



Entwicklung Interaktiver Anwendungen II

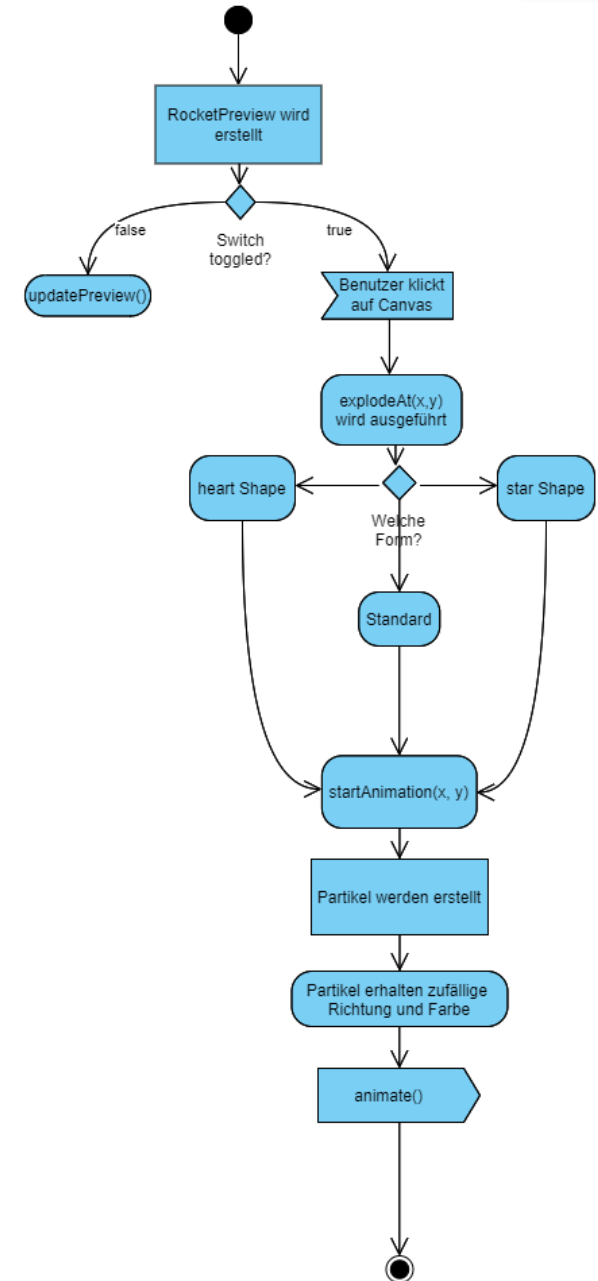
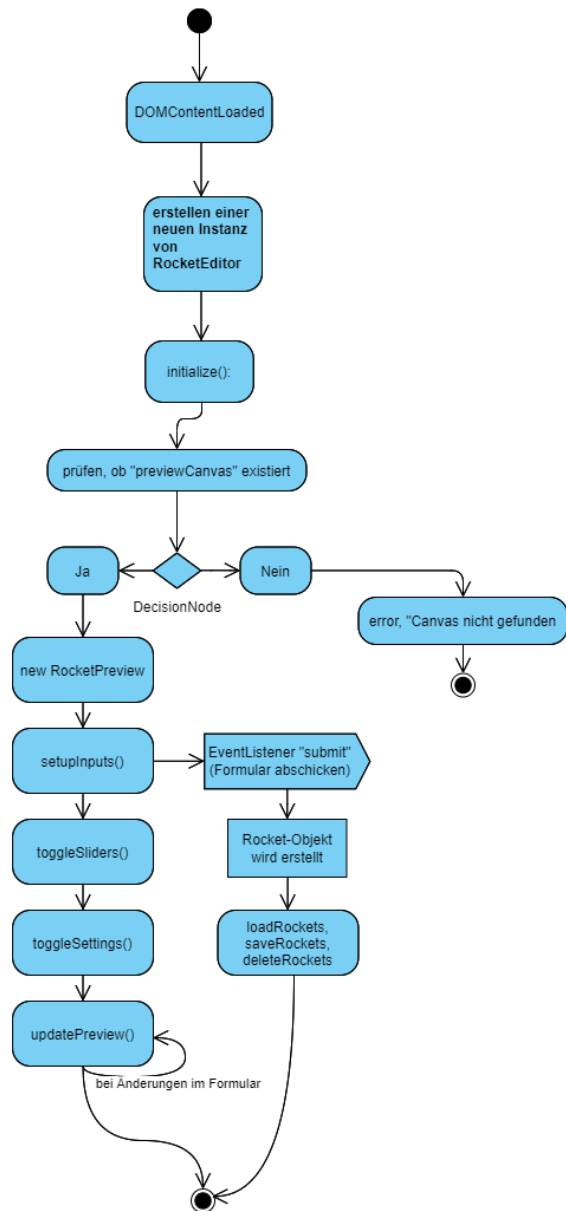
Konzeption

Endabgabe - virtuelles Feuerwerk

Luca Hemminger

274479

Aktivitätsdiagramme



optimiert für PC/Laptop \rightarrow mehr Interaktionsmöglichkeiten
(Handy/Tablet wäre nur Touch)

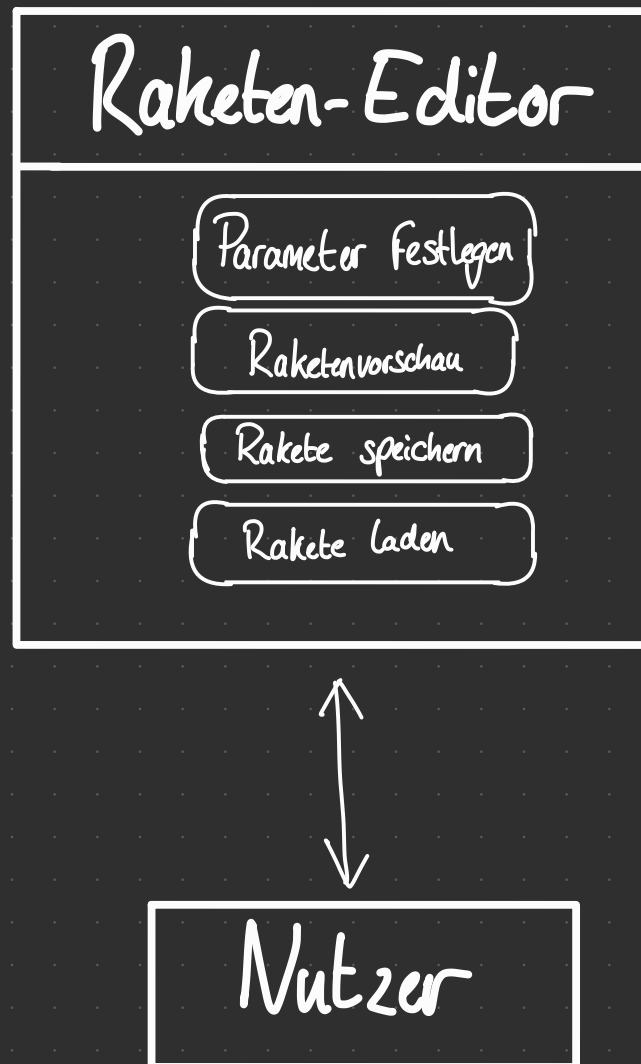
welche Parameter haben die Raketen?

Welche Parameter haben die Likertsk.:
Faktor, Größe, Anzahl, Dauer, Form, Farbe, Ton?, diverse Skile? (Punkt Art, BU, Bilder, die vom Nutzer hochgeladen werden?)

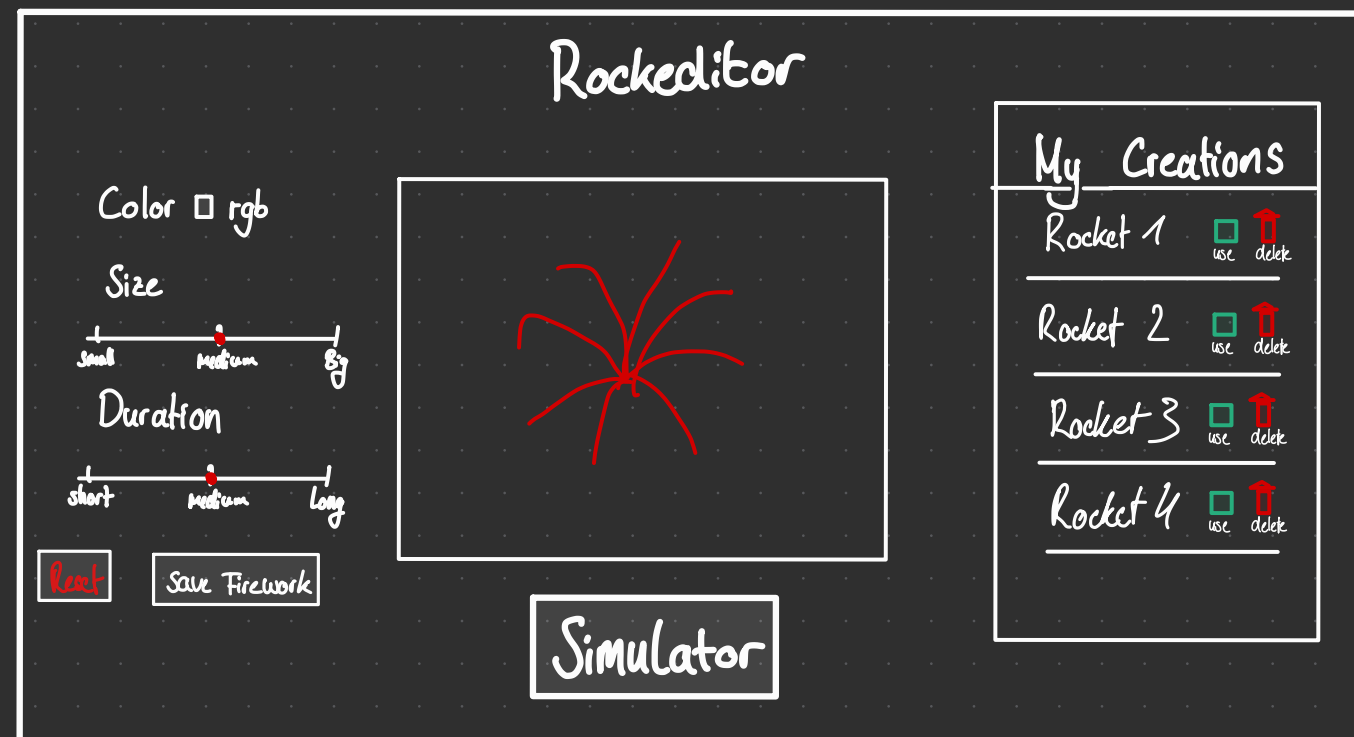
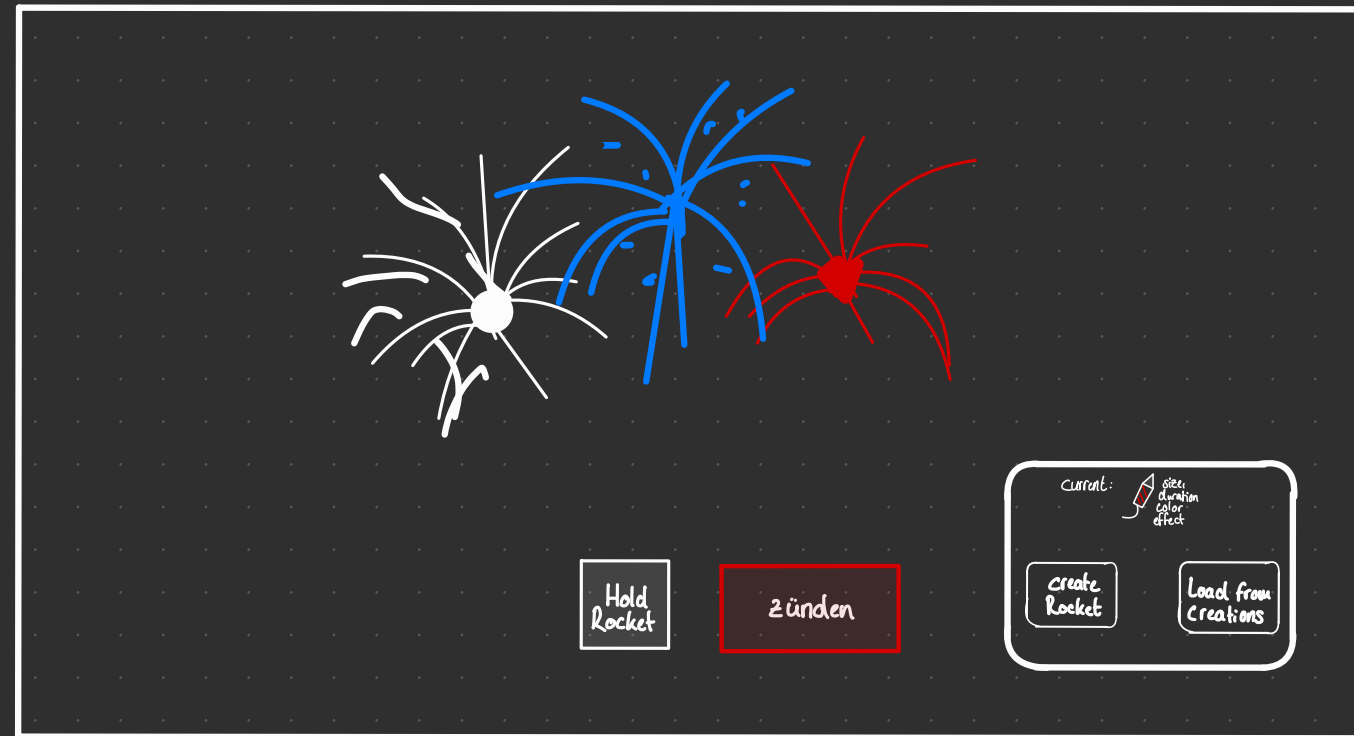
Flugzeit, ja nein?

dann mit Ton  vielleicht noch
optional
blassen?

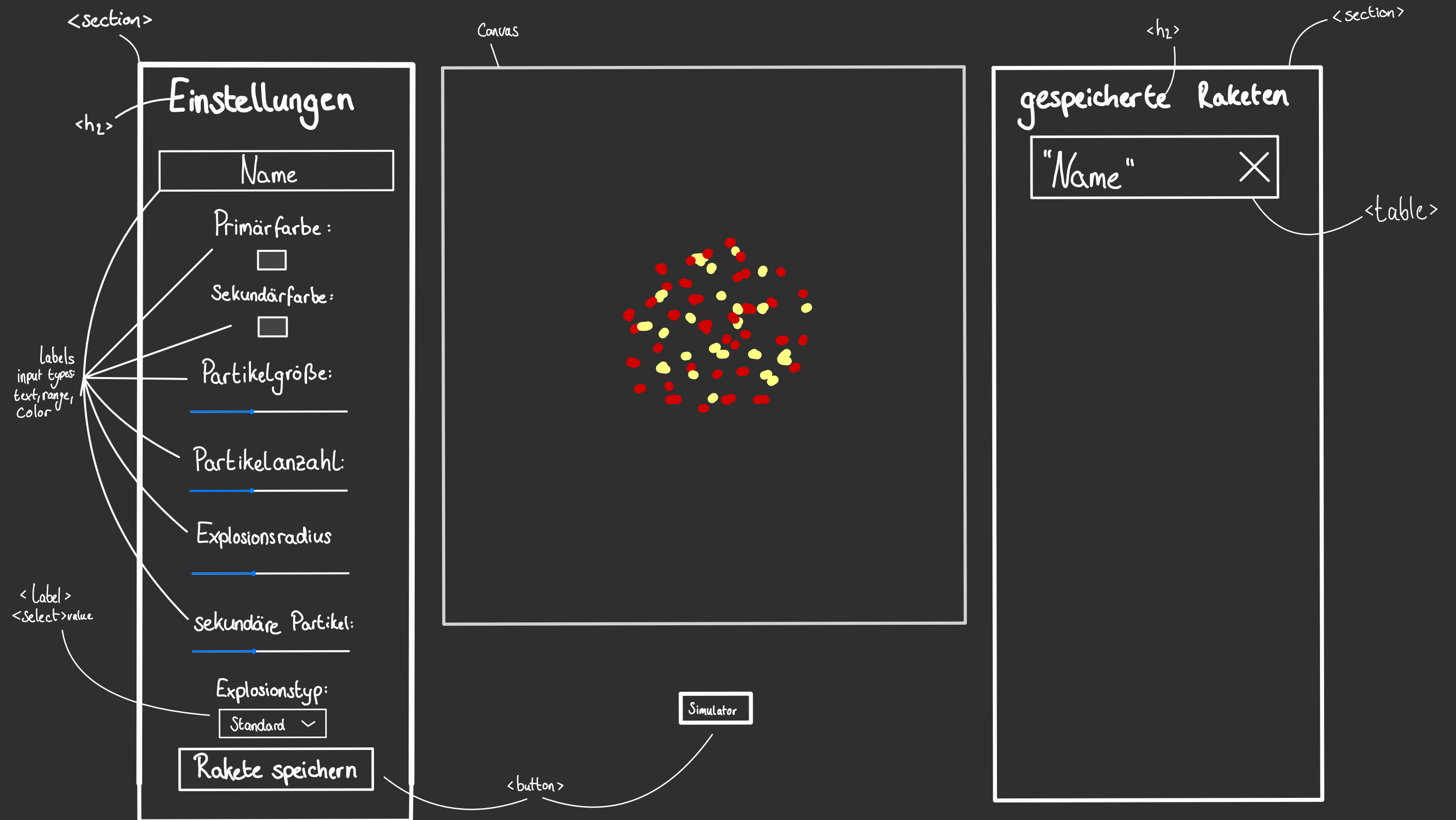
Anwendungsfall diagram



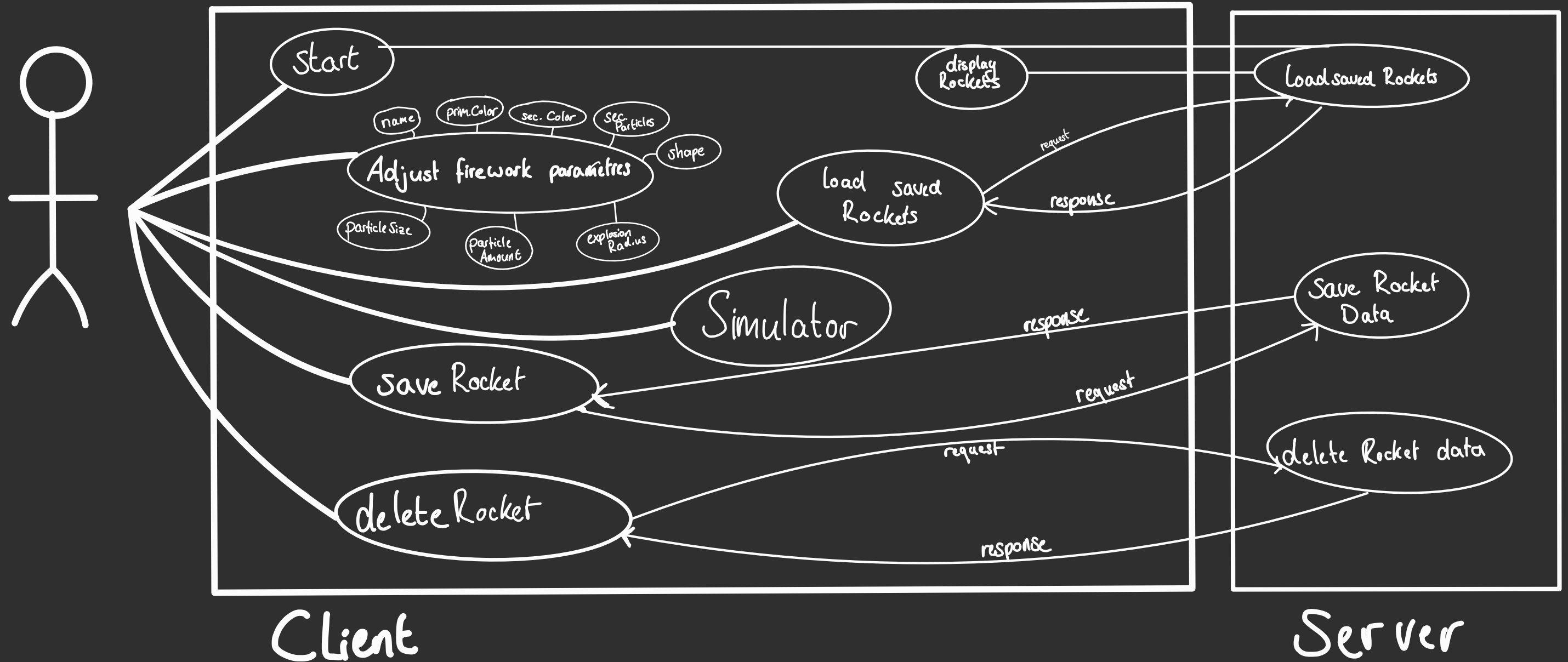
Skizzen - ursprüngliche Vision



<h1> Raketen-Editor



Use-Case-Diagram



Klassendiagramme

Shapes.ts :

Explosion Shapes
<div>generate Particles</div> <div>shape : string</div> <div>centerX : number</div> <div>centerY : number</div> <div>explosionRadius : number</div>
<div>generate Circle</div> <div>centerX : number</div> <div>centerY : number</div> <div>Radius : number</div>
<div>generate Star</div> <div>centerX : number</div> <div>centerY : number</div> <div>Radius : number</div>
<div>generate Heart</div> <div>centerX : number</div> <div>centerY : number</div> <div>Radius : number</div>

effects.ts :

Effects
<div>generateSecondaryParticles</div> <div>x : Number</div> <div>y : Number</div> <div>vx : number</div> <div>vy : number</div> <div>color : string</div> <div>alpha : number</div> <div>size : number</div>
<div>drawParticles</div> <div>x : number</div> <div>y : number</div> <div>color : string</div> <div>alpha : number</div> <div>size : number</div>