Class diagram

PlayerState

seeOpponent(defeat : Boolean)
loseOpponent()
receiveBlow(weapon : WT)

FPS

canDefeat : Boolean
currHealth : Integer
weapon : WT
ps : PlayerState
neutralState : PlayerState
attackState : PlayerState
panicState : PlayerState
dieState : PlayerState

initInstance()
seeOpponent(defeat : Boolean)
loseOpponent()
receiveBlow(weapon : WT)

shooterState

ps

fPS

Weapon

wType : WT
ammoAmount : Integer

shoot()
reload(bullets : Integer)

Attack

seeOpponent(defeat : Boolean)
loseOpponent()
receiveBlow(weapon : WT)

Die

seeOpponent(defeat : Boolean)
loseOpponent()
receiveBlow(weapon : WT)

Level

atLevel : Integer

moveForward()
moveBackward()

Panic

seeOpponent(defeat : Boolean)
loseOpponent()
receiveBlow(weapon : WT)

Neutral

seeOpponent(defeat : Boolean)
loseOpponent()
receiveBlow(weapon : WT)

«enumeration»
WT

sg
ar
pl