

# Milestone 6 - Team 26

# 1. Contents

<b>1. Contents</b>	<b>2</b>
<b>2. Implementation draft</b>	<b>3</b>
2.1 Client - UML2 Class-Diagram	3
2.2 Implementation of functional requirements	4

## 2. Implementation draft

The following paragraph contains graphical elaborations, specifying the class structure used in development.

### 2.1 Client - UML2 Class-Diagram

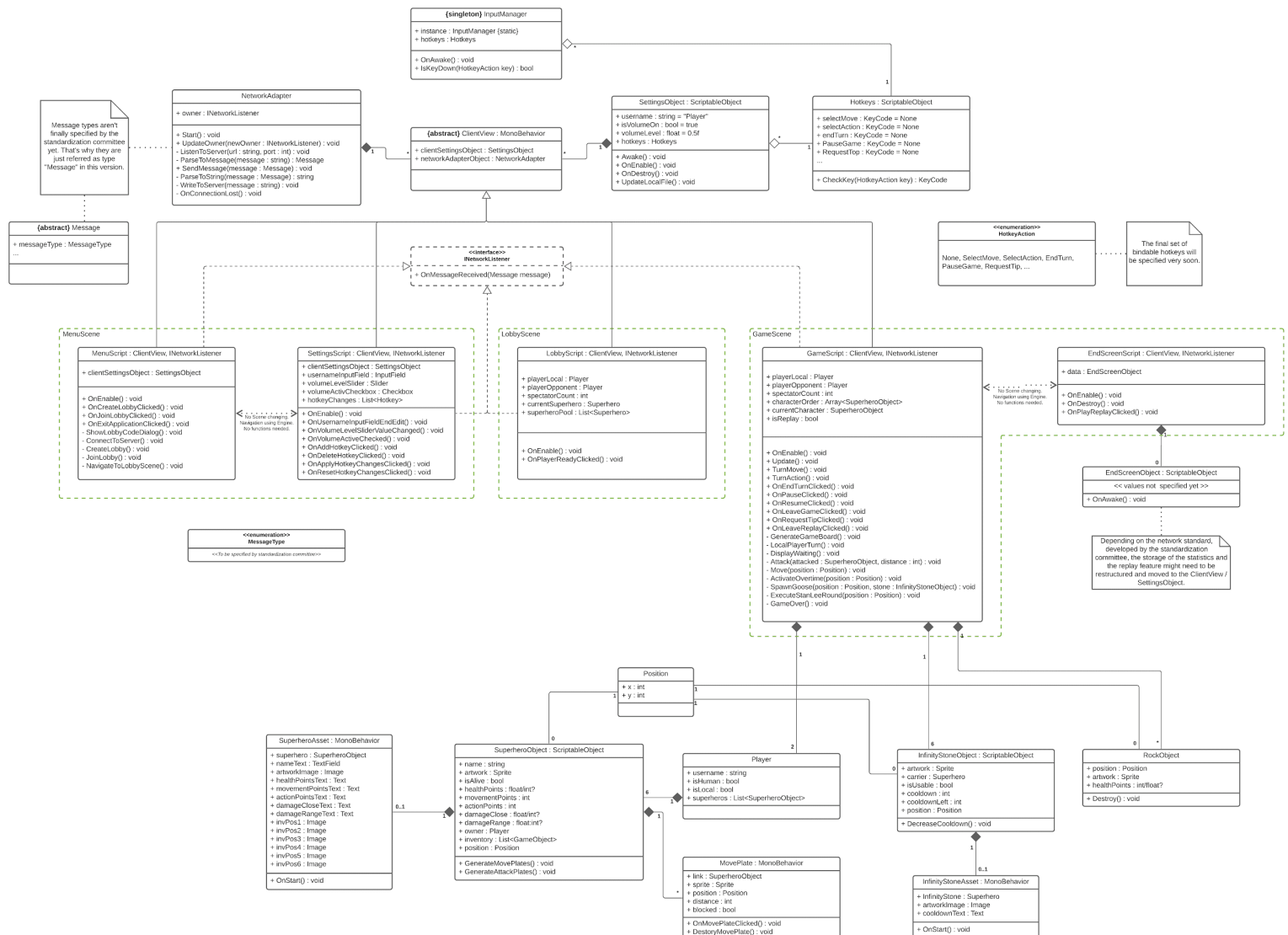


Fig. 1 - Class-Diagram for the client components [\[svg version here\]](https://gitlab.informatik.uni-ulm.de/sopra/ws20-marvelous-mashup/teams/team26/-/blob/master/milestones/Milestone6/class-diagram-svg.svg)

<https://gitlab.informatik.uni-ulm.de/sopra/ws20-marvelous-mashup/teams/team26/-/blob/master/milestones/Milestone6/class-diagram-svg.svg>

## 2.2 Implementation of functional requirements

ID	Title		Class / Function
FR 020	Data delivery	→	NetworkAdapter / ListenToServer()
FR 021	Graphical user interface	→	GameScript / Update()
FR 022	Stan Lee easter egg	→	GameScript / ExecuteStanLeeRound()
FR 023	Gameplay information	→	GameScript / Update() → GameScene
FR 024	Attack visualization	→	GameScript / Attack() → GameScene
FR 025	Possible actions	→	GameScript / LocalPlayerTurn()
FR 026	Game tips	→	GameScript / OnRequestTipClicked()
FR 027	Setting hotkeys	→	SettingsScript / *Hotkey(Changes)Clicked()
FR 028	Action animation	→	GameScript / Move(), GooseRound() ... → GameScene
FR 029	End screen	→	EndscreenScript / OnEnable()
FR 030	Match statistics	→	EndScreenObject & EndScreenScript / OnEnable() & Awake()
FR 031	Replay	→	EndScreenScript / OnStartReplayClicked()
FR 032	Requesting pause	→	GameScript / OnRequestPauseClicked()
FR 033	Reconnection attempt	→	NetworkAdapter / OnConnectionLost()
FR 034	Change audio settings	→	SettingsScript() / OnVolumeSliderValueChanged()
FR 035	Change username	→	SettingsScript / OnUsernameInputFieldEndEdit()