UML USE CASE DIAGRAM

TANK STARS

PLAYERS

PLAYER 1

PLAYER 2

LOAD SAVED GAMES

MAIN MENU

EXIT GAME

PLAYER VICTORY, BACK TO MAIN MENU

PLAYER CREDENTIALS

NEW GAME

COLLECT COINS

INPUT TO SHOOT

BATTLE FIELD (PLAYER 1 VS PLAYER 2) SCREE

PLAY GAME

KILL OPPONENT

RESUME GAME

PAUSE GAME

USE COINS FOR ADVANTAGE

RESTART GAME

SAVE GAME

INPUT TO MOVE FORWARD

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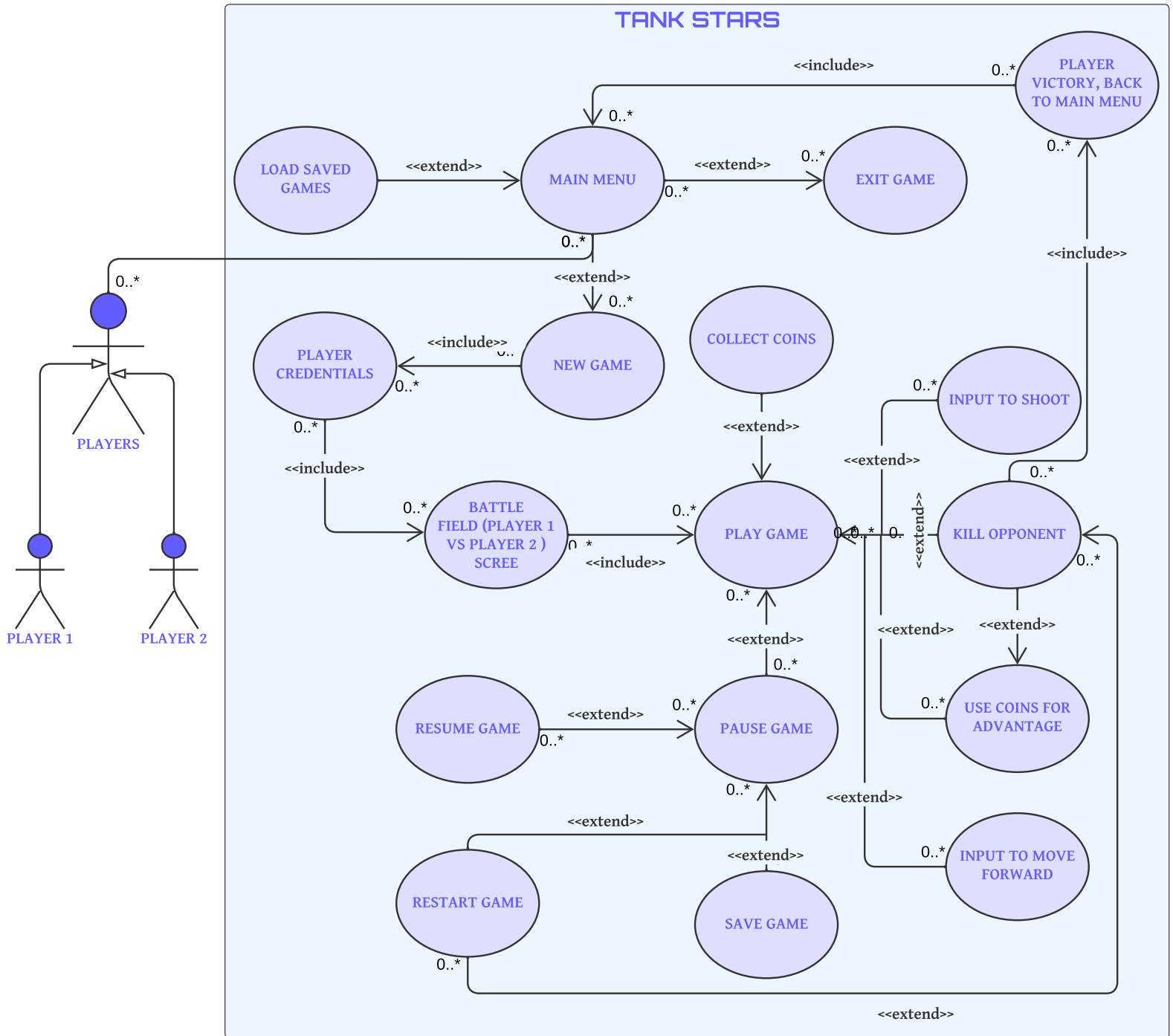<<extend>>

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DESIGNED BY:

HARDI PARIKH (2021046)
SANJANA (2021094)