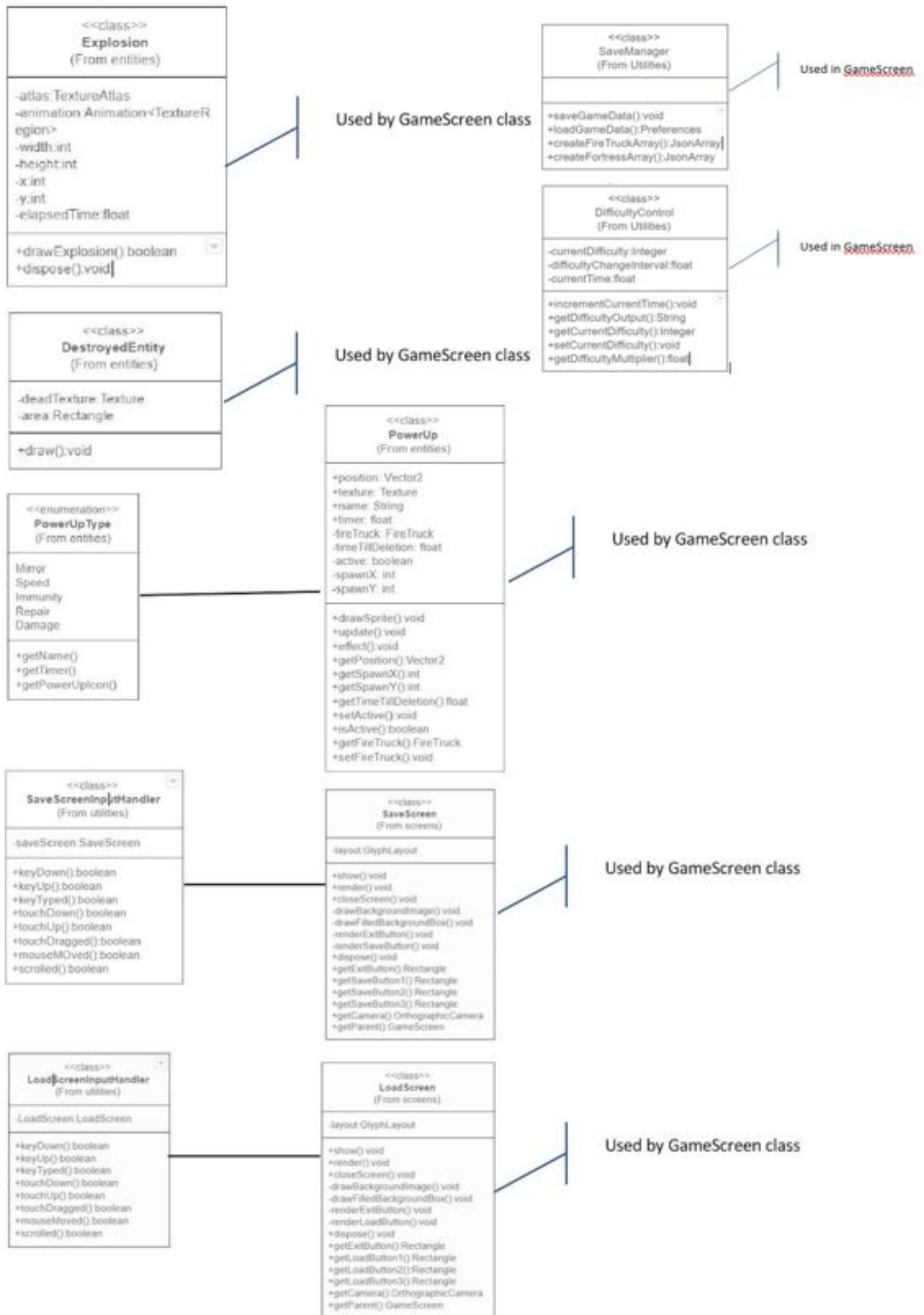


Final Architecture

SEPRet Studios

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The above additions to the UML Class diagram show the added classes that facilitates the update requirements stated by the Assessment 4 documentation. Such as [UR_SAVE_GAME] which is accomplished using the SaveScreen and SaveManager classes, along with loading accomplished by the SaveManager and LoadScreen classes. DifficultyControl class is used to manipulate the difficulty levels as required [UR_DIFFICULTLY] allowing variable difficulty not a static difficulty setting as stated for previous assessment iterations. The new screens LoadScreen and SaveScreen, have their own input handlers LoadScreenInputHandler and SaveScreenInputHandler respectively to allow the bespoke methods to handle any inputs on the screen to avoid any undue user errors and apply clear propagation through multiple screens without overt explicit guidance and simply clear buttons and appropriate labels [UR_INTUITIVE]. Explosion class was added to provide explosive animations to destroyed entities. This was to clearly show the user that they have either lost a fire engine or station, or have destroyed an enemy. If an graphical object only disappears after it is destroyed without any clear animation or accompanying information the user may be confused and possibly think the vanishing object is an error in the software if they are not paying clear attention to the health of the object at that time.

All classes above connect to the rest of the game's architecture through being used by the overruling GameScreen, which, as in previous assessments, collates the various classes to create a game screen in which the user can interact with the game. No additional classes were added than those listed above, nor any preexisting classes from the inherited software architecture removed or altered in methods other than stated above.