Sequence Diagram POOL

Actor

| :Activity | :GUI | :Game | :Shootline | :Ball | :Hole | :Utility |

Open Application

Start game

Status OK

Alternative

[if status OK]

Play Game → Initialize Balls → Initialize Holes →

[else]

Close Application

Loop

[NOT GAME_OVER]

handleTouch()

checkCollisionBall()

checkCollisionWall()

checkCollisionHole()

getDistance()

Update GUI

Show Game Details