Main Flow UML

User

main()

BoardFactory   GameBoard   Player

GameManager

GameCollisionHandler   GameDrawer

run program

createGameBoard(file_path)

(construct)

GameBoard*

create P1 (tank1)

create P2 (tank2)

constructor(board,P1,P2)

play(dt)

Inside GameManager::play

constructor(board)

constructor(board, dt)

loop   [each turn]

moveShells()

handleCollisions(board)

moveShells()

getActionsFromPlayer(board) ## P1

performPlayerActionsOnBoard(t1_actions)

getActionsFromPlayer(board) ## P2

performPlayerActionsOnBoard(t2_actions)

handleCollisions(board)

alt   [game finished?]

concludeGame()

break loop

[continue]

concludeGame()

return

exit 0

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