usecase::Main

main

eat cake

«include»

move pig

«include»

attak enemy

«include»

start game

player

«extend»

pause game

«extend»

stop game

«extend»

save game

class::Game

«enumeration»
State
(from game)
STARTED
PAUSED
STOPPED

Game
(from game)
-state: State
-level: Level
-result: Result
-score: Integer
-dateCreation: Timestamp
-dateLastUpdate: Timestamp

Player
(from game)
-name: String {unique}

0..*   1..1
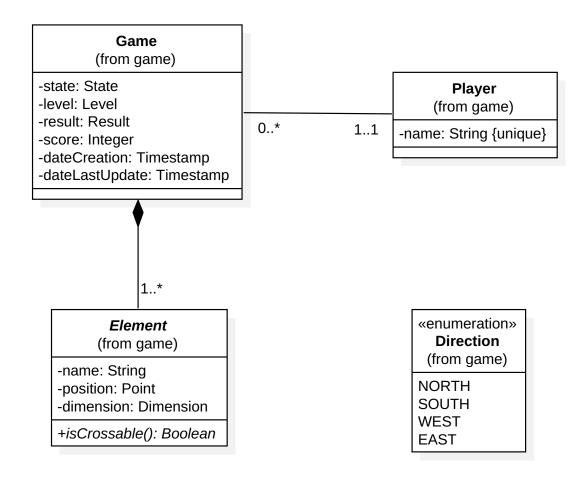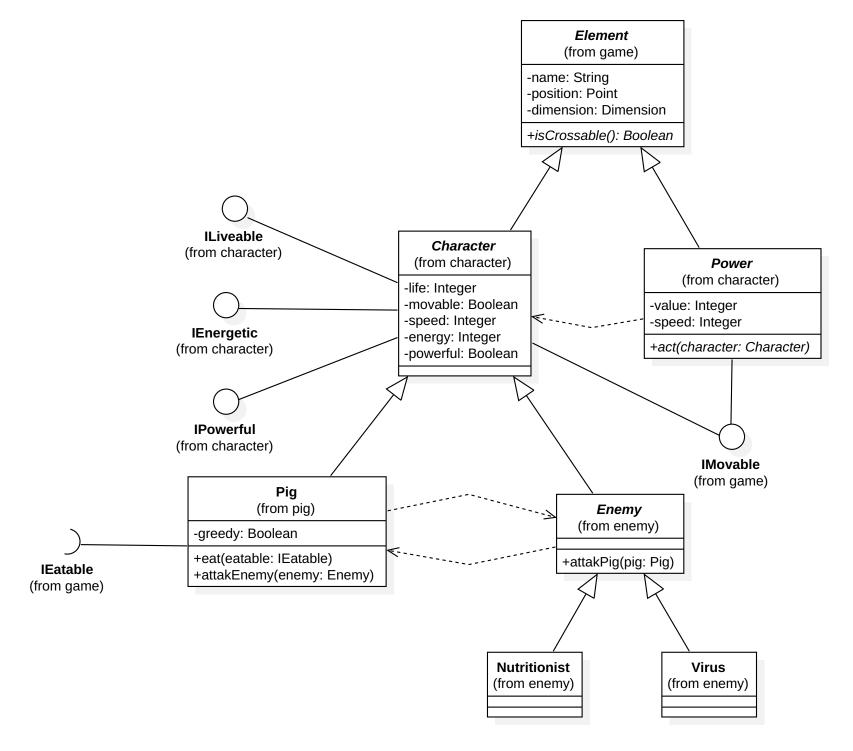
«enumeration»
Level
(from game)
EASY
NORMAL
HARD

1..*

Element
(from game)
-name: String
-position: Point
-dimension: Dimension
+isCrossable(): Boolean

«enumeration»
Direction
(from game)
NORTH
SOUTH
WEST
EAST
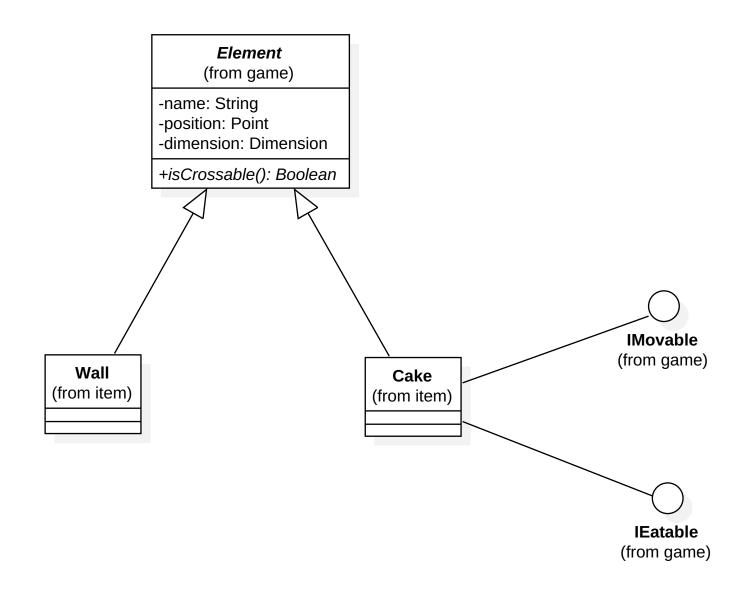
«enumeration»
Result
(from game)
WIN
LOOSE

class::Character

Element
(from game)

-name: String
-position: Point
-dimension: Dimension

+*isCrossable(): Boolean*

ILiveable
(from character)

IEnergetic
(from character)

IPowerful
(from character)

Character
(from character)

-life: Integer
-movable: Boolean
-speed: Integer
-energy: Integer
-powerful: Boolean

Power
(from character)

-value: Integer
-speed: Integer

+*act(character: Character)*

IMovable
(from game)

Pig
(from pig)

-greedy: Boolean

+eat(eatable: IEatable)
+attakEnemy(enemy: Enemy)

IEatable
(from game)

Enemy
(from enemy)

+attakPig(pig: Pig)

Nutritionist
(from enemy)

Virus
(from enemy)

class::Item

Element
(from game)

-name: String
-position: Point
-dimension: Dimension

+_isCrossable(): Boolean_

Wall
(from item)

Cake
(from item)

IMovable
(from game)

IEatable
(from game)

class::Setting

Setting
(from setting)

-title: String

-reset()

GamePad
(from setting)

-keyStart: Integer
-keyMoveNorth: Integer
-keyMoveSouth: Integer
-keyMoveWest: Integer
-keyMoveEast: Integer
-keyPigAttak: Integer

class::View

GameView
(from view)

1..1

1..1

1..1

2..2

1..1

HomeView
(from view)

GamesView
(from view)

GameMenuBar
(from view)

GameDialog
(from view)

ArenaView
(from view)

3..3

GameMenu
(from view)

StarterDialog
(from view)

ResultDialog
(from view)

MenuFile
(from view)

MenuEdit
(from view)

MenuSetting
(from view)

| *Power* |
(from character)
-value: Integer
-speed: Integer
+*act(character: Character)*

| **Paralyze** |
(from pig)

| **Missile** |
(from pig)

| **Diet** |
(from enemy)

| **Disease** |
(from enemy)