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| **Class Diagram for BirdGame** |
| **Class: BirdGame**   * **Attributes:**   + FRAME\_WIDTH: int   + FRAME\_HEIGHT: int   + character: Bird   + horizontalSpeed: int   + verticalSpeed: int   + gravity: int   + pipeList: ArrayList<Pipe>   + mainGameLoop: Timer   + pipeTimer: Timer   + isGameOver: boolean   + playerScore: double   + backgroundImage: Image   + birdImage: Image   + upperPipeImage: Image   + lowerPipeImage: Image   + birdX: int   + birdY: int   + birdWidth: int   + birdHeight: int   + pipeX: int   + pipeY: int   + pipeWidth: int   + pipeHeight: int * **Methods:**   + BirdGame()   + paintComponent(g: Graphics): void   + actionPerformed(evt: ActionEvent): void   + keyPressed(e: KeyEvent): void   + keyReleased(e: KeyEvent): void   + keyTyped(e: KeyEvent): void   **Class: Bird**   * **Attributes:**   + x: int   + y: int   + width: int   + height: int   + img: Image * **Methods:**   + Bird(img: Image)   **Class: Pipe**   * **Attributes:**   + x: int   + y: int   + width: int   + height: int   + img: Image   + hasPassed: boolean * **Methods:**   + Pipe(img: Image) |

The assumptions:

The game when first pressed on the PowerShell then immediately press on the game that you are running App.java. The game should run when pressed to navigate through the poles, but it crashes when or stops. The numbers increase as the player or bird passes through the pole. There are different “awards” when according to the numbers pole. To find out, PLAY THE GAME.

Limitations.

(1)

The first limitation is that the game doesn’t play as well in Visual Studio as in PowerShell. This is because when playing the player needs to press the compiler or PowerShell and then quickly press the game to enjoy.

(2)

In the award game, we tried to make the player feel a sort of achievement, but when making this it was difficult to put the awards system properly thus it was flawed.

(3)

The bird unfortunately starts at the bottom thus the player has to press a bit more, and even though its not much a big limitation it’s a bit of strain for some players

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| **Class Diagram for AAB** |
| **Class: AAB**   * **Attributes:**   + startButton: JButton * **Methods:**   + AAB()   + actionPerformed(e: ActionEvent): void |

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| **Class Diagram for App** |
| **Class: App**   * **Methods:**   + main(args: String[]): void |

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| **Class Diagram for LoseScreen** |
| **Class: LoseScreen**   * **Attributes:**   + playButton: JButton * **Methods:**   + LoseScreen(score: int)   + actionPerformed(e: ActionEvent): void |