System Design of Deadly Corp Game

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Game Systems

Major classes:

* Game – The Game object drives the game.
* MoonManager – manages the moons and handles the related commands.
* ItemManager – manages purchases items and handles the related commands.

Enum classes:

* Choice – manages choices
  + Moons
  + Store
  + Inventory
  + Exit
  + Unknown
* StoreMoon – store moons
  + Corporation
  + Prototyping
  + Insurance
  + Pledge
  + Defence
  + Mars
  + Venus
  + Invalid
* StoreItem – store items
  + Flashlight
  + Shovel
  + ProFlashlight
  + Teleporter
  + InverseTeleporter
  + Backpack
  + HydraulicsMk2
  + Invalid

Major issue of this assignment

The major issue of this assignment: \*NOT FINISHED\*

Managed to have almost all of functions except some needed functions for Game.cpp, so game couldn’t run unless modify Game.cpp, and maybe MoonManager.cpp