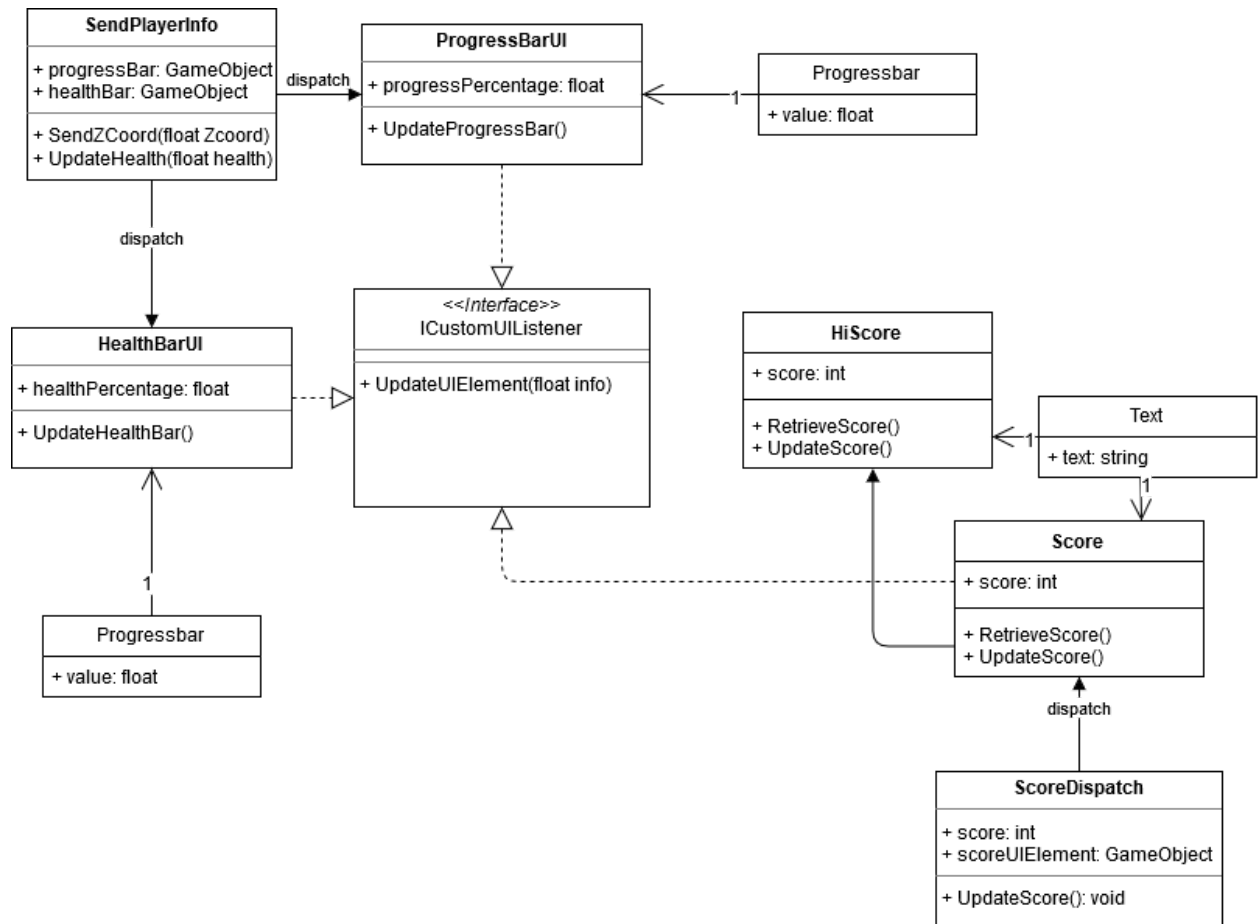# UI Class Diagram

Menu Class Diagram

MenuSuperClass
+ field: Type

+ TransistionMenu(string nextMenu)

Toggle
+ graphic: Sprite
+ isOn: bool

+ OnValueChanged()

StartMenu

+ ExitGame(): void

LevelSelect
+ selectedLevel: string

+ loadLevel(string levelName)

OptionMenu
+ inGame: bool
+ volumeLevel: float
+ BCMode: bool

+ SetDifficulty(): void
+ SetVolume(): void

Button
+ text: string

+ graphic: Sprite

+ OnClick: Event

Slider
+ value: float

+ OnValueChanged: Event

3

4

1

1

1

Progress Bar Sequence Diagram

playerInfo: SendPlayerInfo

ICustomUIListener

progressBar : ProgressBarUI

myProgressBar : ProgressBar

1: SendZCoord(myZCoord)

2: UpdateUIElement(myZCoord)

3: UpdateProgressBar()
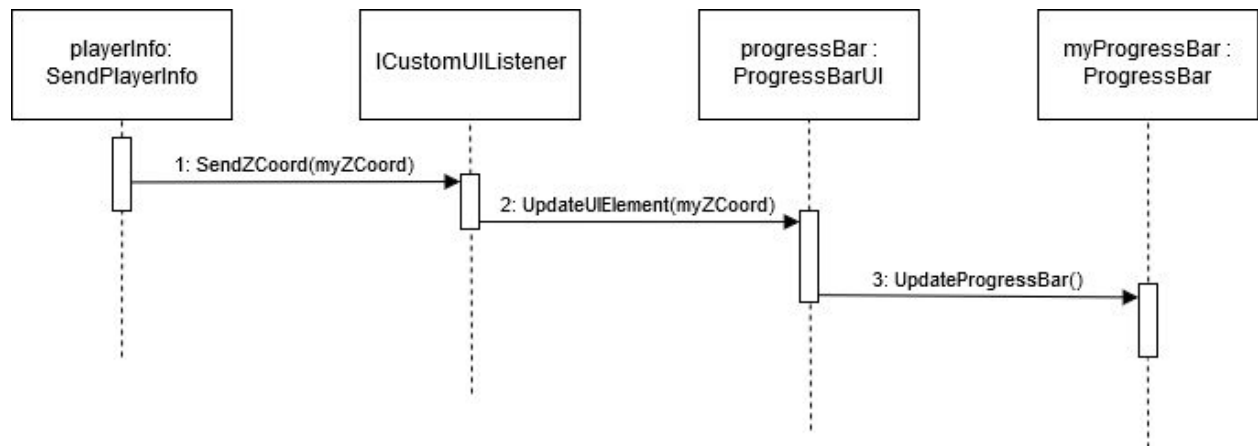
Health Bar Sequence Diagram

playerInfo : SendPlayerInfo	ICustomUIListener	healthBar : HealthBarUI	myHealthBar : ProgressBar

1: OnCollision()

2: UpdateHealth(float health)

3: UpdateUIElements(float health)

UpdateHealthBar()

Score Sequence Diagram

playerScore : ScoreDispatch	ICustomUIListener	UIScore : Score	myScore : text

1: OnCollision()

2: UpdateScore(float score)

3: UpdateUIElements(float score)

4: UpdateScore()
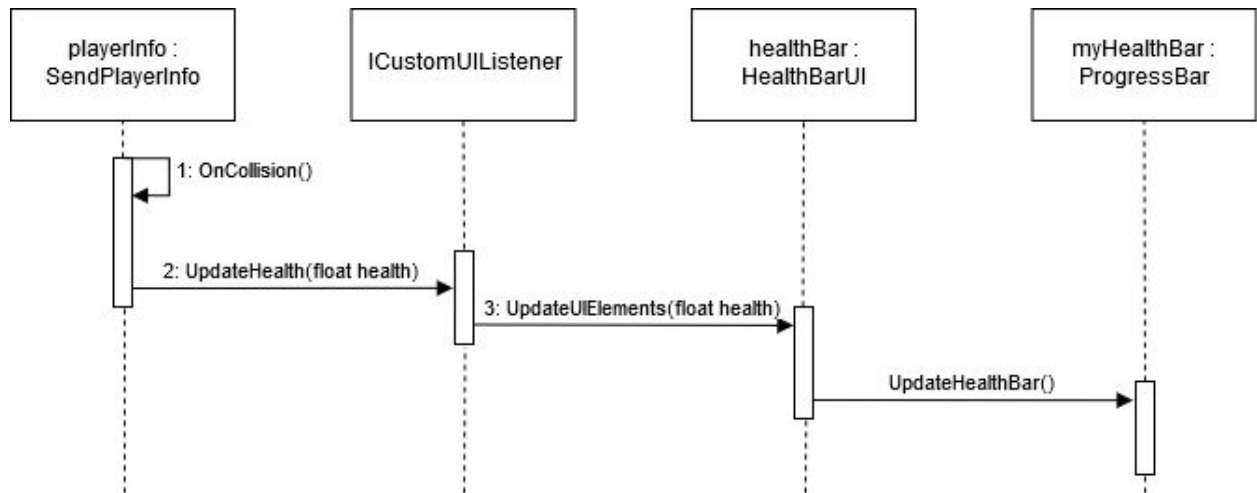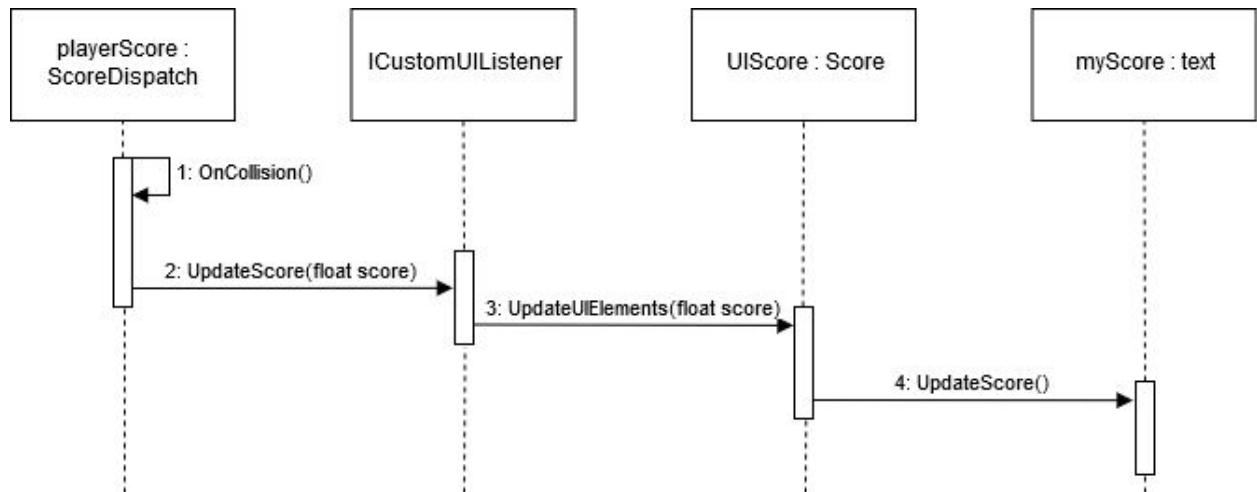
Hi-Score Sequence Diagram
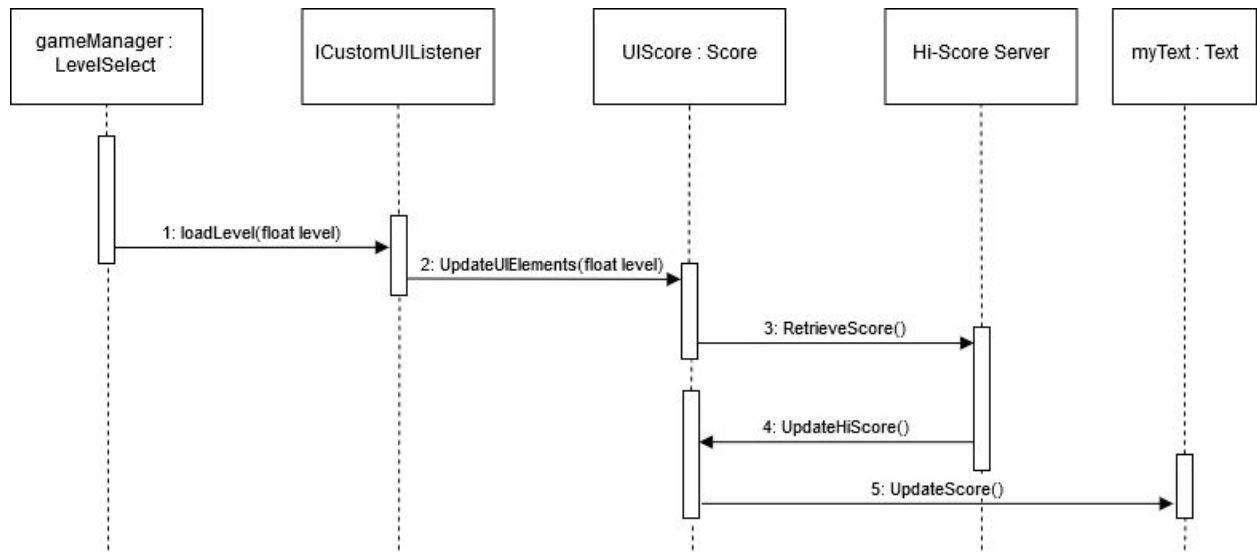
Option Menu Sequence Diagram