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| Trine University |
| Space Invaders |
| CS 3933 System Analysis & Design |

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| Danin Fluke ; Paul Jackemeyer  4-25-2017 |

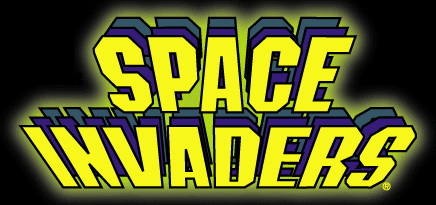


Table of Contents

[Abstract 2](#_Toc480894945)

[Use Cases 2](#_Toc480894946)

[Use Case Diagram 2](#_Toc480894947)

[Start Game 2](#_Toc480894948)

[View About 2](#_Toc480894949)

[View Scores 3](#_Toc480894950)

[Quit 4](#_Toc480894951)

[Play Game 4](#_Toc480894952)

[Move Snake 5](#_Toc480894953)

[Check for Collision 5](#_Toc480894954)

[Update GUI 6](#_Toc480894955)

[Calculate Score 6](#_Toc480894956)

[Class Diagram 7](#_Toc480894957)

[Sequence Diagrams 8](#_Toc480894958)

[General Sequence 8](#_Toc480894959)

# Abstract

“Space Invaders is one of the most addicting games that was ever made. The idea is very simplistic. You are a space ship who must destroy the invading enemy space ships as they descend upon your little 8-bit world. Fire your gun at the invaders and destroy them. Be careful, as these ships fire back and as you deplete their numbers, and the space invaders get faster and faster until the last remaining ship appears to move at near warp speed. To ensure you stay alive if possible, hide behind the buffer walls and develop a run-and-gun mentality.” (Pacxon.com)

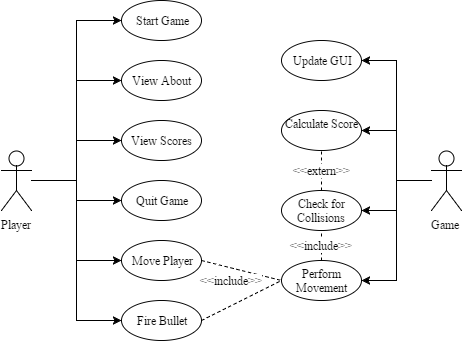
# Use Cases

Overall, there are very few use cases for the *Space Invaders Game* project. The two actors across the set of our use cases are either The Player, or The Game. Whereas the Player refers to the human who is the physical user providing inputs to the software, and whereas the Game abstractly refers to the software itself and its members.

List of Use Cases by Actor:

|  |  |
| --- | --- |
| Player | Game |
| Start Game | Perform Movement |
| View About | Check for Collisions |
| View Scores | Update GUI |
| Quit Game | Calculate Score |
| Move Player |  |
| Fire Bullet |  |

## Use Case Diagram



# Class Diagram

TODO

# Sequence Diagrams

## General Sequence

TODO

# References

http://www.pacxon4u.com/space-invaders/