PULKIT MADAAN
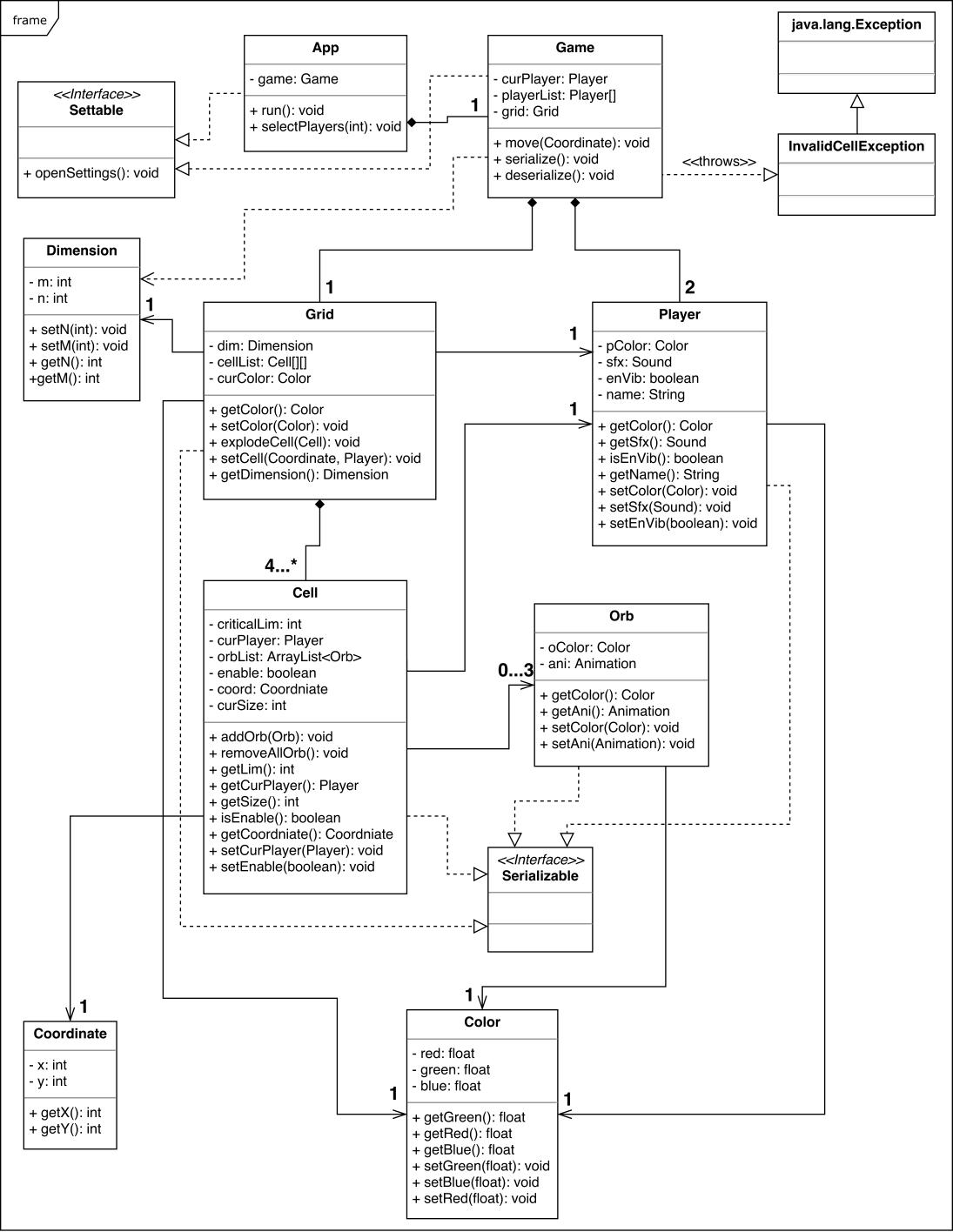# 2016257

GYANESH ANAND
2016039

frame

java.lang.Exception

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│
InvalidCellException

App
- game: Game

+ run(): void
+ selectPlayers(int): void

Game
- curPlayer: Player
- playerList: Player[]
- grid: Grid

+ move(Coordinate): void
+ serialize(): void
+ deserialize(): void

<<throws>>

1

<<Interface>>
Settable

+ openSettings(): void

Dimension
- m: int
- n: int

+ setN(int): void
+ setM(int): void
+ getN(): int
+getM(): int

1

Grid
- dim: Dimension
- cellList: Cell[][]
- curColor: Color

+ getColor(): Color
+ setColor(Color): void
+ explodeCell(Cell): void
+ setCell(Coordinate, Player): void
+ getDimension(): Dimension

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Player
- pColor: Color
- sfx: Sound
- enVib: boolean
- name: String

+ getColor(): Color
+ getSfx(): Sound
+ isEnVib(): boolean
+ getName(): String
+ setColor(Color): void
+ setSfx(Sound): void
+ setEnVib(boolean): void

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Cell
- criticalLim: int
- curPlayer: Player
- orbList: ArrayList<Orb>
- enable: boolean
- coord: Coordniate
- curSize: int

+ addOrb(Orb): void
+ removeAllOrb(): void
+ getLim(): int
+ getCurPlayer(): Player
+ getSize(): int
+ isEnable(): boolean
+ getCoordniate(): Coordinate
+ setCurPlayer(Player): void
+ setEnable(boolean): void

4...*

Orb
- oColor: Color
- ani: Animation

+ getColor(): Color
+ getAni(): Animation
+ setColor(Color): void
+ setAni(Animation): void

0...3

<<Interface>>
Serializable

Coordinate
- x: int
- y: int

+ getX(): int
+ getY(): int

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Color
- red: float
- green: float
- blue: float

+ getGreen(): float
+ getRed(): float
+ getBlue(): float
+ setGreen(float): void
+ setBlue(float): void
+ setRed(float): void

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USE CASE DIAGRAM

Select no. of Players

Play Game

GAME page

<<includes>>

HOME PAGE

<<extends>>

UNDO

<<extends>>

<<extends>>

<<extends>>

SETTINGS PAGE

<<includes>>

Choose Player

<<extends>>   <<extends>>   <<extends>>

Color Setting

Sound Setting

Vibration Settings

Screen 1 — Home

CHAIN REACTION

SELECT NO. OF PLAYERS.

2 Player Game ▼

START GAME

Sound   Settings

Need Help?   About

Screen 2 — Game Board

CHAIN REACTION &

PLAYER NAME/NO.

UNDO   EXIT X

Vertical Color

Screen 3 — Settings

SETTINGS.

Player 1 Settings

Player 2

Player 3

Player 4

Player Settings.

Red   1

Green   1

Blue   1

Sound   ▶

Vibrations