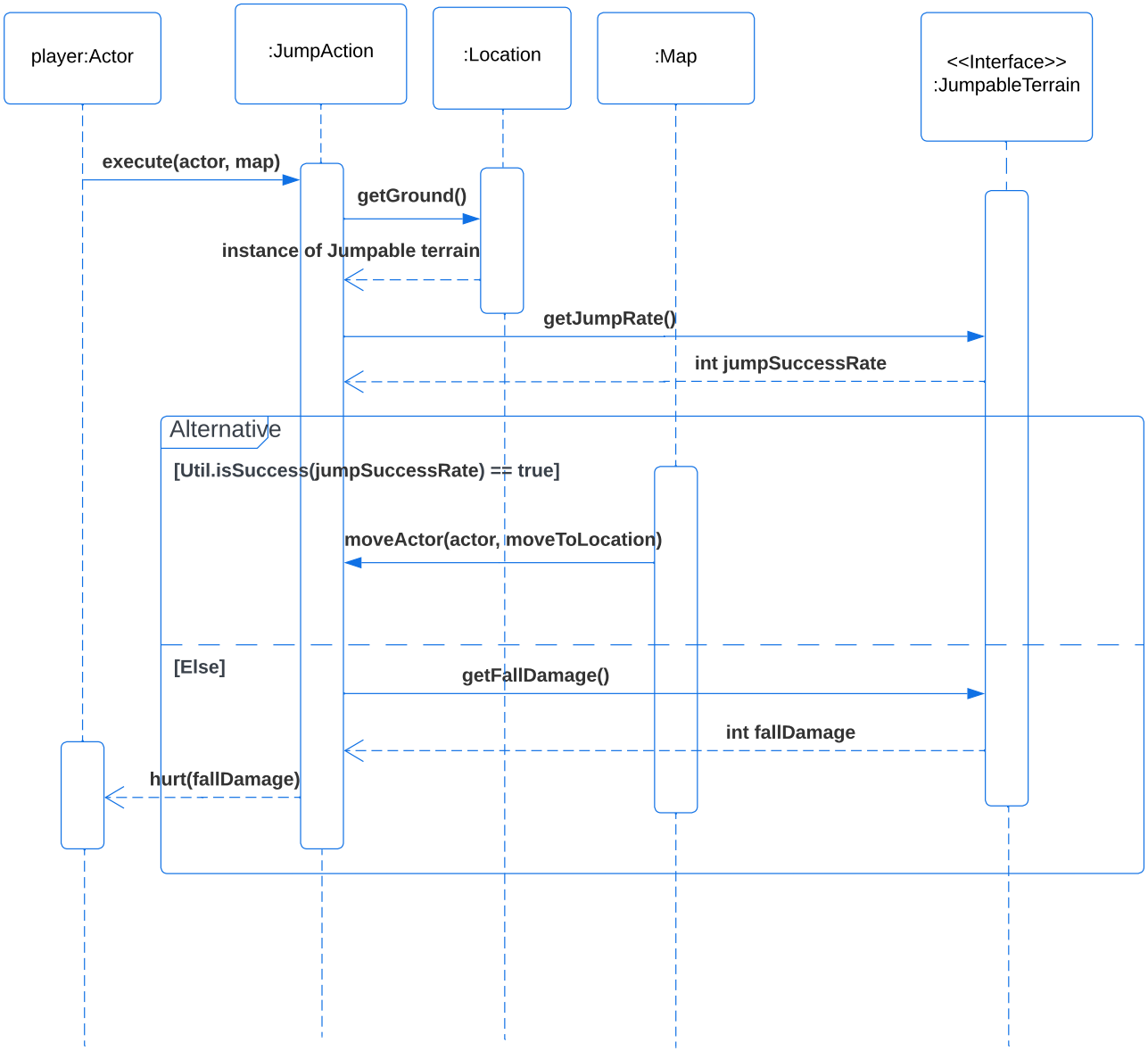
Assignment 3 Req 5: Bucket of Water



Assignment 2: Sequence Diagram for Req 1

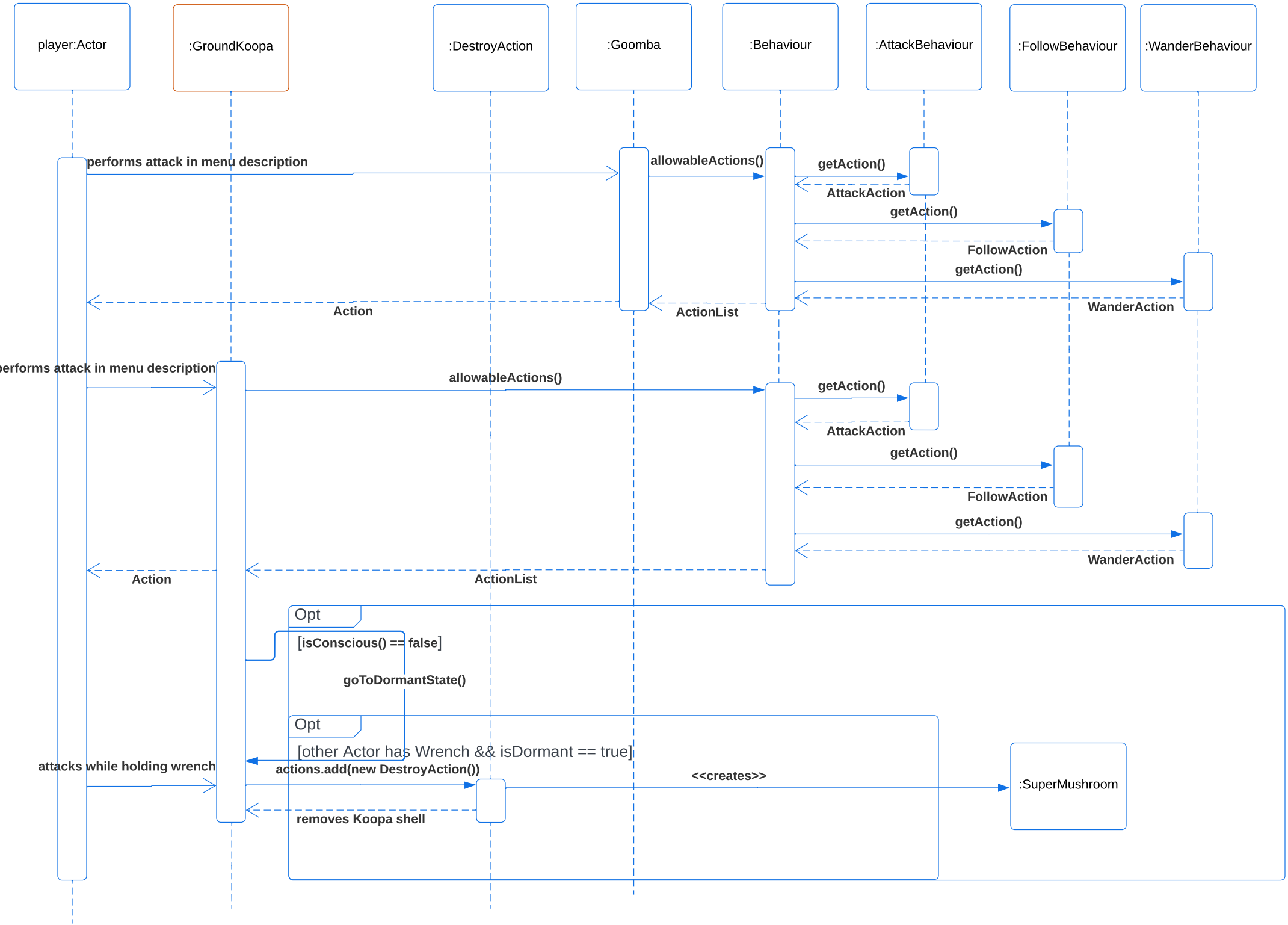


Assignment 2: Sequence Diagram for Req 2

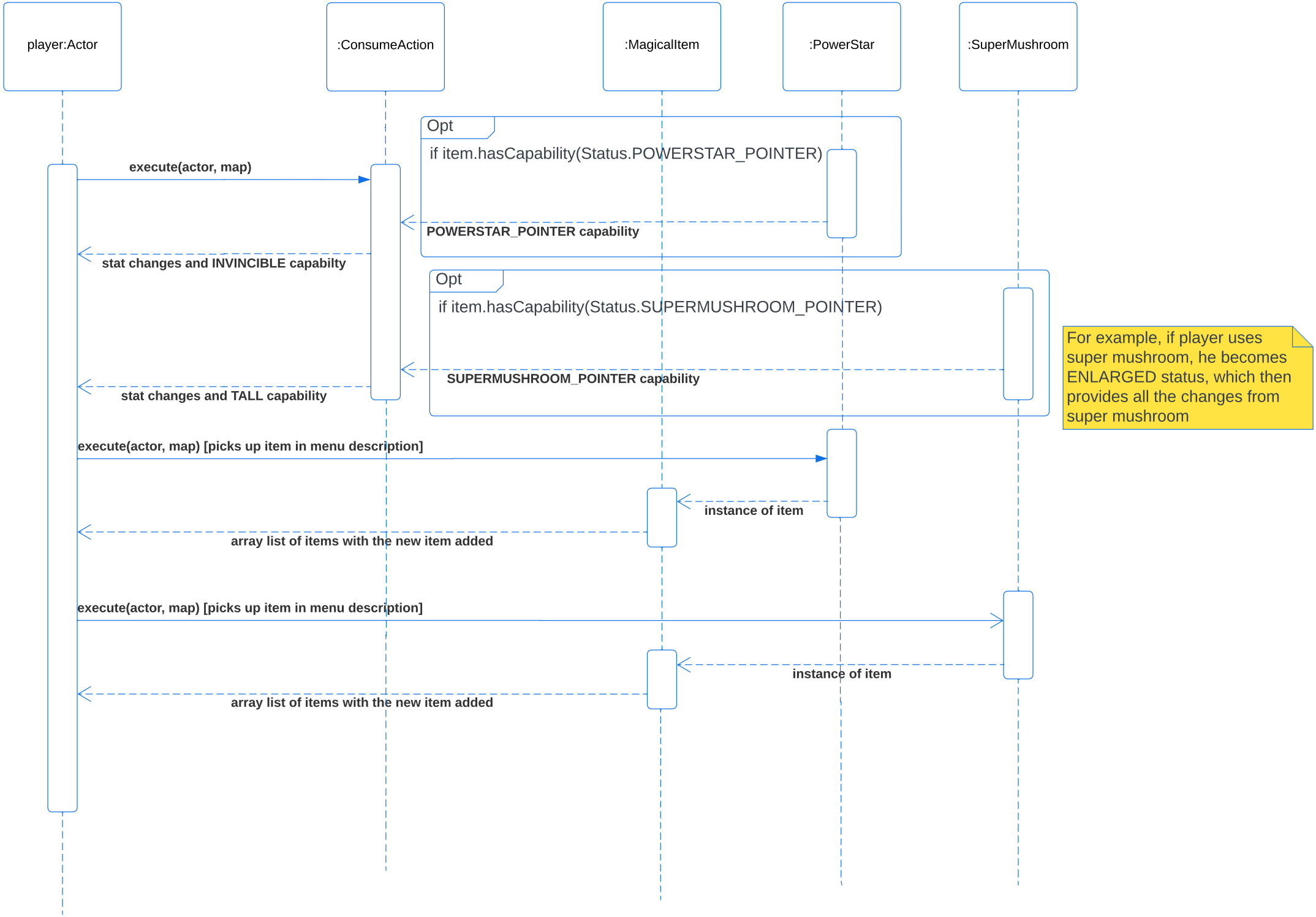


This sequence diagram shows how the player can jump onto the tree using the jump action

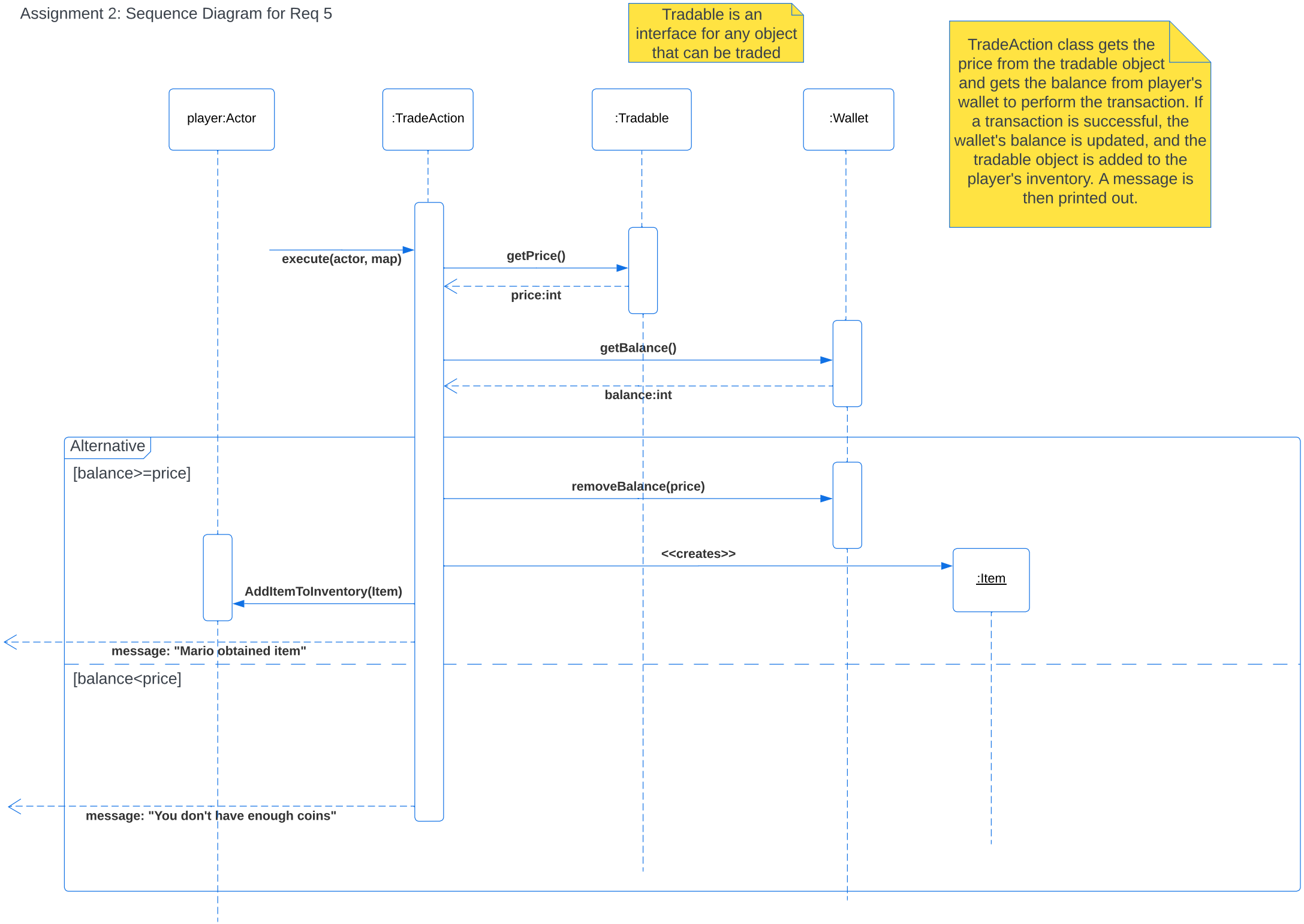
Assignment 2: Sequence Diagram for Req 3



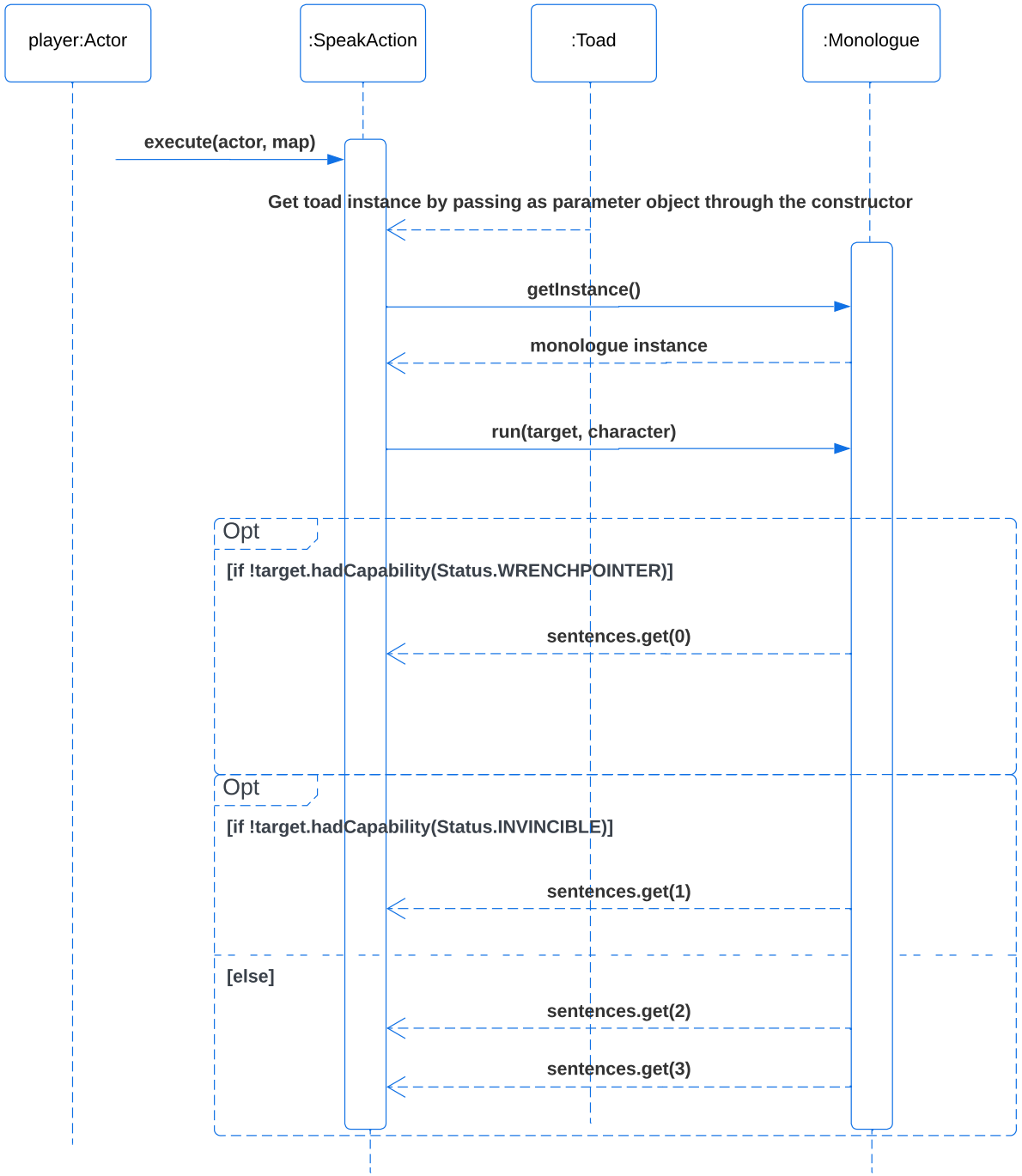
Assignment 2: Sequence Diagram for Req 4



Assignment 2: Sequence Diagram for Req 5



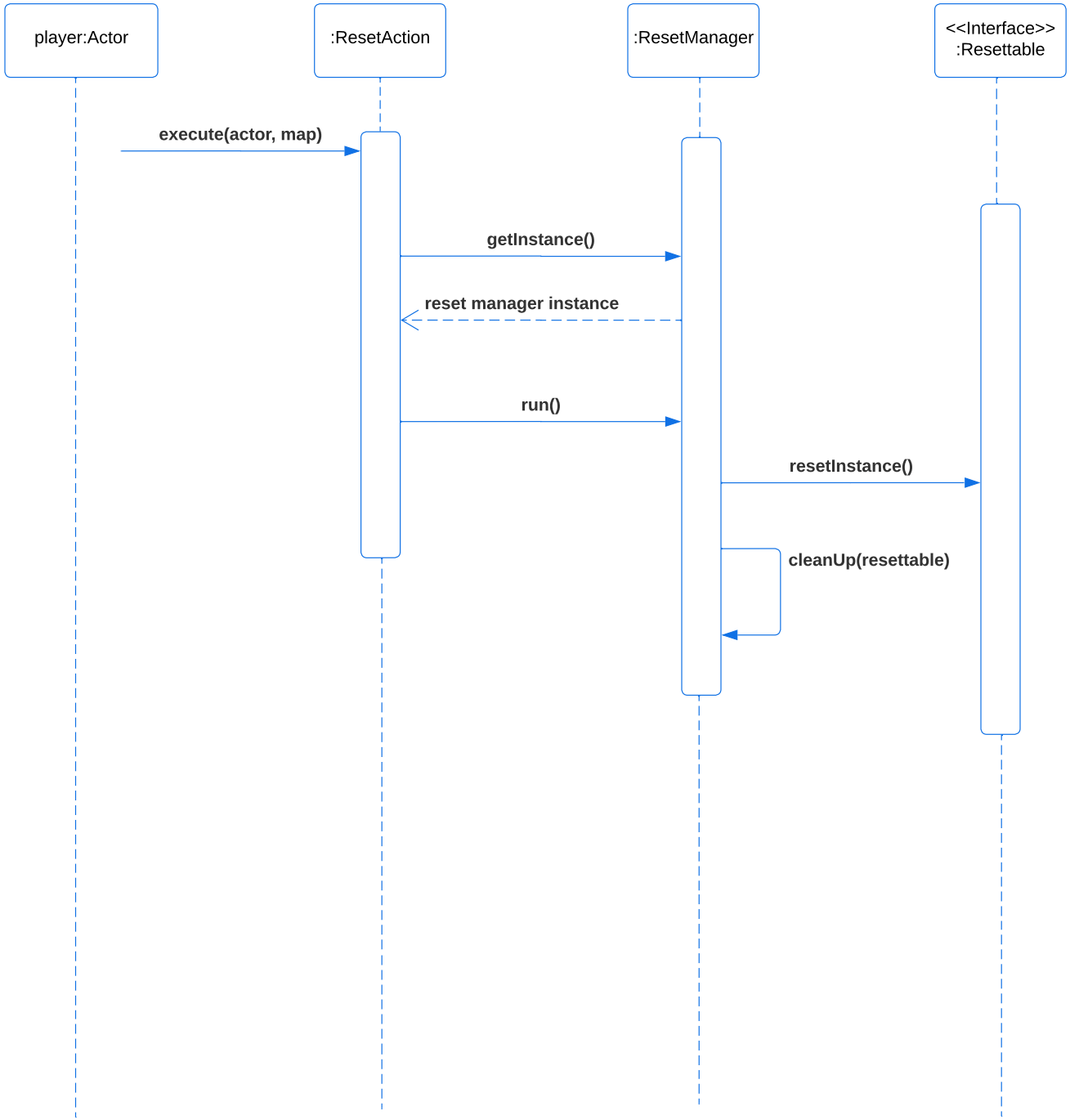
Assignment 2: Sequence Diagram for Req 6



This sequence diagram shows how the player interacts with toad by having the speak action.

Monologue acts as a manager between toad and player by deciding which sentence to speak out

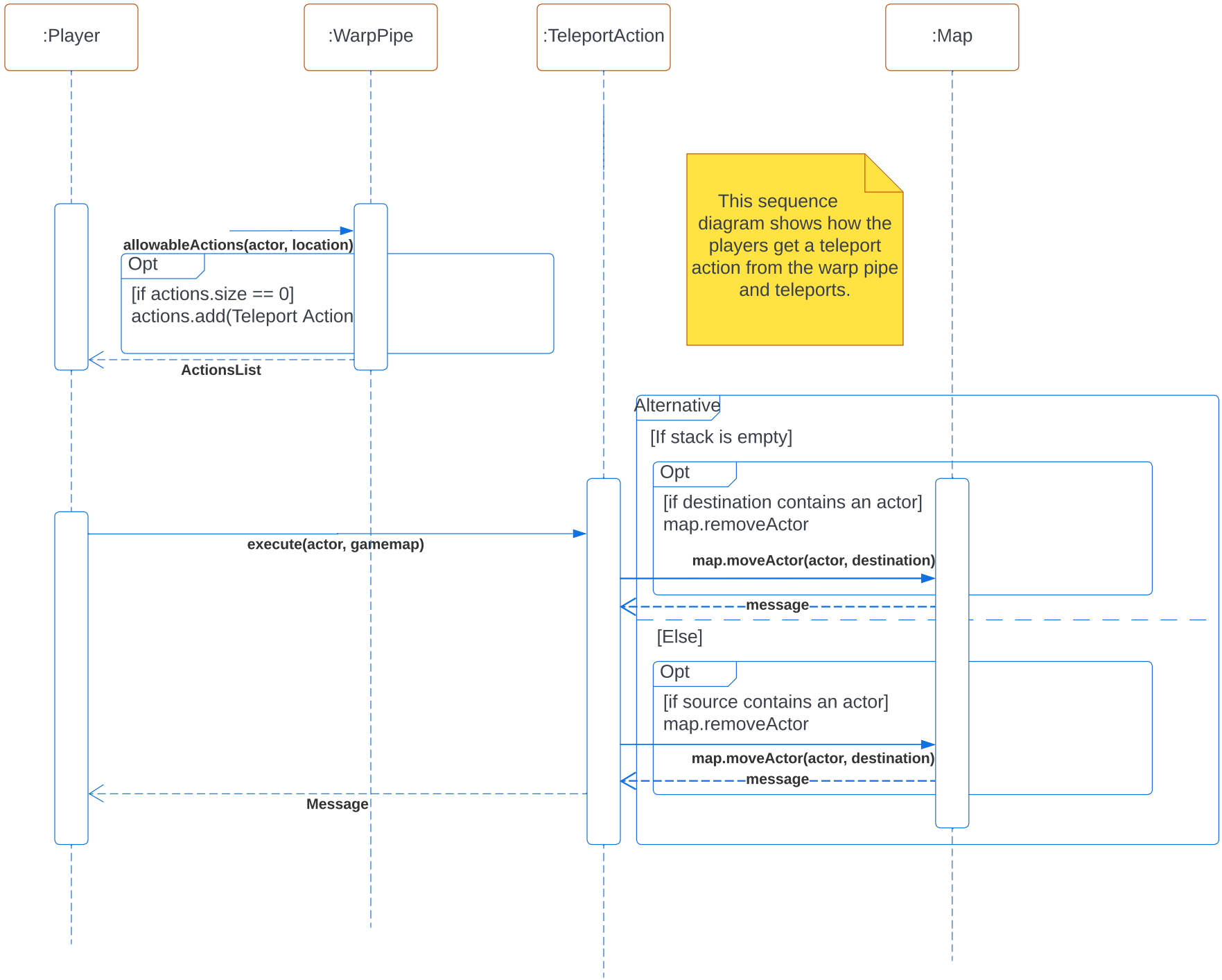
Assignment 2: Sequence Diagram for Req 7



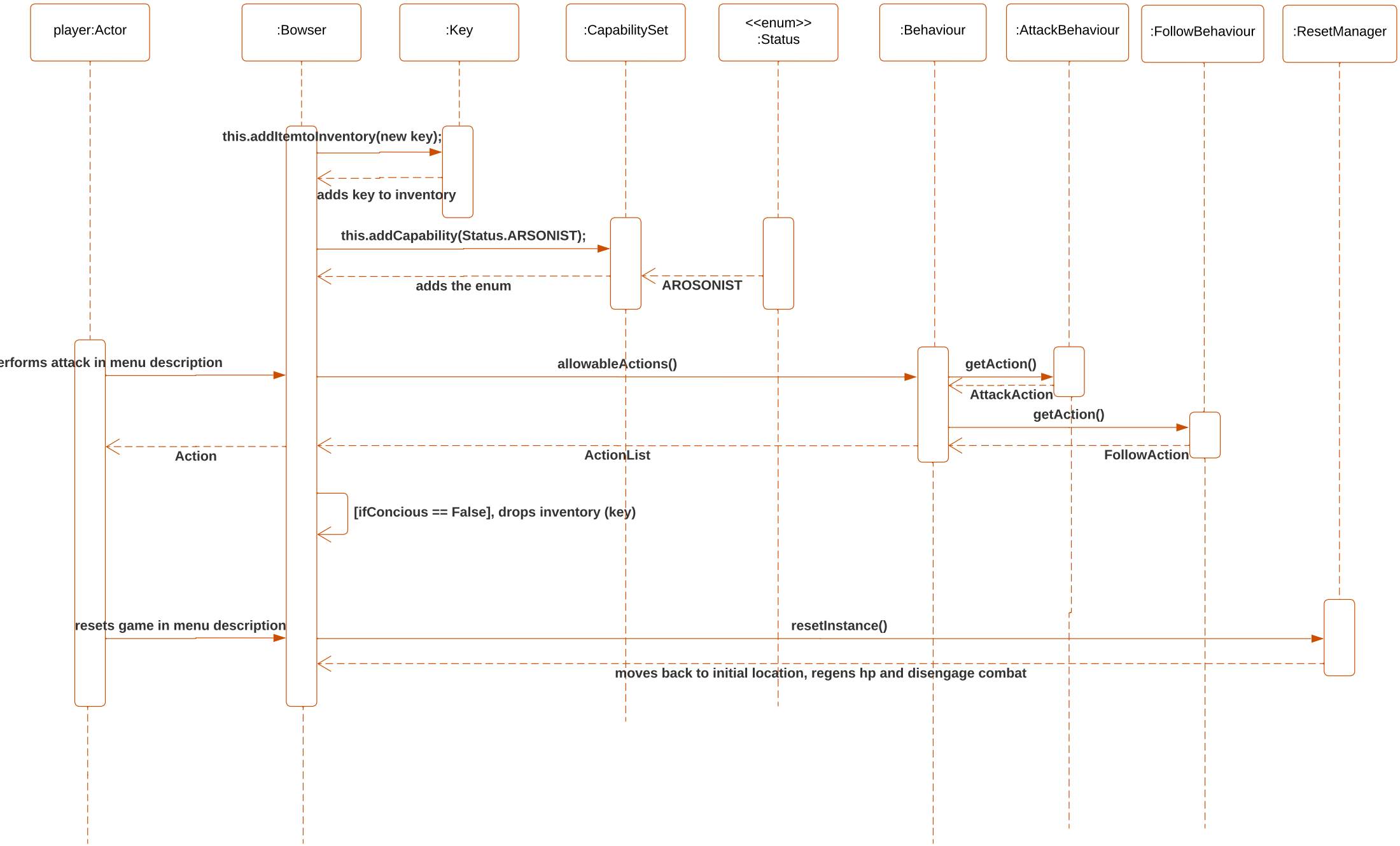
This sequence diagram shows how the reset action functions by resetting the instances on the map.

Resettable involves Tree, Coin, Player, Enemy, Bowser, Piranha Plant
NOTE: Bowser and Piranha Plants are newly added instances

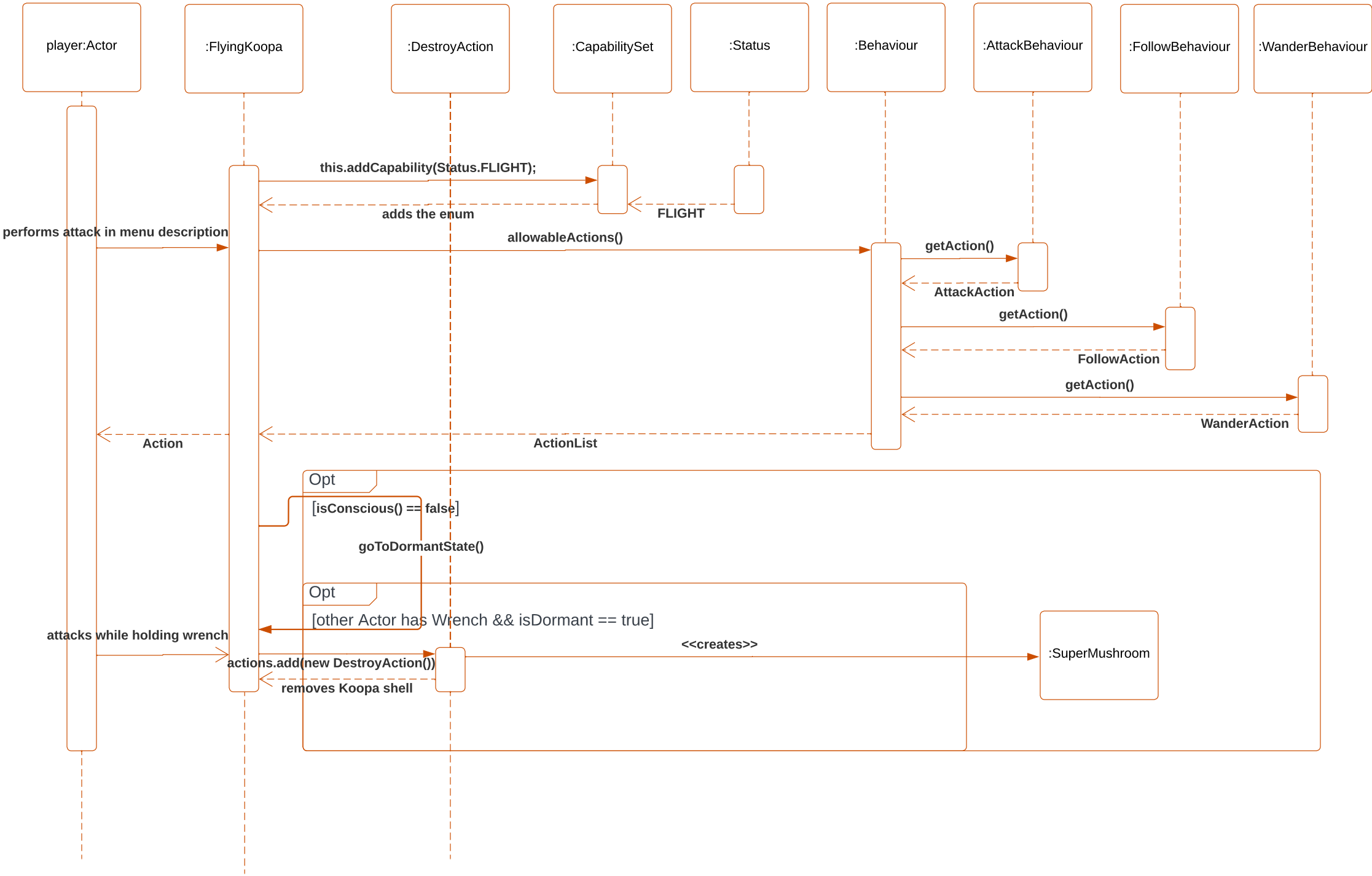
Assignment 3: Sequence Diagram for Req 1 (Lava Zone)



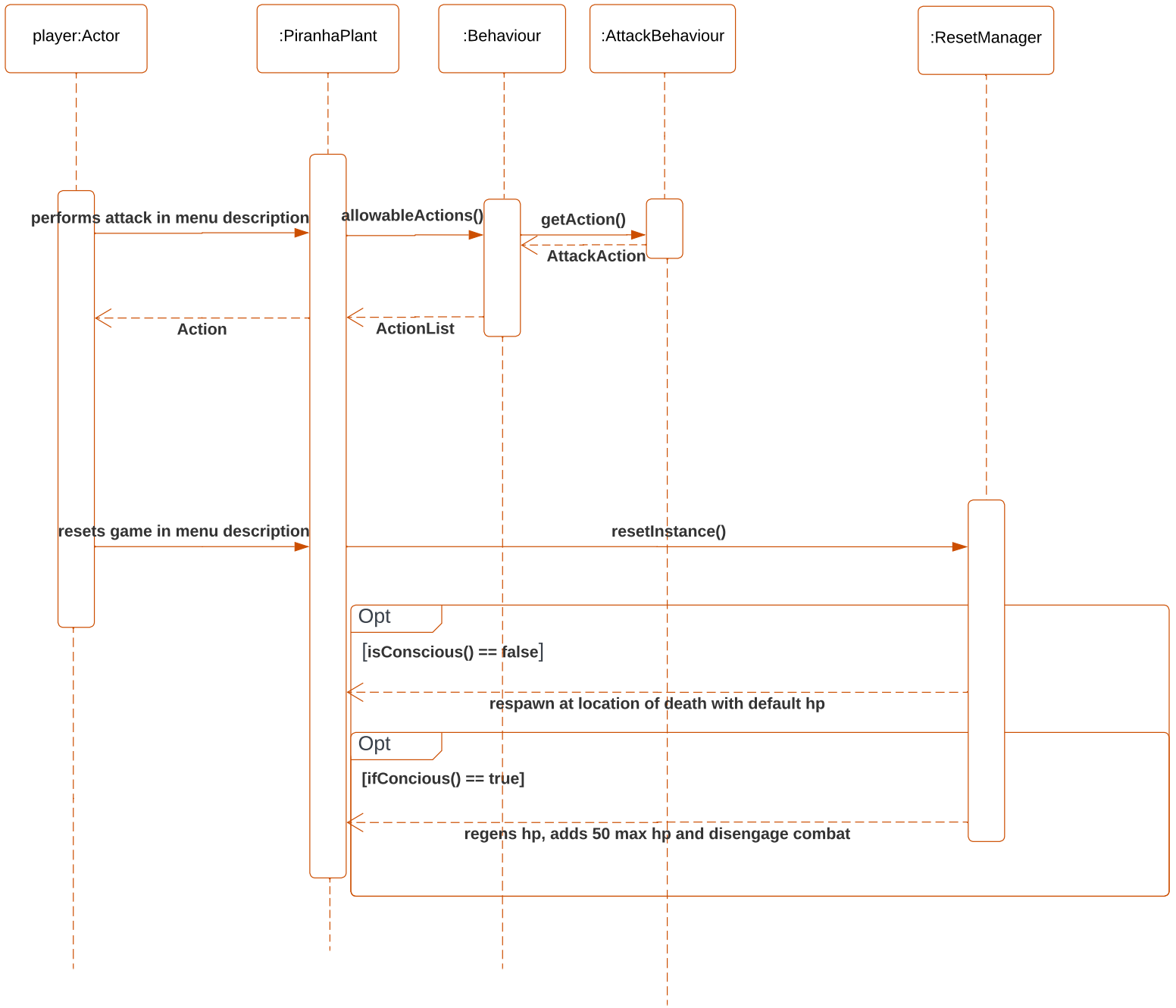
Assignment 3: Sequence Diagram for Req 2 (Bowser)



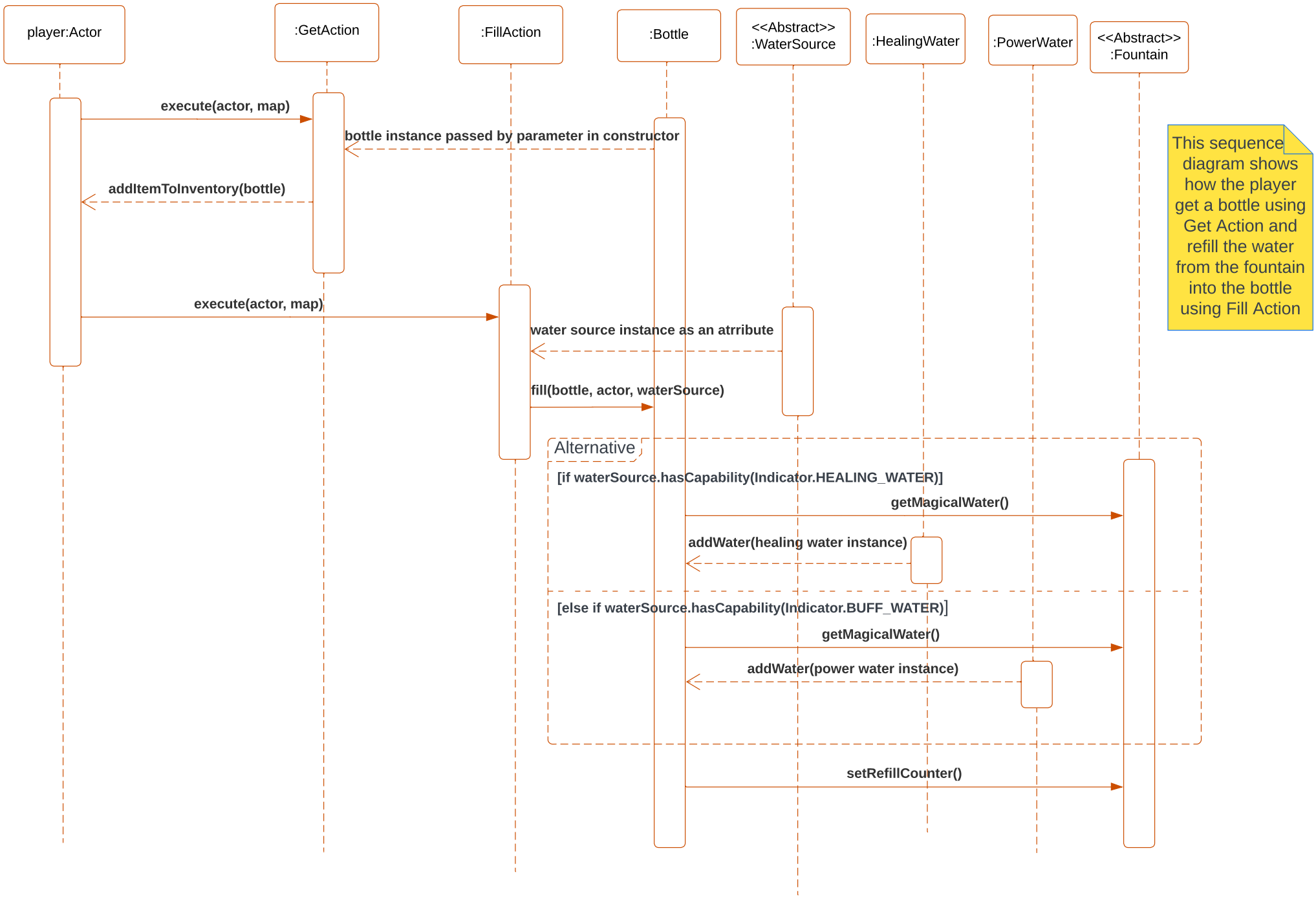
Assignment 3: Sequence Diagram for Req 2 (FlyingKoopa)



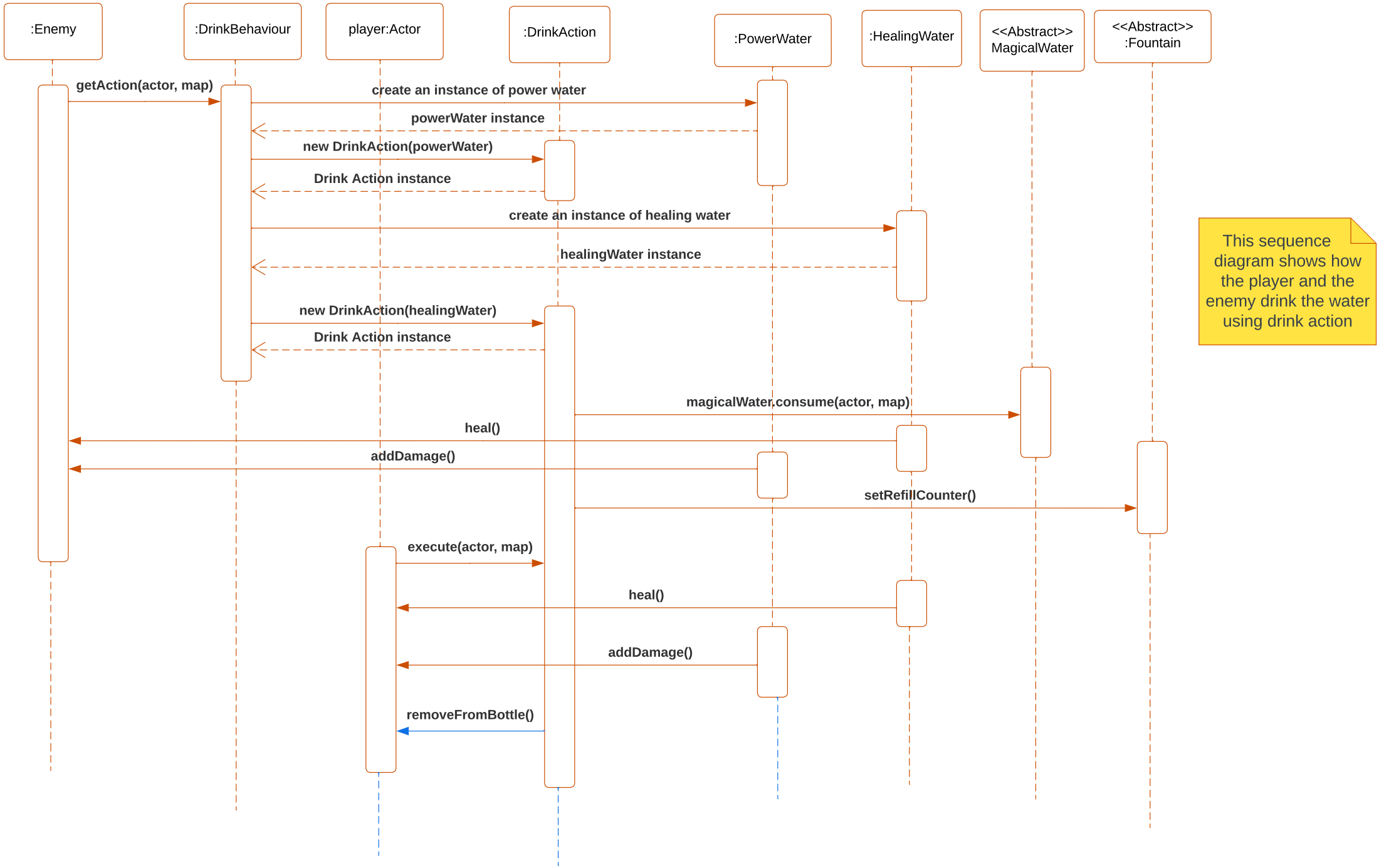
Assignment 3: Sequence Diagram for Req 2 (PiranhaPlant)



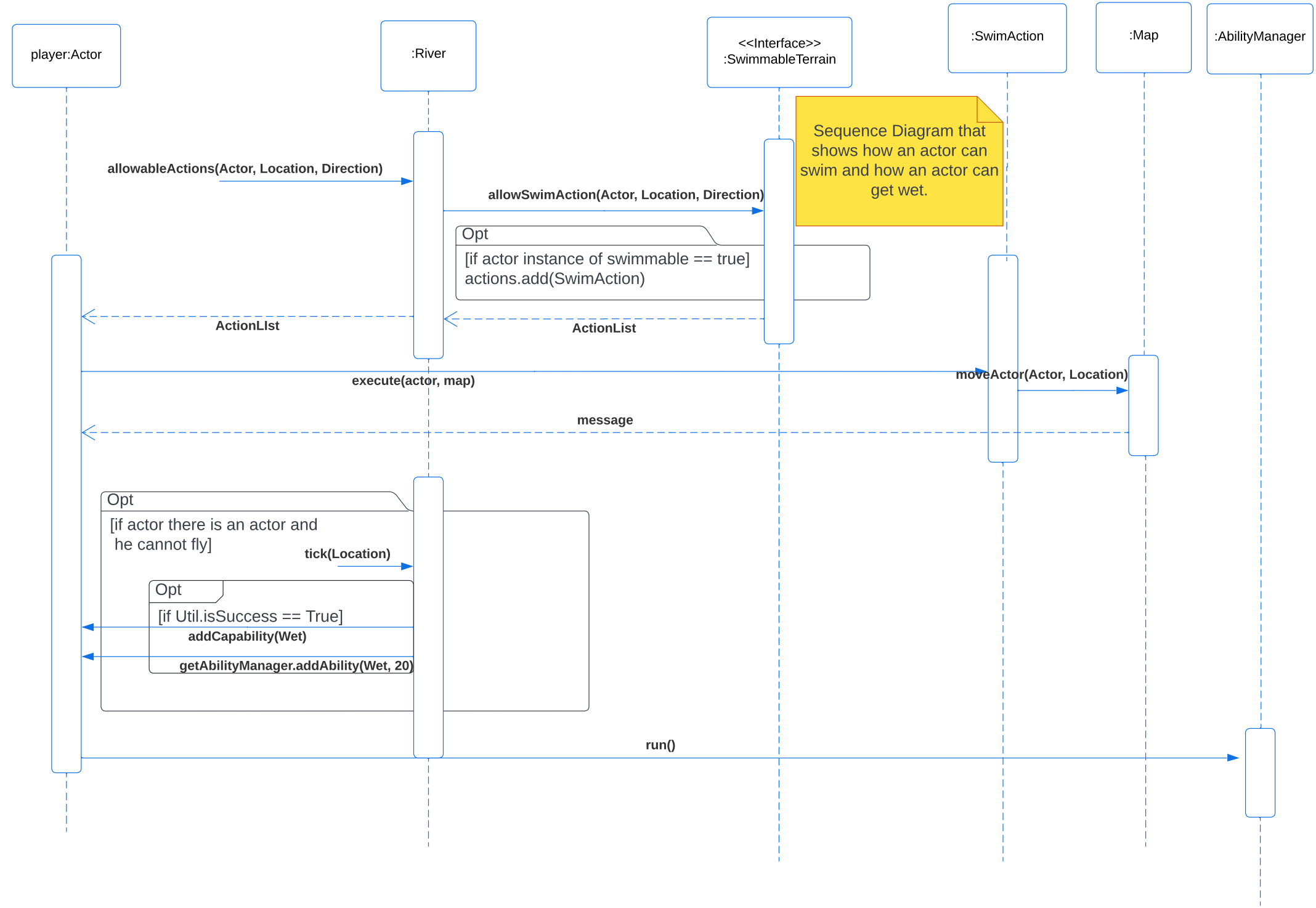
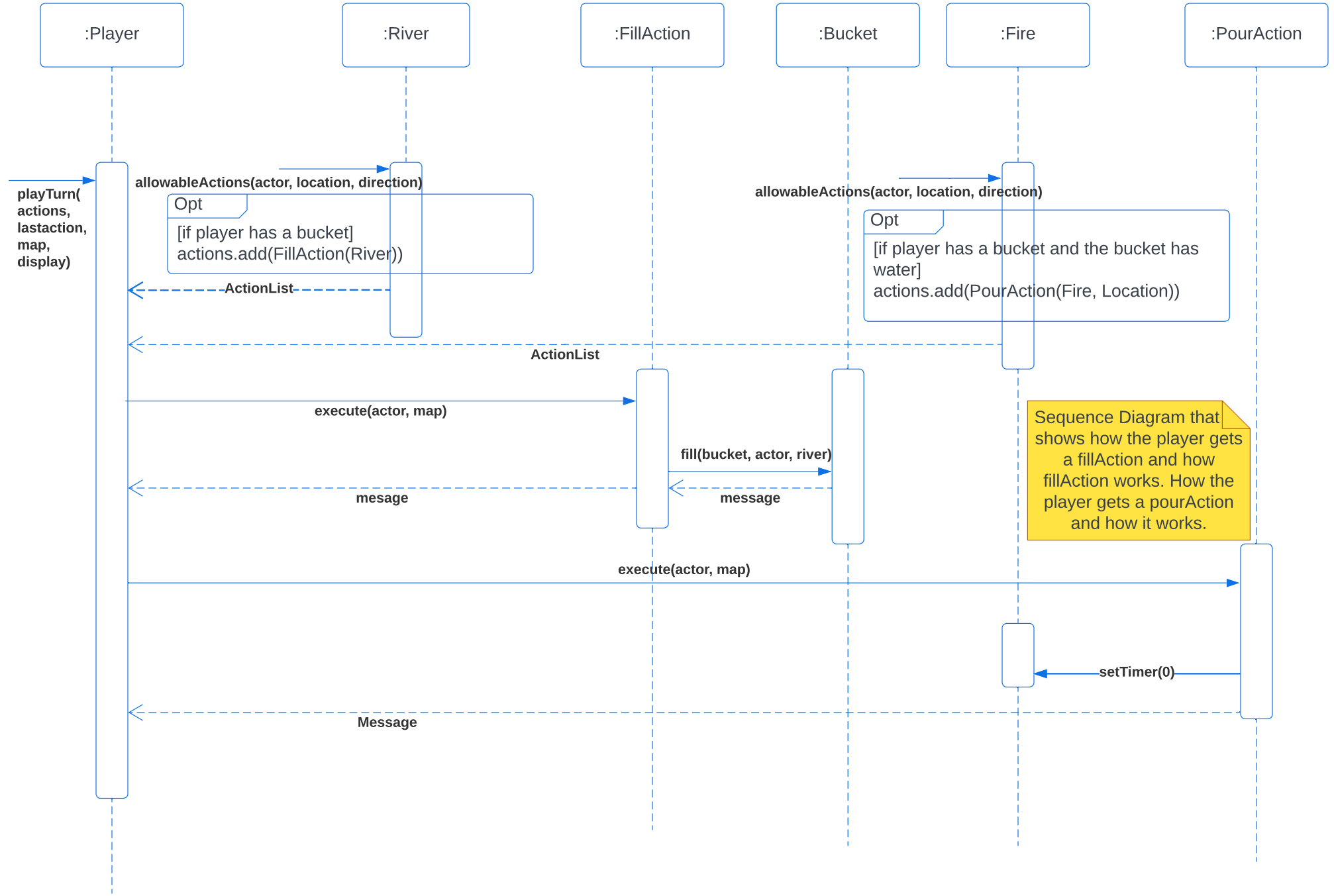
Assignment 3: Sequence Diagram for Req 3 (Part 1: Fill Action)



Assignment 3: Sequence Diagram for Req 3 (Part 2: Drink Action)



Assignment 3: Sequence Diagram for Req 4 (Crossing Rivers)



Assignment 3: Sequence Diagram for Req 5:Bucker of water