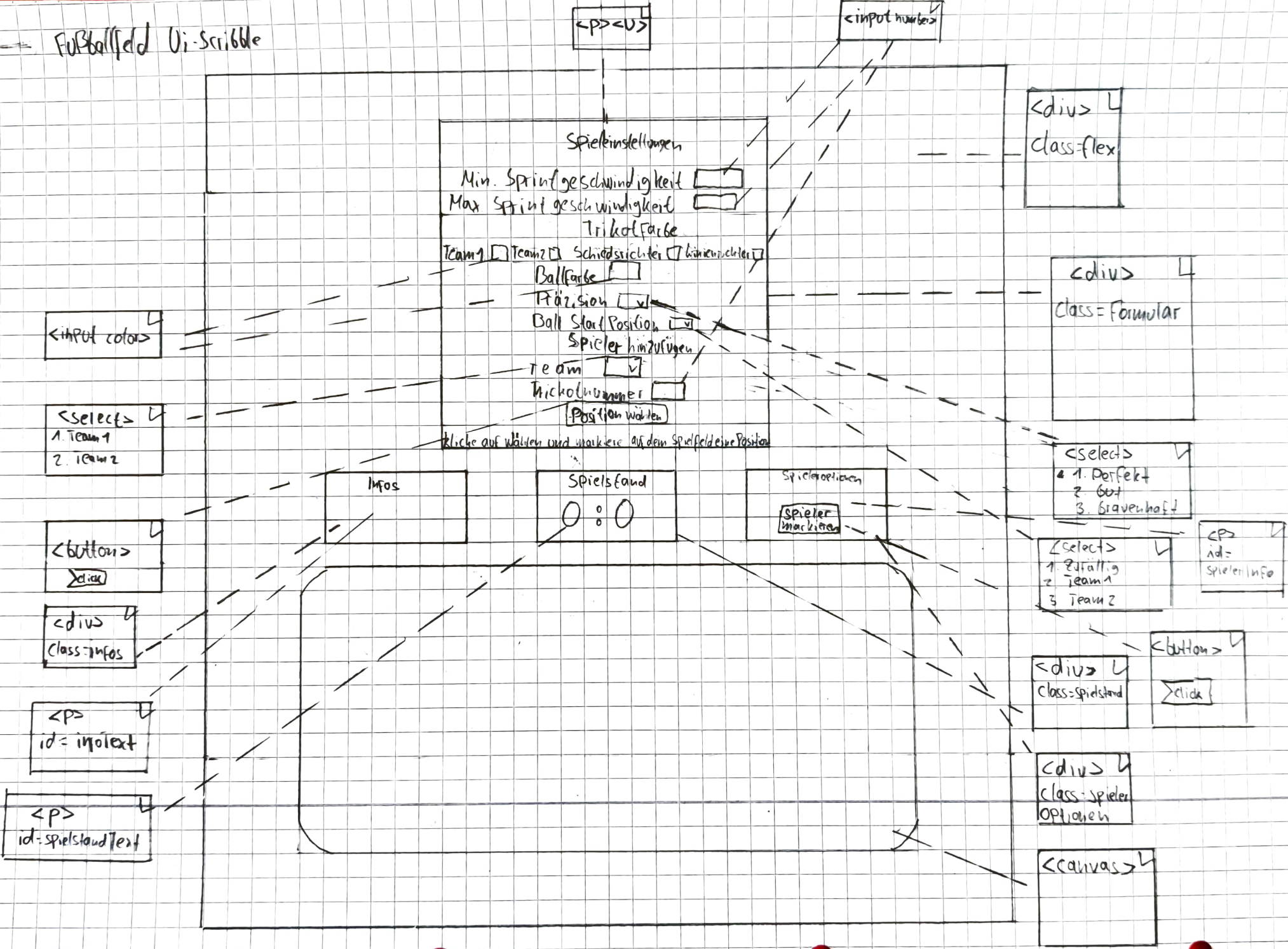


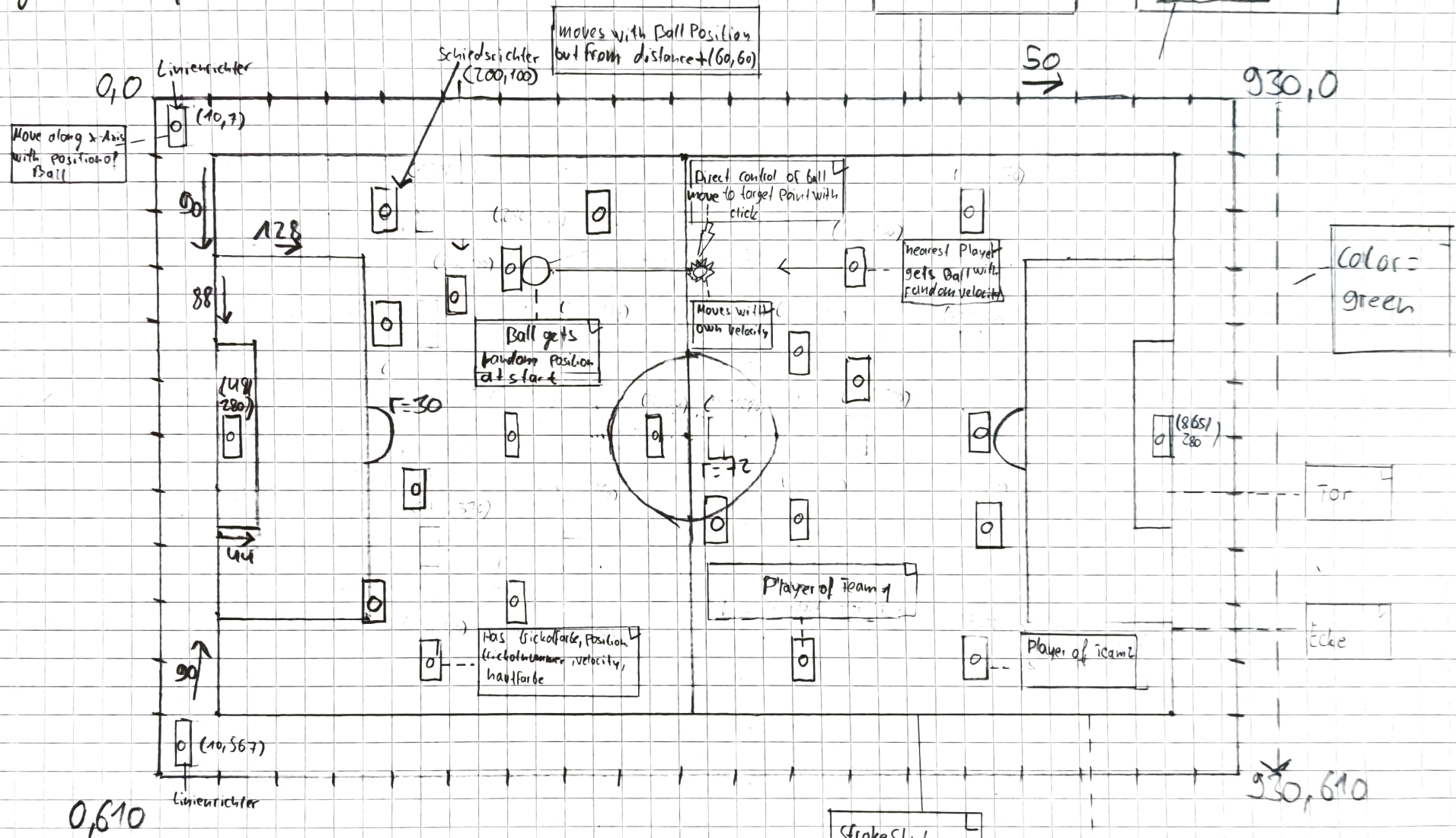
Fußballfeld Ui-Scribble



Endabgabe Fußball Spiel: Vi-Scribble Fußballfeld

Σ click

> keydown



fill style =
random of
brown, black,
white

Хор! 18,5
7,5 → $\downarrow r=4$
○

Player

fillstyle ☐
Spieler: red / blue
Schiedsrichter: orange
Einwechslung: yellow

Ball

$F=10$

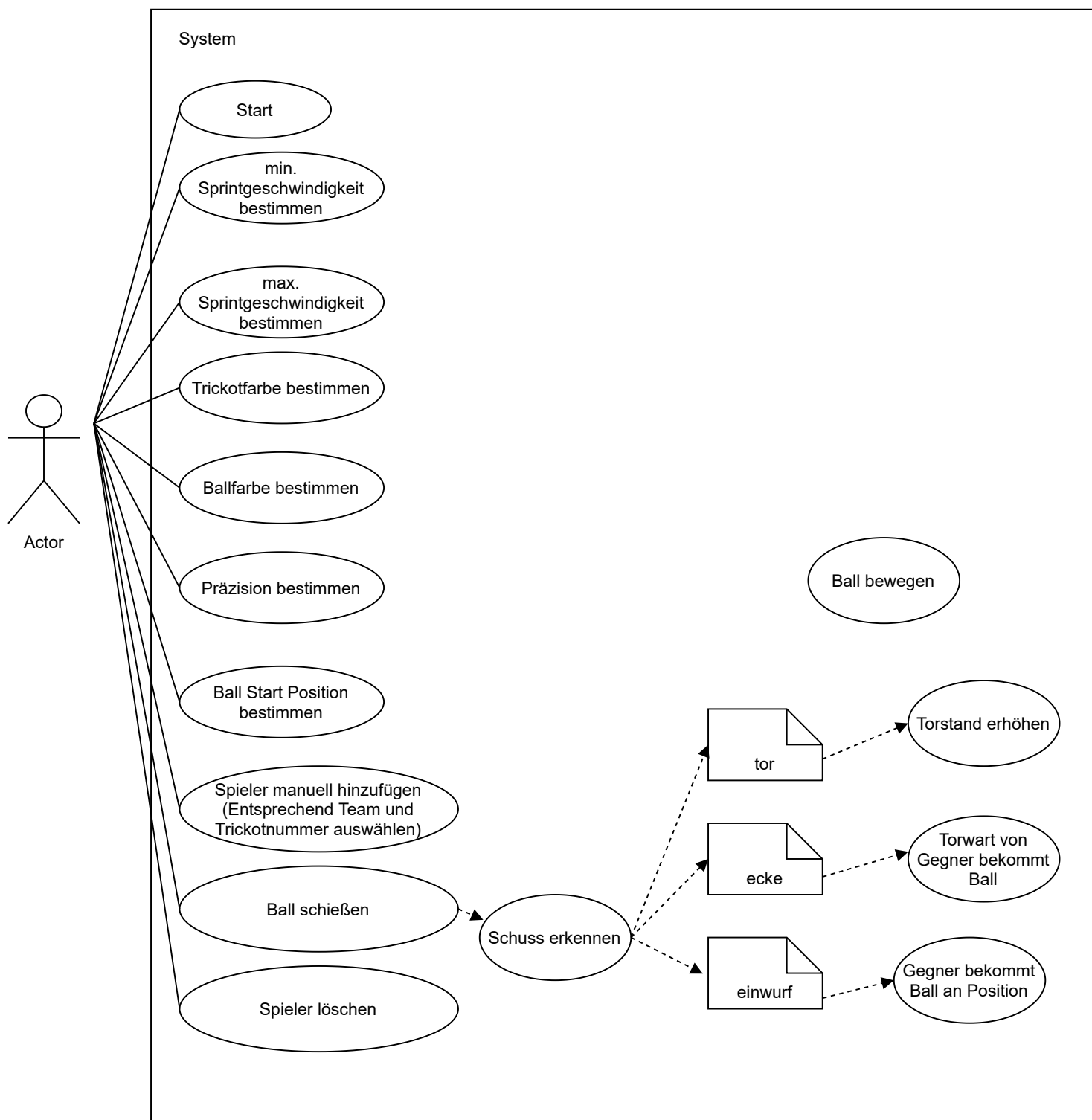
○ —

fillStyle:	
Purple	

Stroke Style
= white

Einwurf

Endabgabe Fußballspiel: Use Case Diagramm



Endabgabe Fußballspiel:
Class Diagram

CanvasRenderingContext

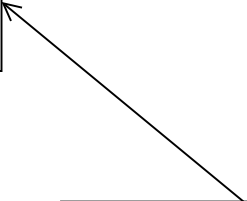
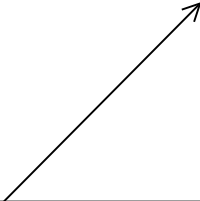
Vector
x: number y: number
constructor(_x:number, _y:number) set(_x: number, _y: number)

Spielfeld
drawSpielfeld()

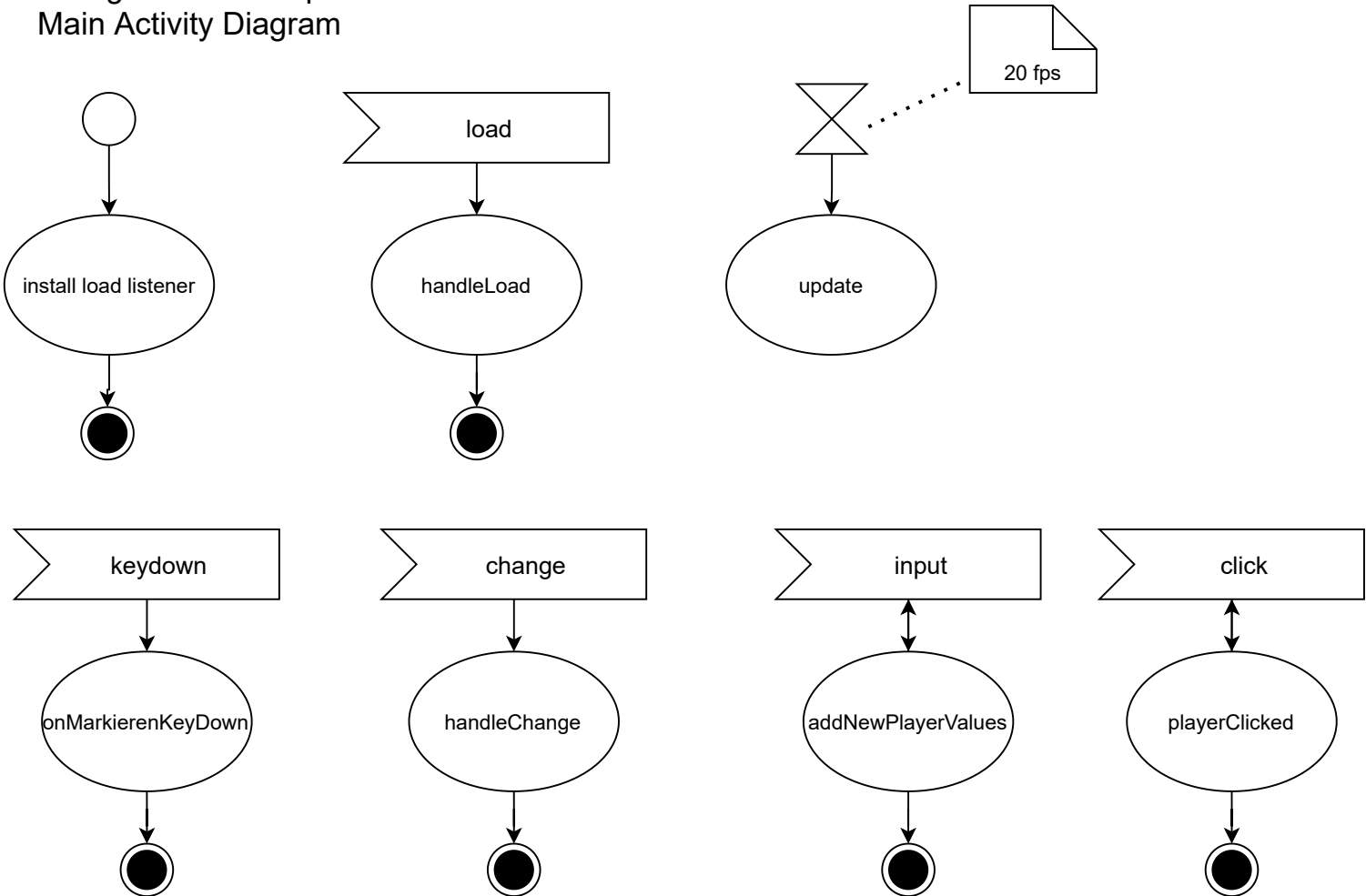
moveable
trickotNummer: number trickotFarbe: string position: Vector velocity: number teamNumber: number
constructor(_position?: Vector) move(_position) movePlayer(_position) movePlayerBack(_position) draw()

spieler
minSpeed: number maxSpeed: number colorCodes: string[] hautfarbe: string
constructor(_trickotfarbe: string, _position: Vector, trickotNummer: number, _minSpeed: number _maxSpeed: number, _teamNumber: number) draw()

ball
color: string speed: number
constructor(_position: Vector, _color: string, _speed: number) draw()



Endabgabe Fußballspiel:
Main Activity Diagram



crc2

toreTeam1: number

toreTeam2: number

newPlayerPosition: Vector

newPlayerteam: string

newPlayertrickotNummer: number

markieren: boolean

clickedPlayer: Spieler

präzision: number

minSpeed: number

maxSpeed: number

ball: Ball

oldPositionx: number

oldPositiony: number

newBallPosition: Vector

spieler: Spieler

clickPosition: boolean

spielerMoveable: Moveable[]

personen: Personen[]

inFrageKommendeSpieler: Spieler[]

imgData

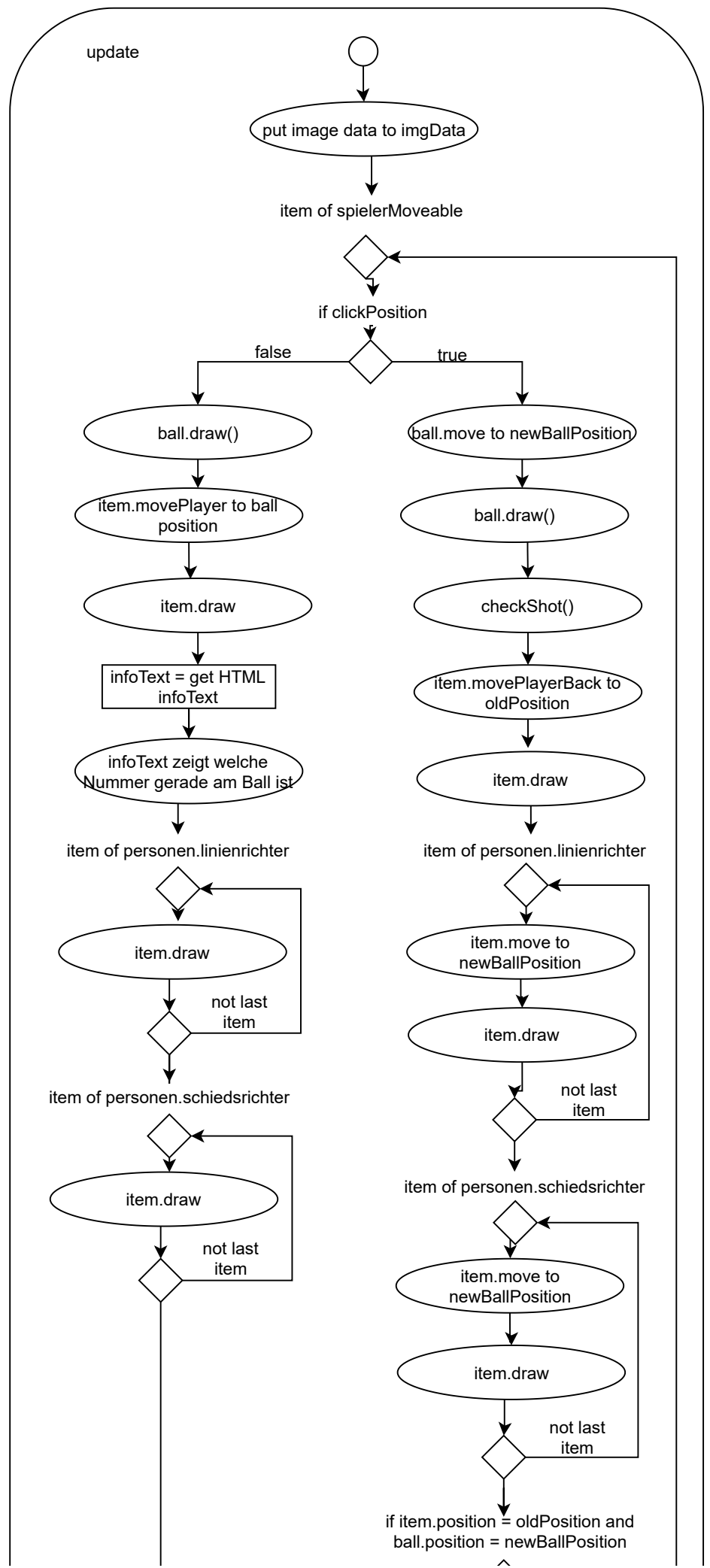
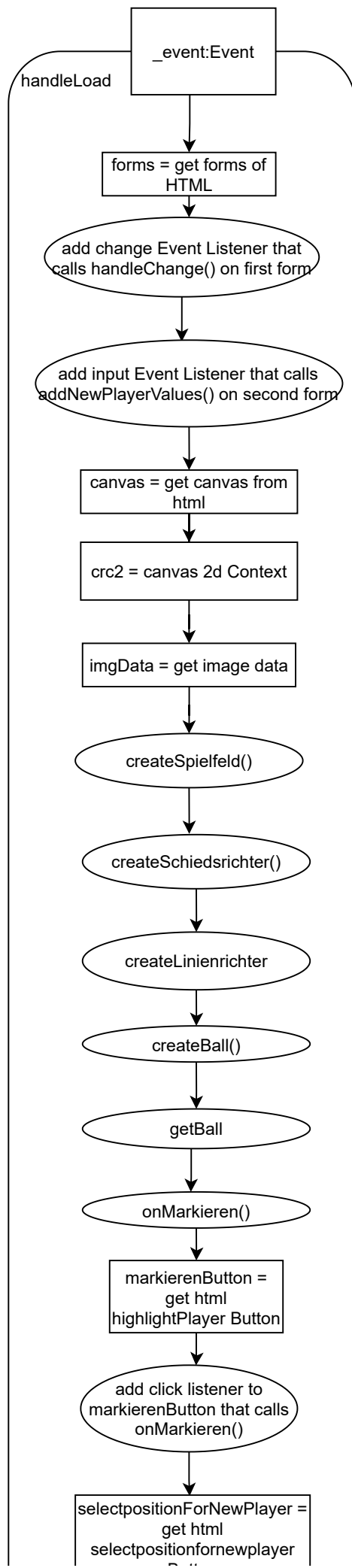
Personen

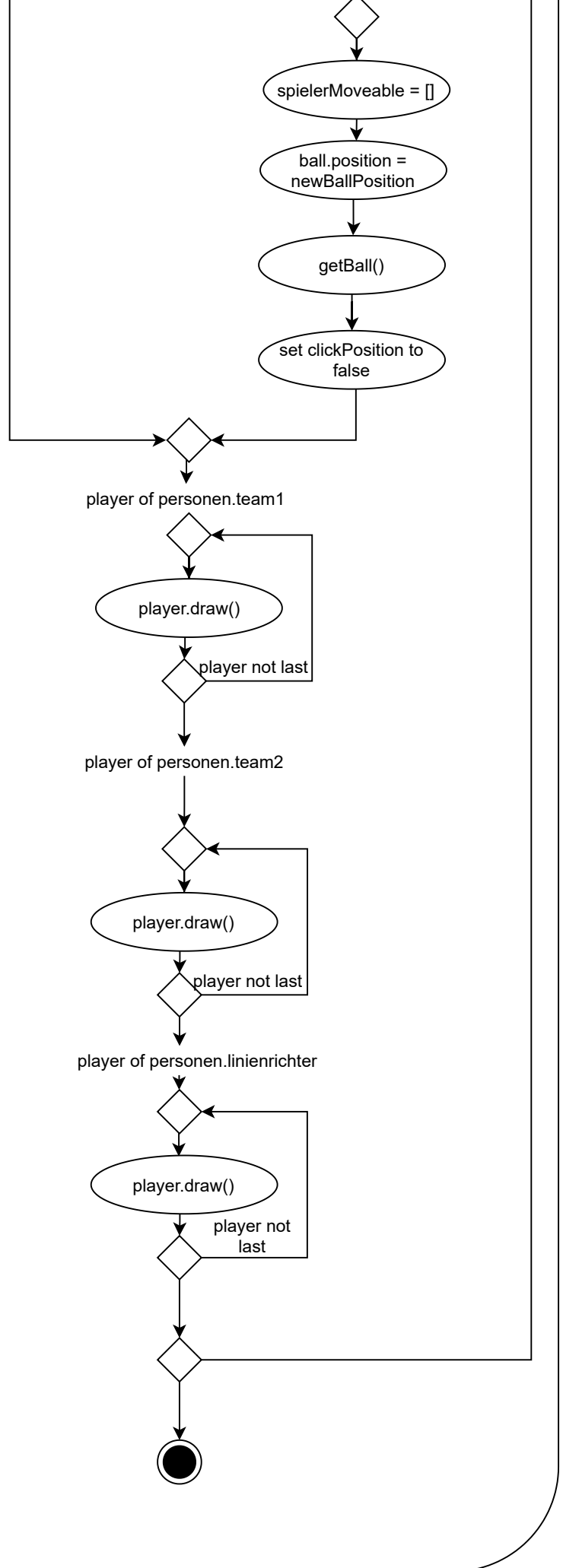
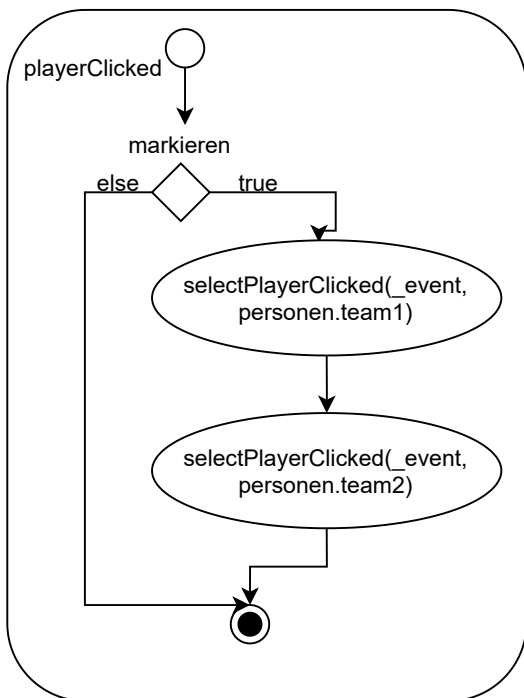
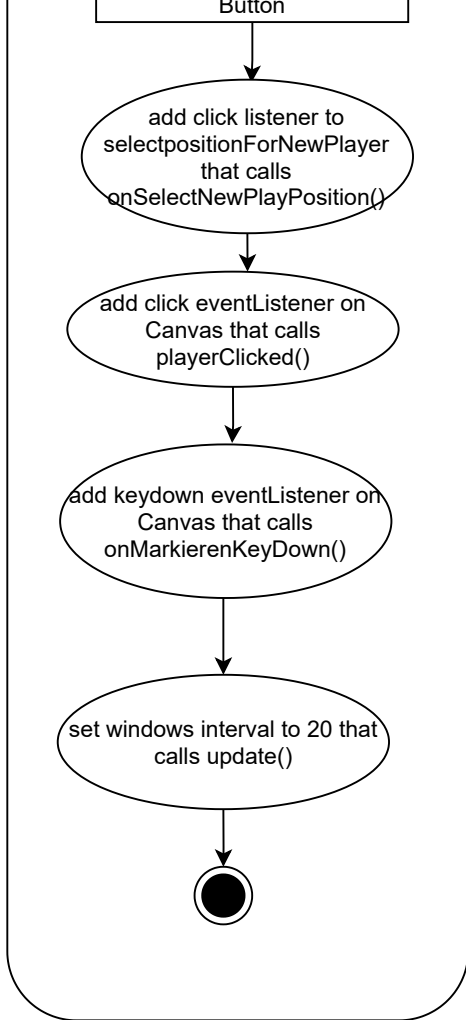
team1: Spieler[]

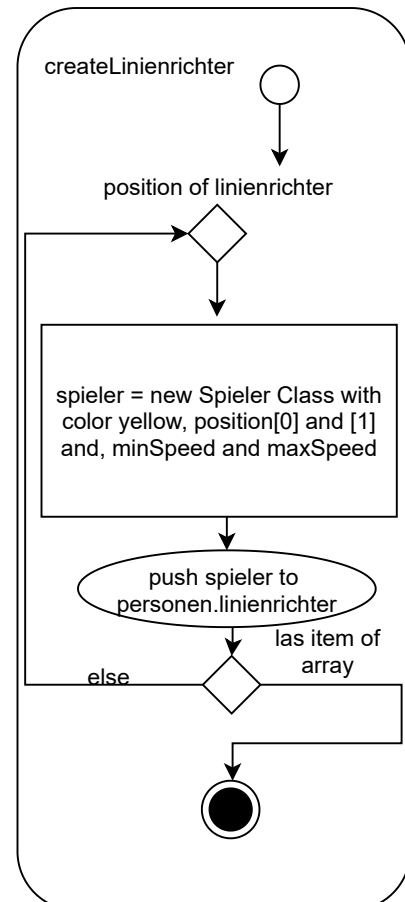
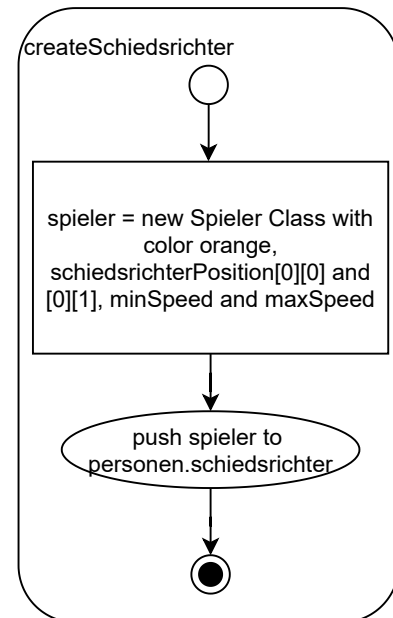
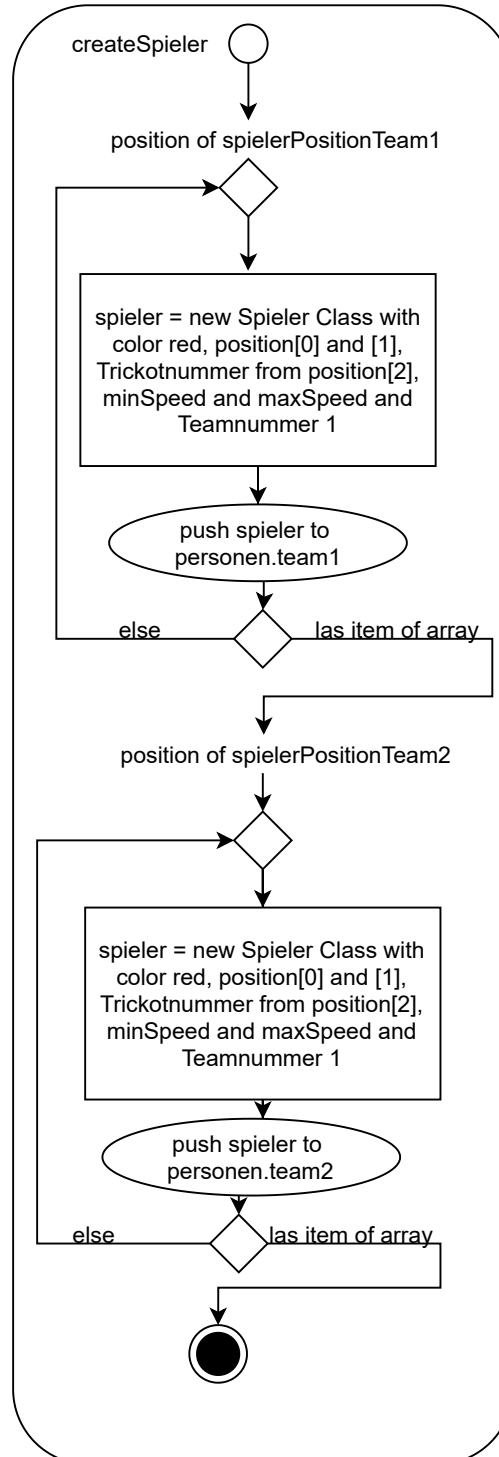
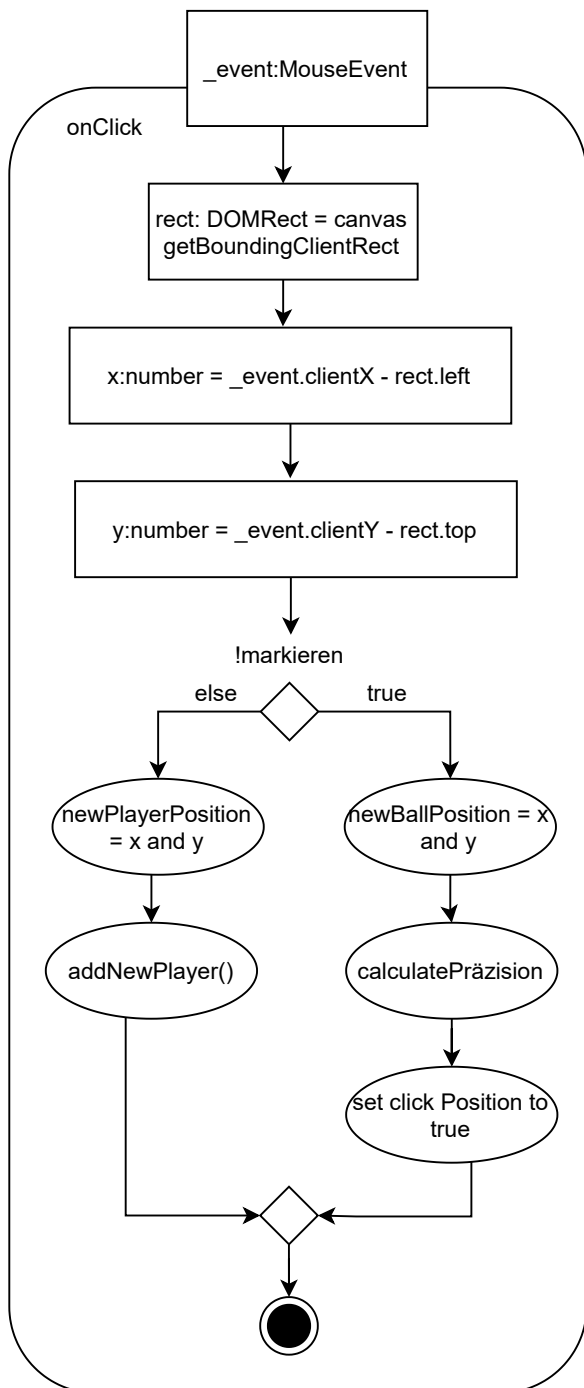
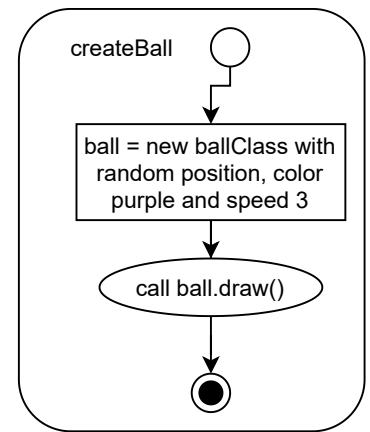
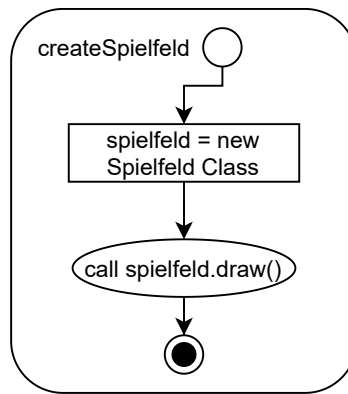
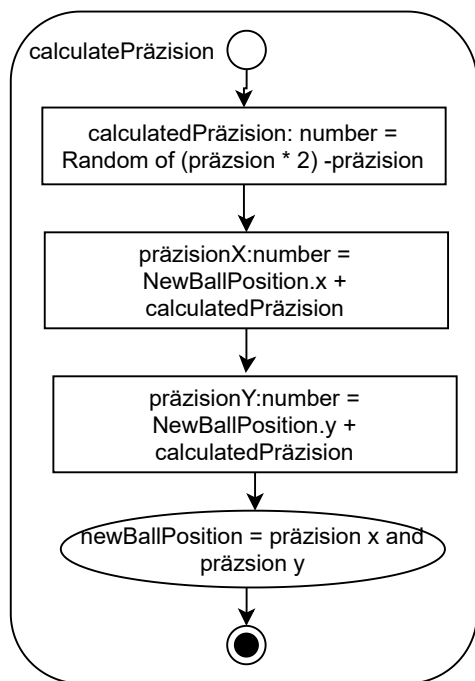
team2: Spieler[]

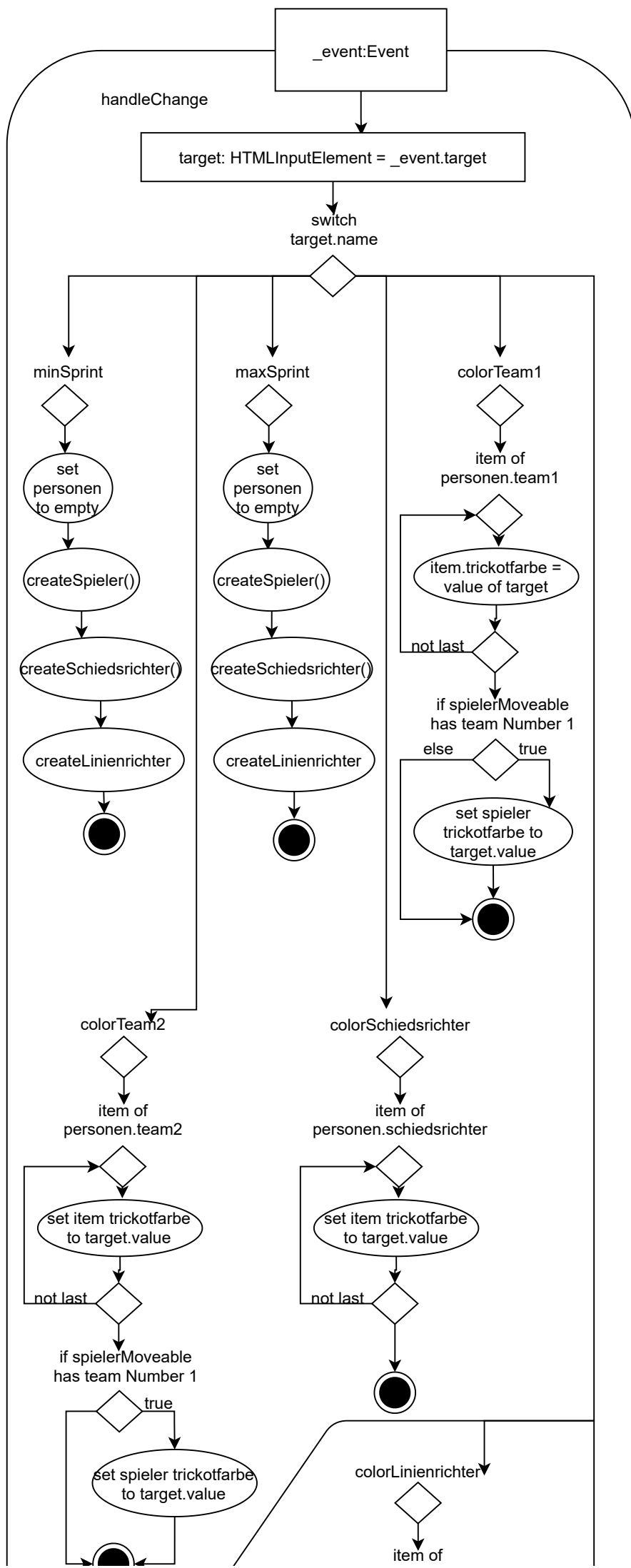
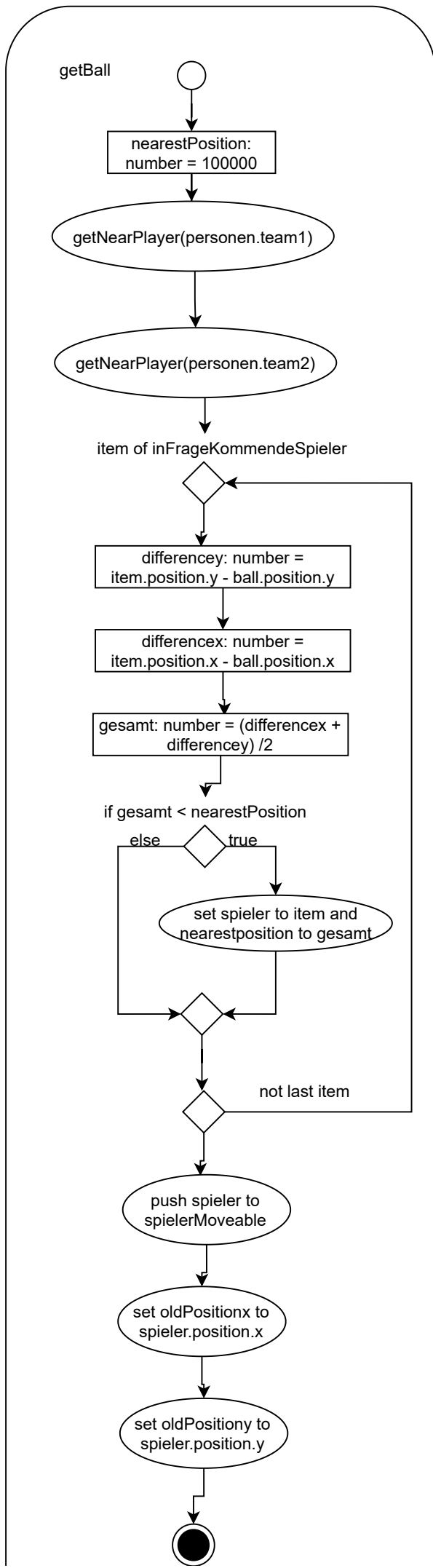
schiedsrichter: Spieler[]

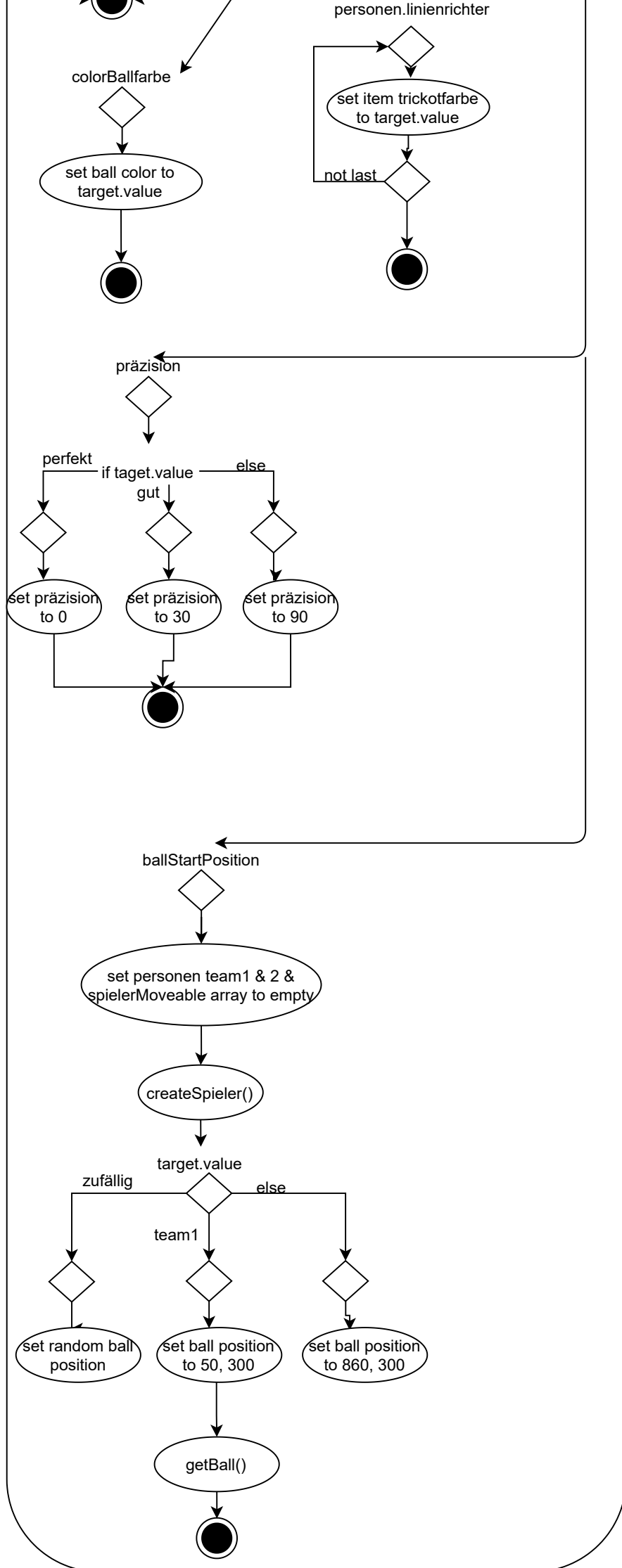
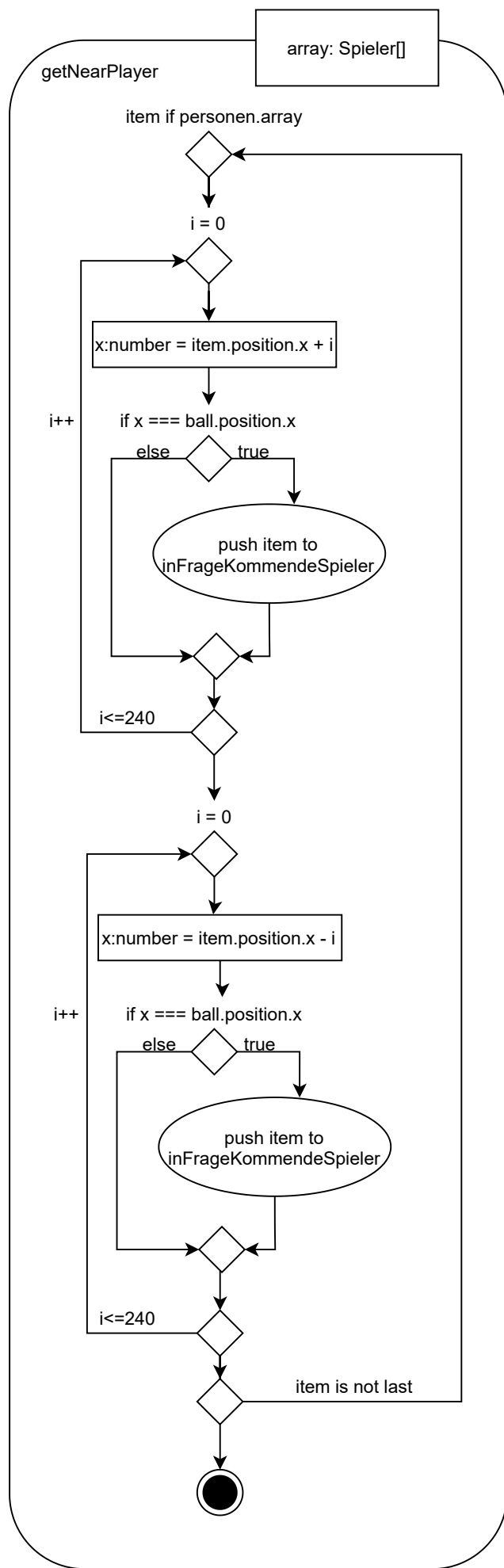
linienrichter: Spieler[]

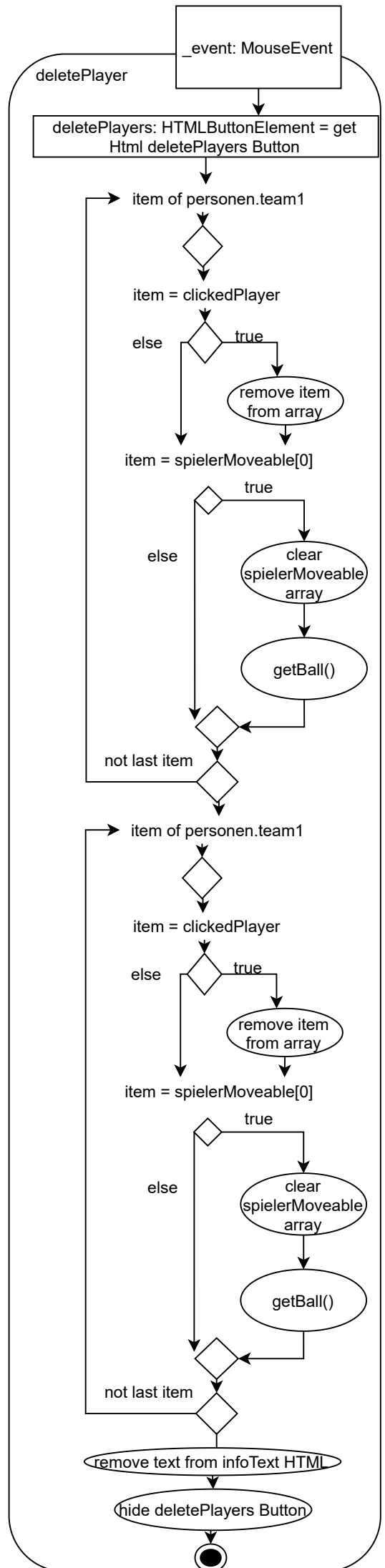
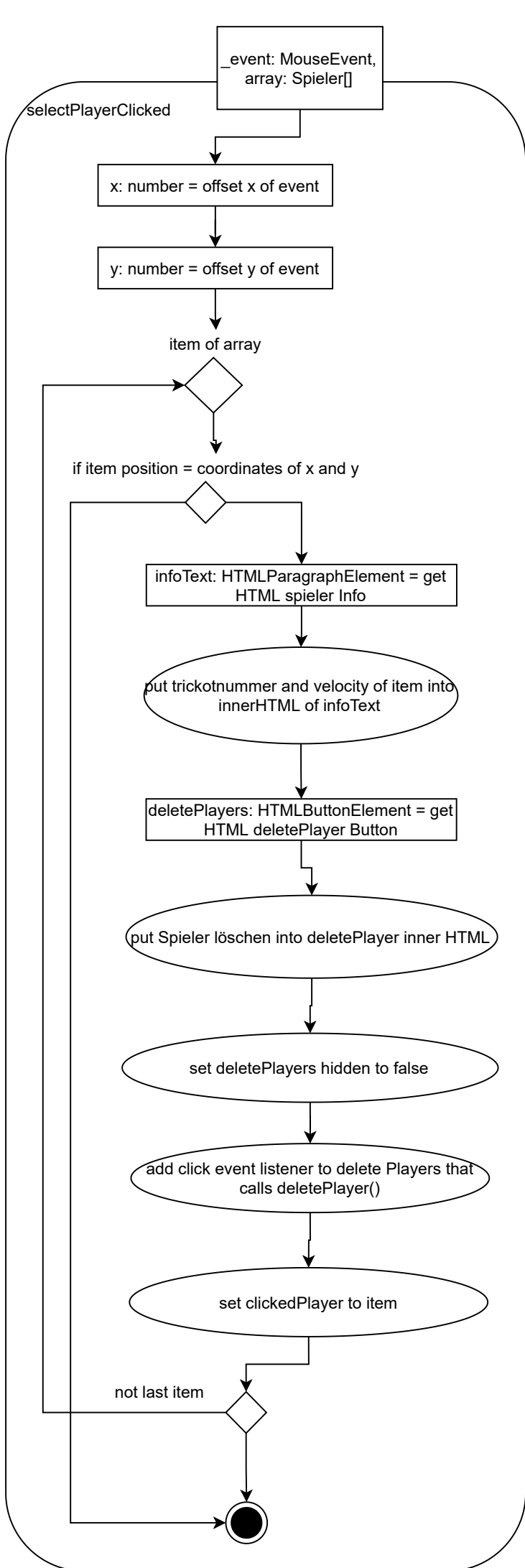


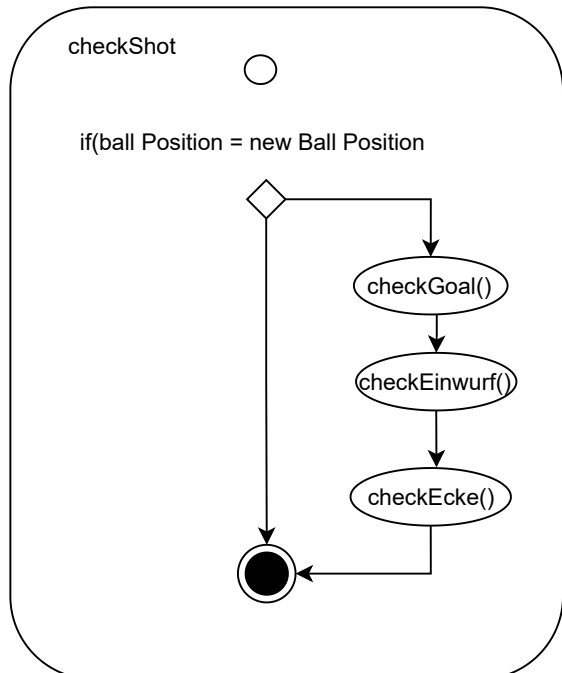
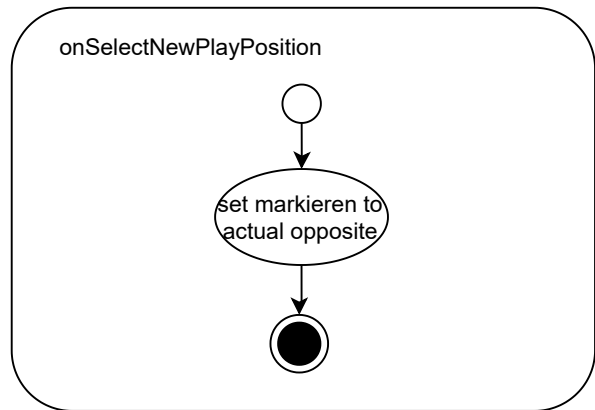
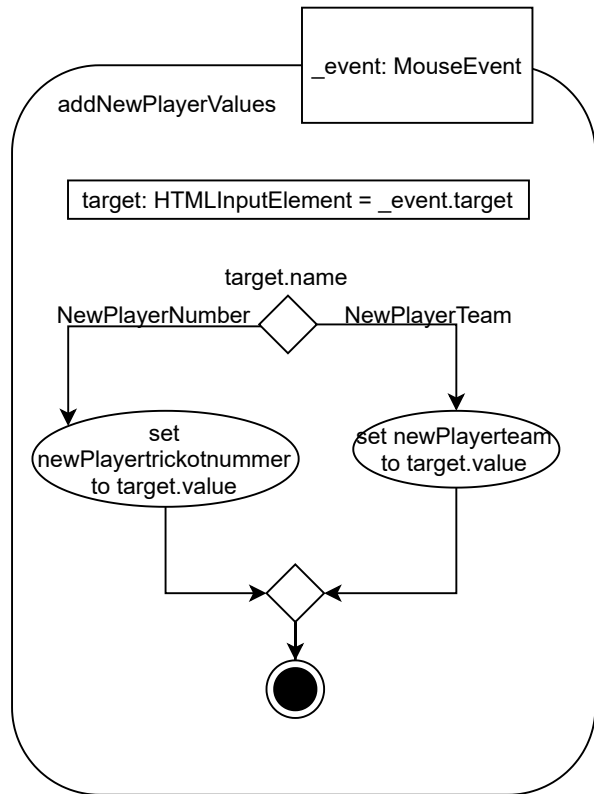
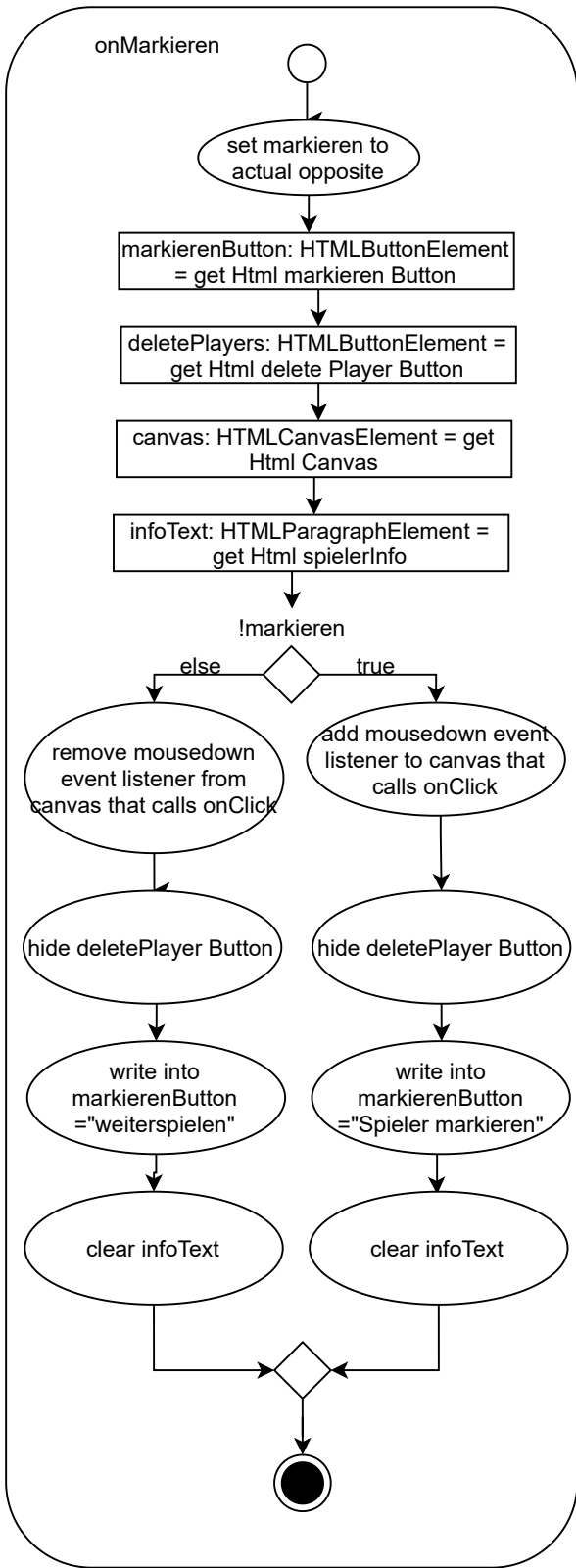


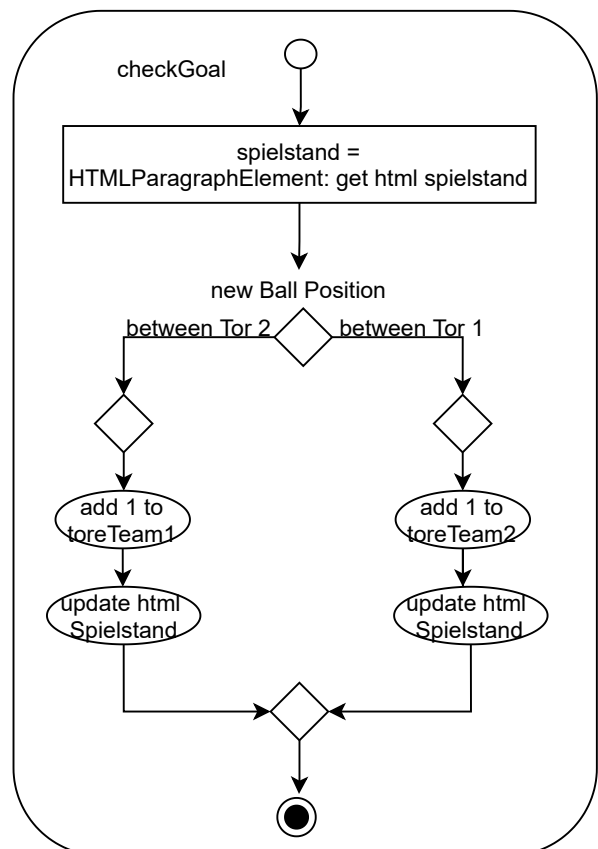
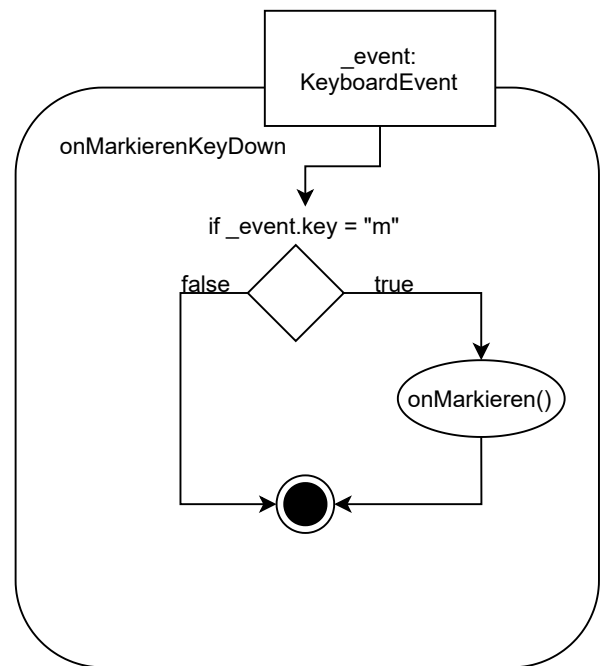
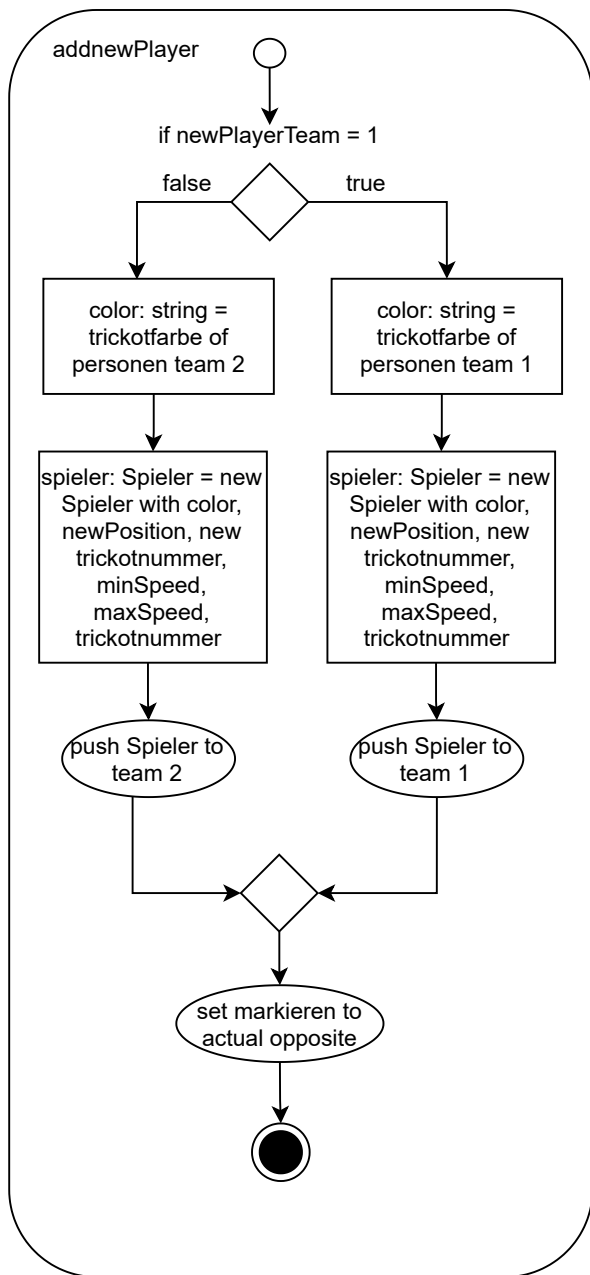


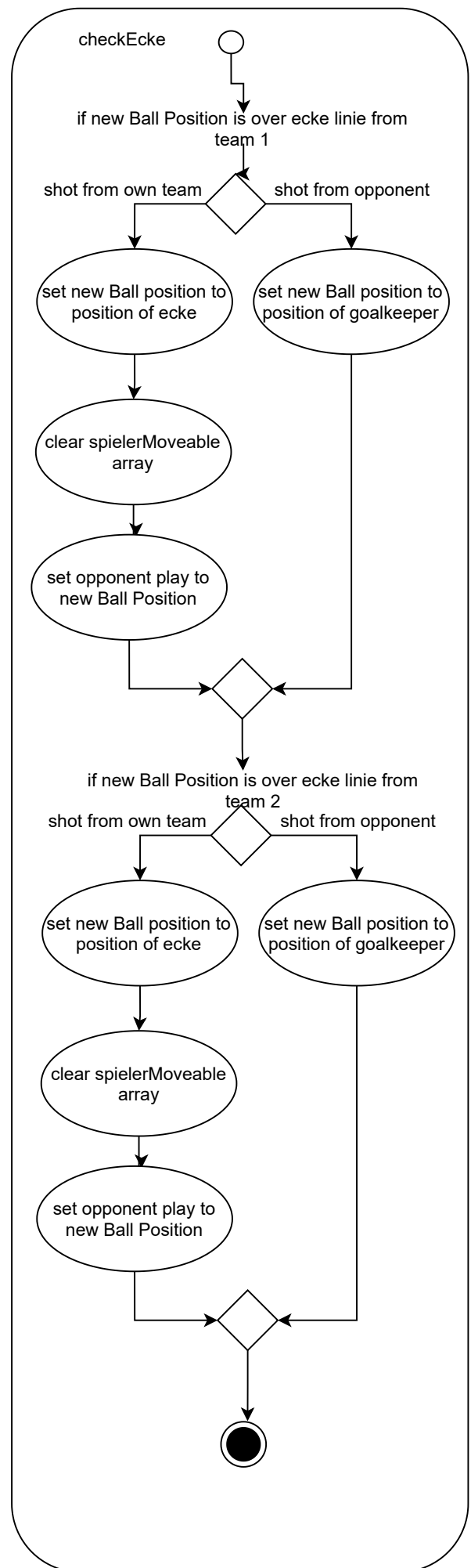
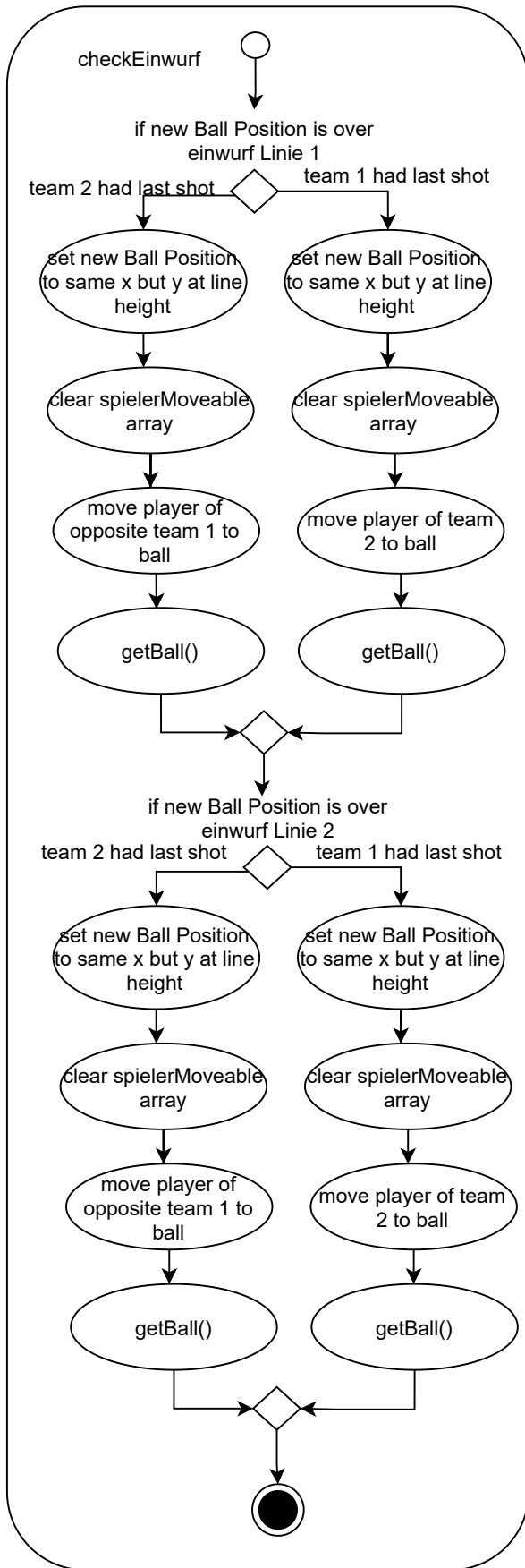




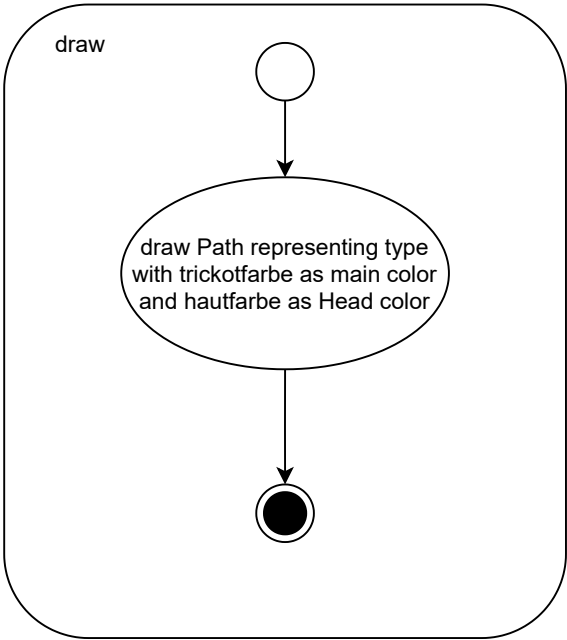
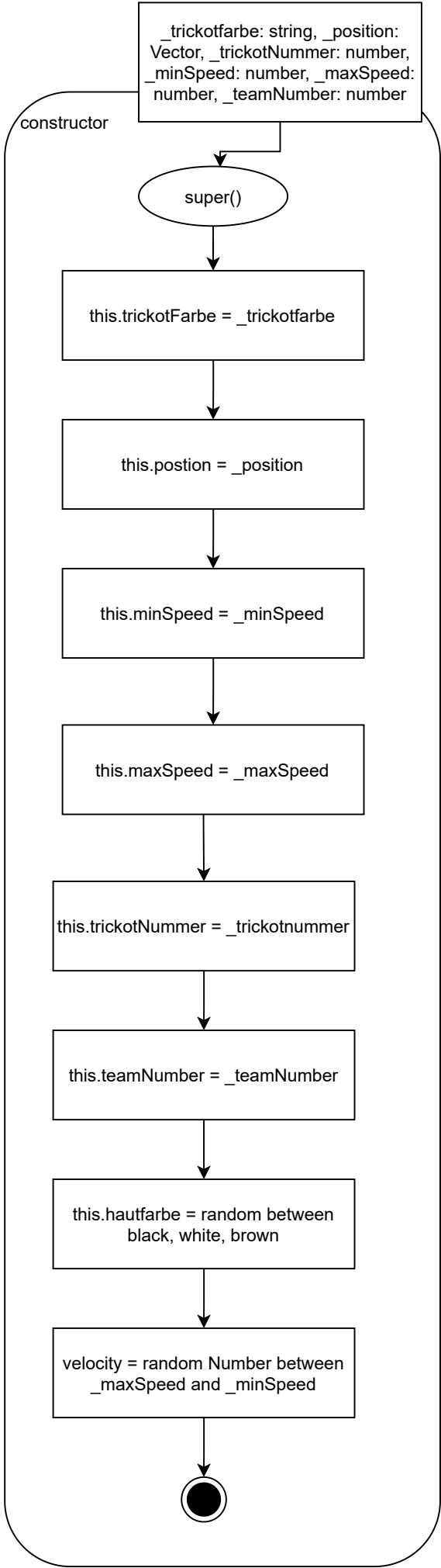




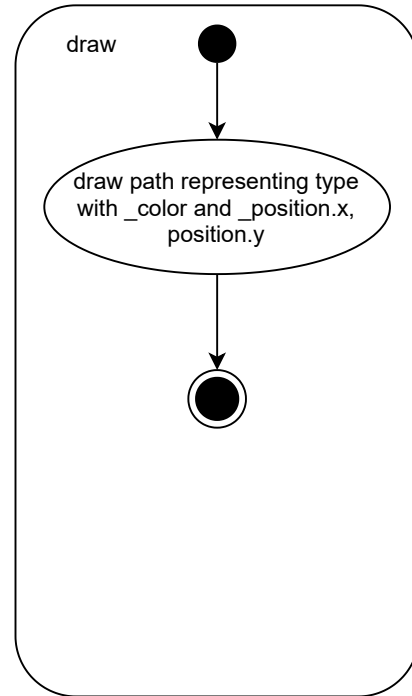
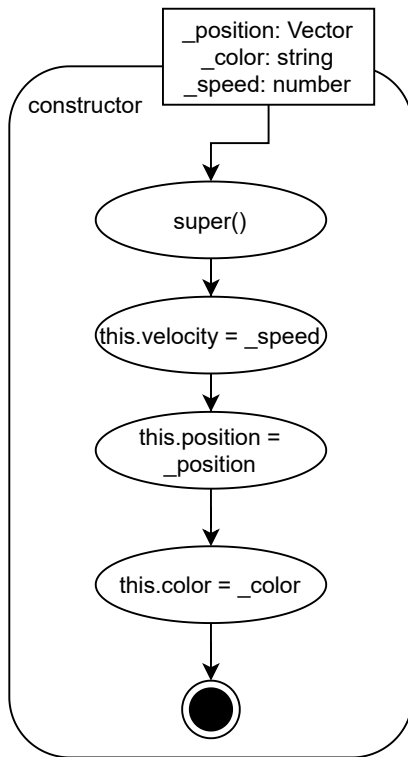




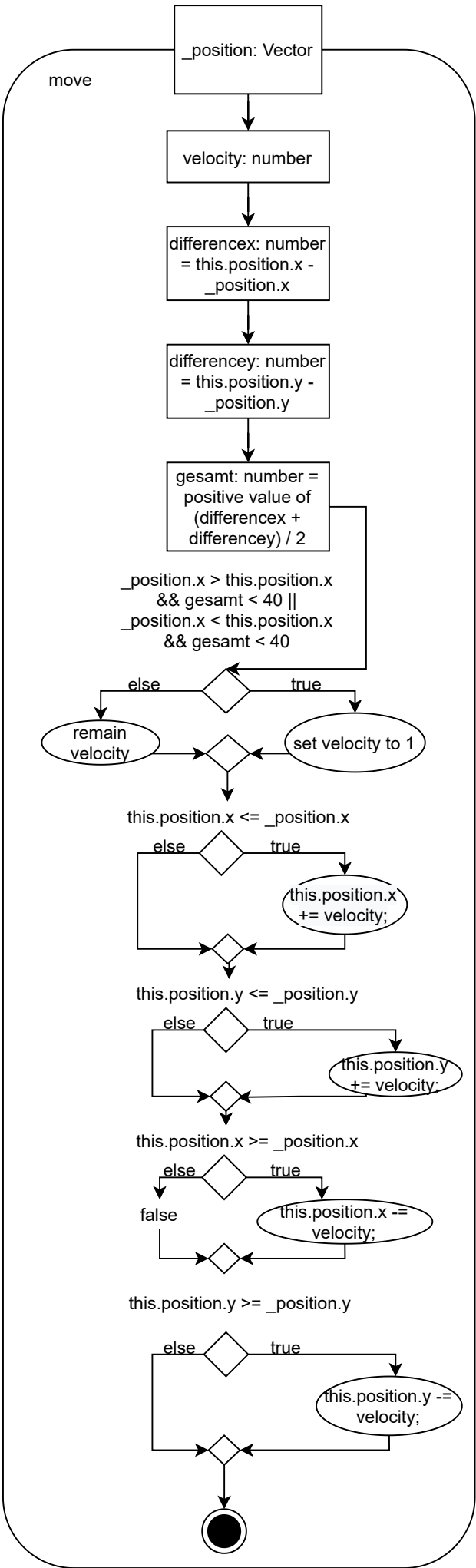
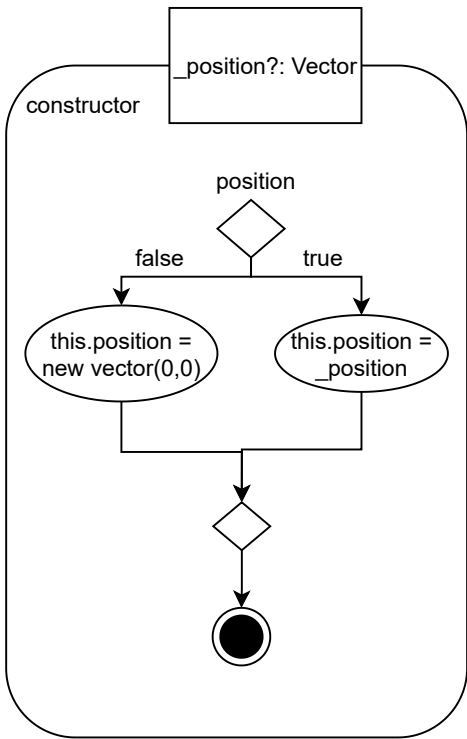
Endabgabe Fußballspiel:
Spieler Activity Diagram

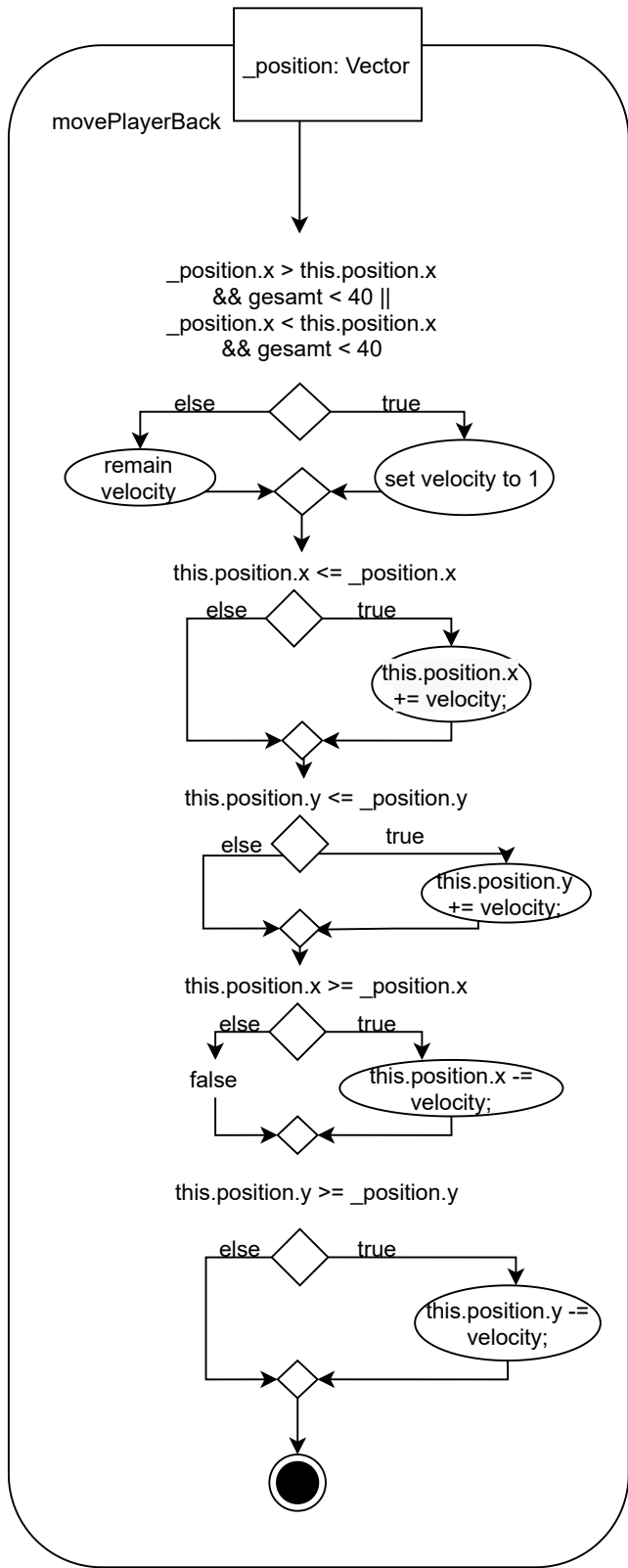
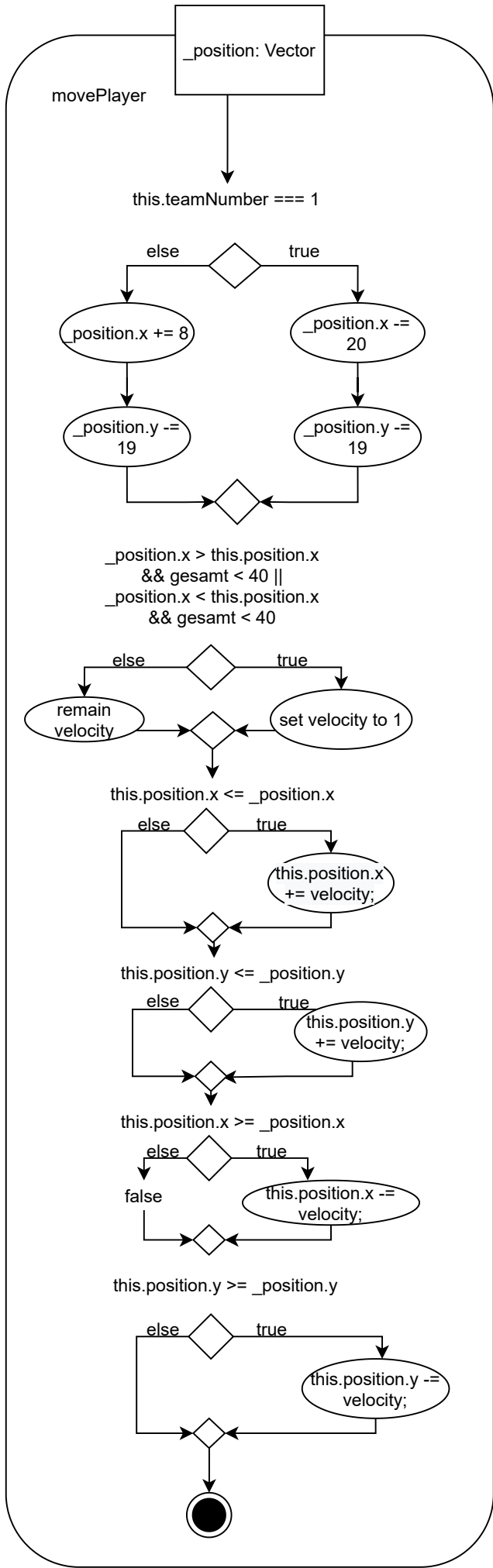


Endabgabe Fußballspiel:
ActivityDiagram: ball



Endabgabe Fußballspiel:
Moveable Activity
Diagram





Endabgabe Fußballspiel:
Vector Activity Diagram

