UML Class Diagram

keyana wright | March 19, 2019

User stories: 006, 007, 011, 019 MainMenu HighScoreTable -newGameScene: String -highscoreTableScene: String -entryContainer: Transform -entryTemplate: entryTemplate -highscoreEntryList: List<HighScoreEntry> -highscoreEntryTransformList: List<Transform> -HowToPanel: GameObject -isLoaded: bool -Access high score table from main menu-+NewGame() +HighScore() Awake() +OpenHowToPanel() CreateHighScoreEntryTransorm() +QuitGame() AddHlghScoreEntry() Takes you back to the main menu –contains list of HighscoreEntrys--contains player id and score— PlayrControler User stories: 017 -speed : float BackToMain -winText: Text -hori : float HighscoreEntry -verdi: float -rb: Ridgidbody mainMenuScene: String -count : int -Successfulconnections: int -score: int -name: String +OnCollisionEnter() User stories: 012, 022 +OnTriggerEnter() +OnConnectionEnvent() GameMaster BackToMain() +OnMessageArrived() +start(): -verticleVelocity: float -totalPoints: int +FixedUpdate() -totalTime : float -zVelocityAdjustment: float -isGameOver: bool -wait: float -zPosition: float HighScores -buildingBlockNoPit: Transform -buildingBlockMidPit: Transform -powerUPObj: Transform -Follows Player -highscoreEntryList: -randNumber: int List<HighscoreEntry Player Collides with Power Ups -randomPUPlacement: int -randomCoinPlacement: int player Collides with coins +Start() +update() User stories: 005 PowerUp CamMovements Coin +update() update() User stories: 022 onCollisionEnter() +update() -Game Master controls movement values +onCollisionEnter() User stories: 005 Game Master randomly places power ups and coins