

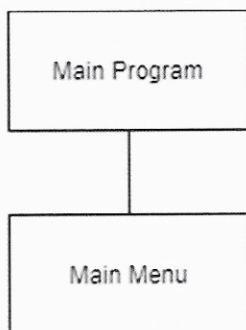
Design

2.1 The Menu System

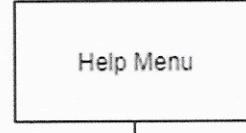
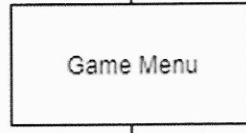
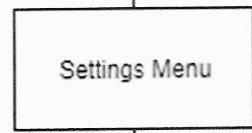
Top-Down Design Overview

The decomposition of my solutions' design falls naturally into a top-down design approach. I aim to program the game in a modular fashion. Here I will highlight using a top-down design how the main program can be composed by its constituent menus, and therefore tackle modules concerning each menu individually.

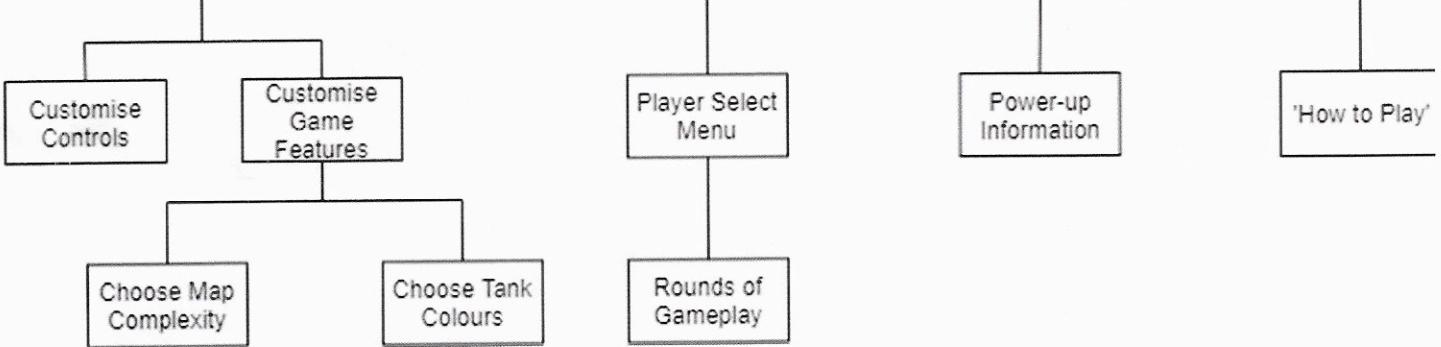
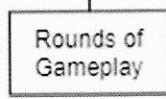
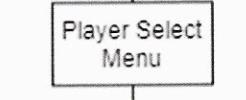
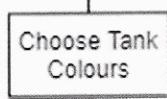
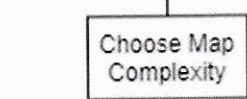
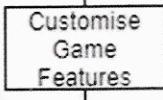
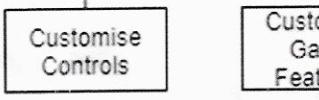
L1



L2



L4



This diagram is intended to show how game aspects under the various menus specified in the user requirements are connected - It is only currently a brief abstraction. Two-way travel will be employed allowing users to move back up a level to re-enter a previous menu. Details of each screens' general functionality can be found in the user requirements.

The choice of abstraction I used was done with the intention of decomposing the problem in a fashion which makes logical sense. This makes the process of developing each module chronological

In this section, I will split the main program into smaller subsections that are easier to manage. By doing this, I can make my project easier to program and it will seem more manageable.

Modules:

