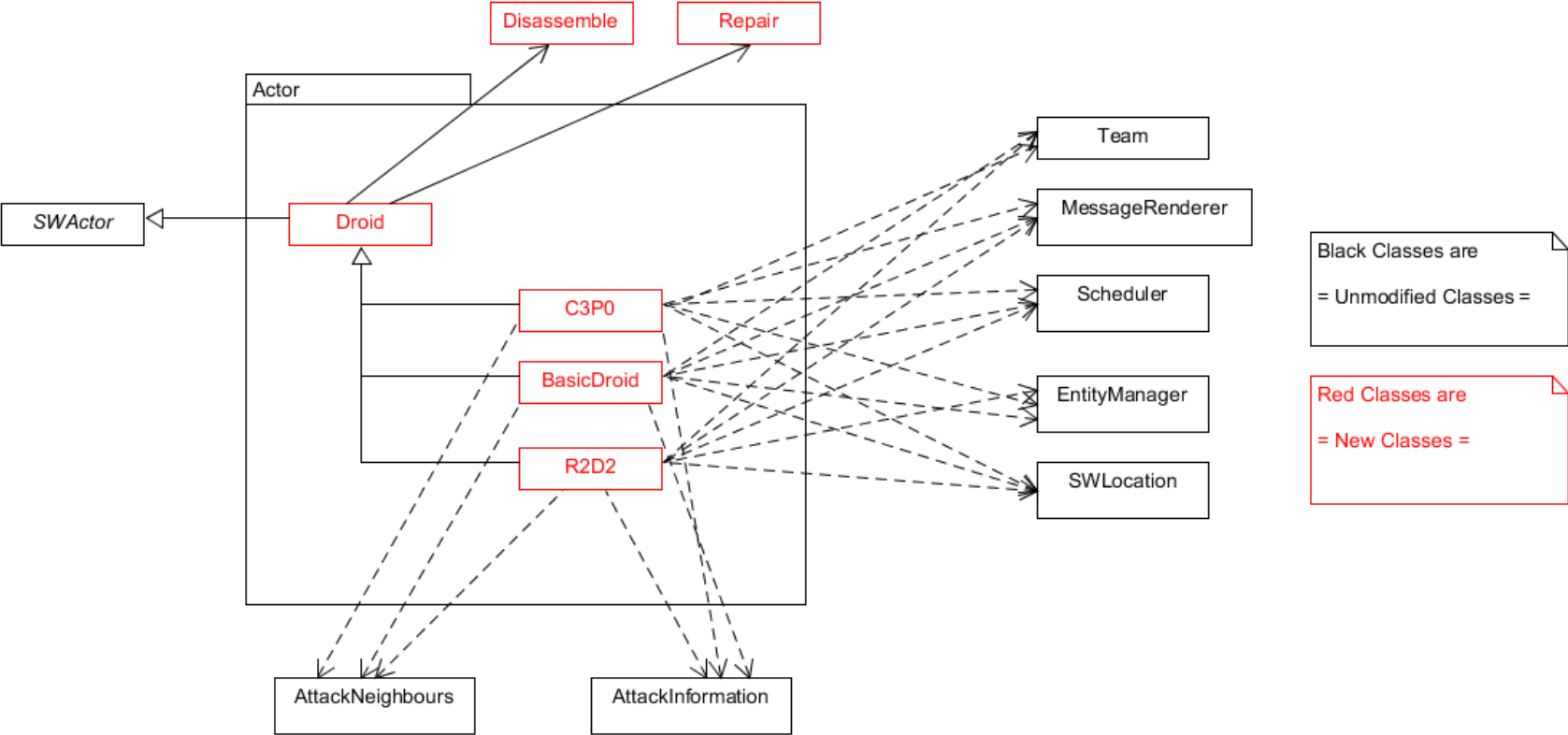


Droid_Actor Design



UML Class Diagram For Droid Actors

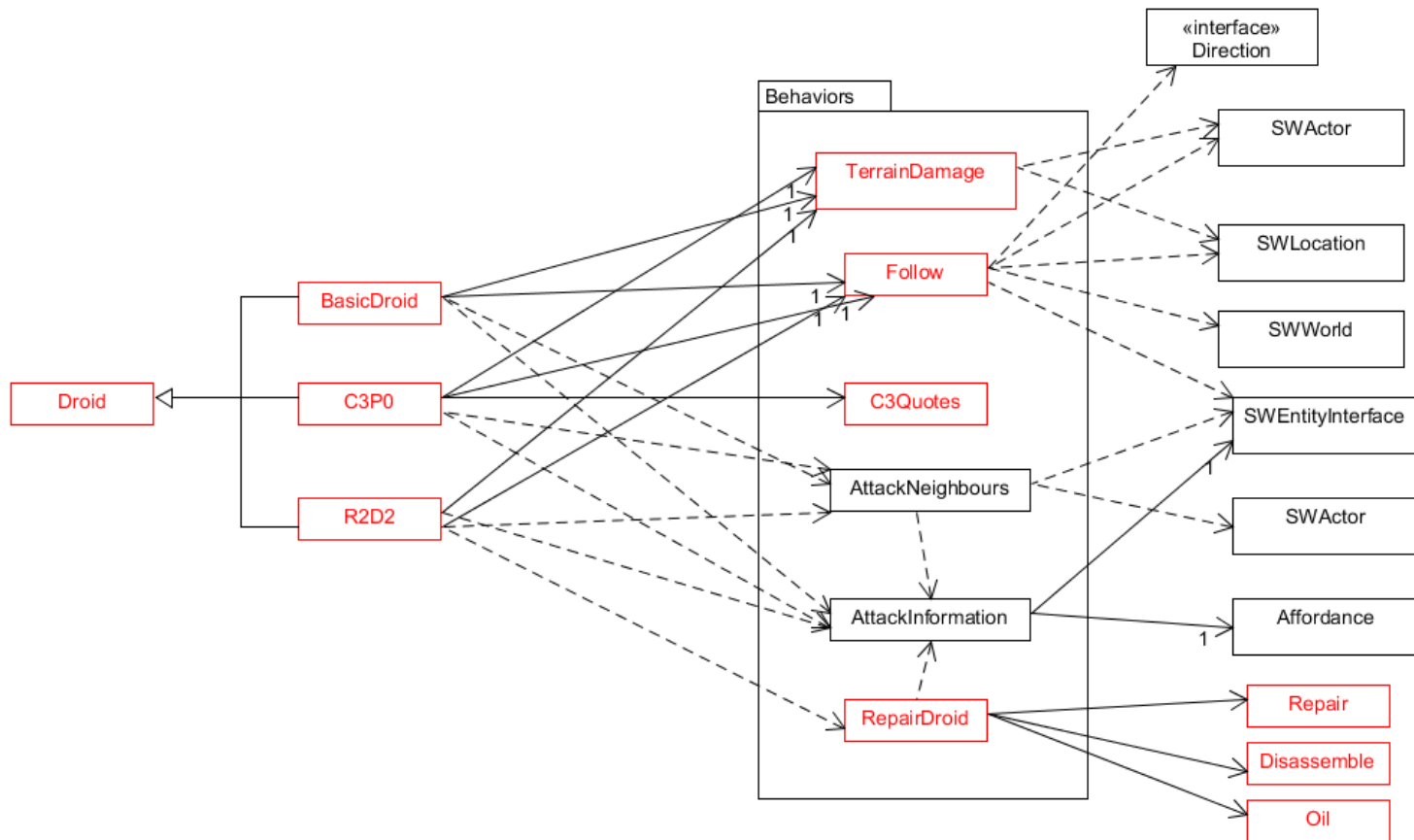
A new abstract class called Droid was made. Droids in the game will inherit from this abstract class. This is important to maintain special droid characteristics among different droids.

These include being Oilable, Repairable, being able to be Disassemble, taking damage when moving in Badlands, being able to have owners and taken ownership of and being unable to be Mind-controlled.

BasicDroid is the generic class for droids that do nothing but stand still without owners.

R2D2 and C3P0 classes are extended from Droid as well. But unlike the BasicDroid class, they have their own special behaviors.

Droid_Behavior Design



Black Classes are
= Unmodified Classes =

Red Classes are
= New Classes =

UML Class Diagram For Droid Behaviors

From the diagram you can see that all droids implement the TerrainDamage and Follow behaviors. This complies with the requirements of Droids taking damage from Badlands and following their owners.

C3P0 has his own special behavior called C3Quotes, this simply randomizes a quote for C3P0 to say.

R2D2 has his own special behavior called RepairDroid. This allows him to perform his duties as a repair droid. In order of priority these actions are:

- (1) Repair a droid if holding DroidParts
- (2) Oil a Droid
- (3) Disassemble a disabled Droid
- (4) Pick up DroidParts