Formal Process Definition

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## Description:

The SAD Gui launcher client, will provide an interface for playing the rocket launcher game. The client let’s the operator connect to the game server, start games, control the rocket launcher by selecting targets and shooting at them. The client provides all interaction the operator needs to complete a game, and continue playing subsequent games. The client contains connections to the game server, as well as interfacing with the rocket launcher hardware and camera directly.

## Top Level System Overview:

Game Server

SAD GUI CLIENT

Rocket Launcher

Webcam

## SAD GUI Controls

### Interactions

Connect to server

Select Game Type

Start Game

Select Target

Fire

Move (L, R, U, D)

Reload

Exit

Calibrate

Toggle Camera

### Additional Visual Displays

Camera

Targets

Server Status

Launcher Status

Game Timer

### Process Definition

Calibrate

Stop Game

Reload

Fire

Move

Start

Conn Server

Select Target

Client

Server

Launcher