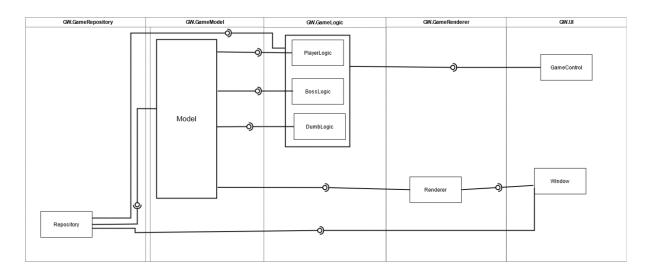
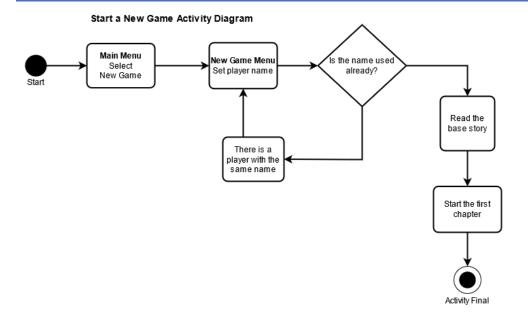
GALAXY WARS

USE CASE DIAGRAM Galaxy Wars «include» Set player name Manage new game «include» Start new game Select saved game «include» Manage saved «include» games Load saved game Actor - ≪include» Move ship Delete saved game «extends» Fire Fire with cannon Play game «extends» Stop game Fire with raygun Pause game Manage ship «extends»..., Upgrade ship «extends». Upgrade cannon components components sextends, $c_{e\chi_{teheless}}$ View scoreboard Upgrade shield Repair shield Stop application

COMPONENT DIAGRAM

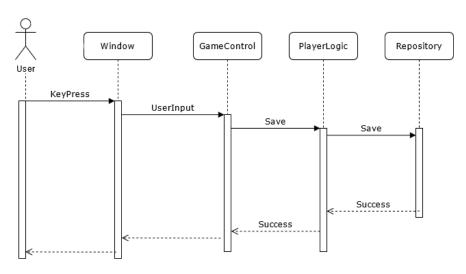


ACTIVITY DIAGRAM



SEQUENCE DIAGRAM

Save Game



INTERFACES

IGAMEMODEL

- double GetWidth();
- double GetHeight();
- int GetLevel();
- double GetScore();
- PlayerModel GetPlayer();
- IBossModel GetBoss();
- ICollection<IEnemyModel> GetEnemies();
- ICollection <IItemModel>GetItems();

IGAMELOGIC

- void OneTick();
- IGameModel GetModel();
- IStorageRepository GetStorageRepository();

ISTORAGEREPOSITORY

- IGameModel Load(string id);
- void Save(IGameModel model);
- void Delete(string id);
- Dictionary<string,string> GetAllSaves();
- ICollection<string> GetAllScores();