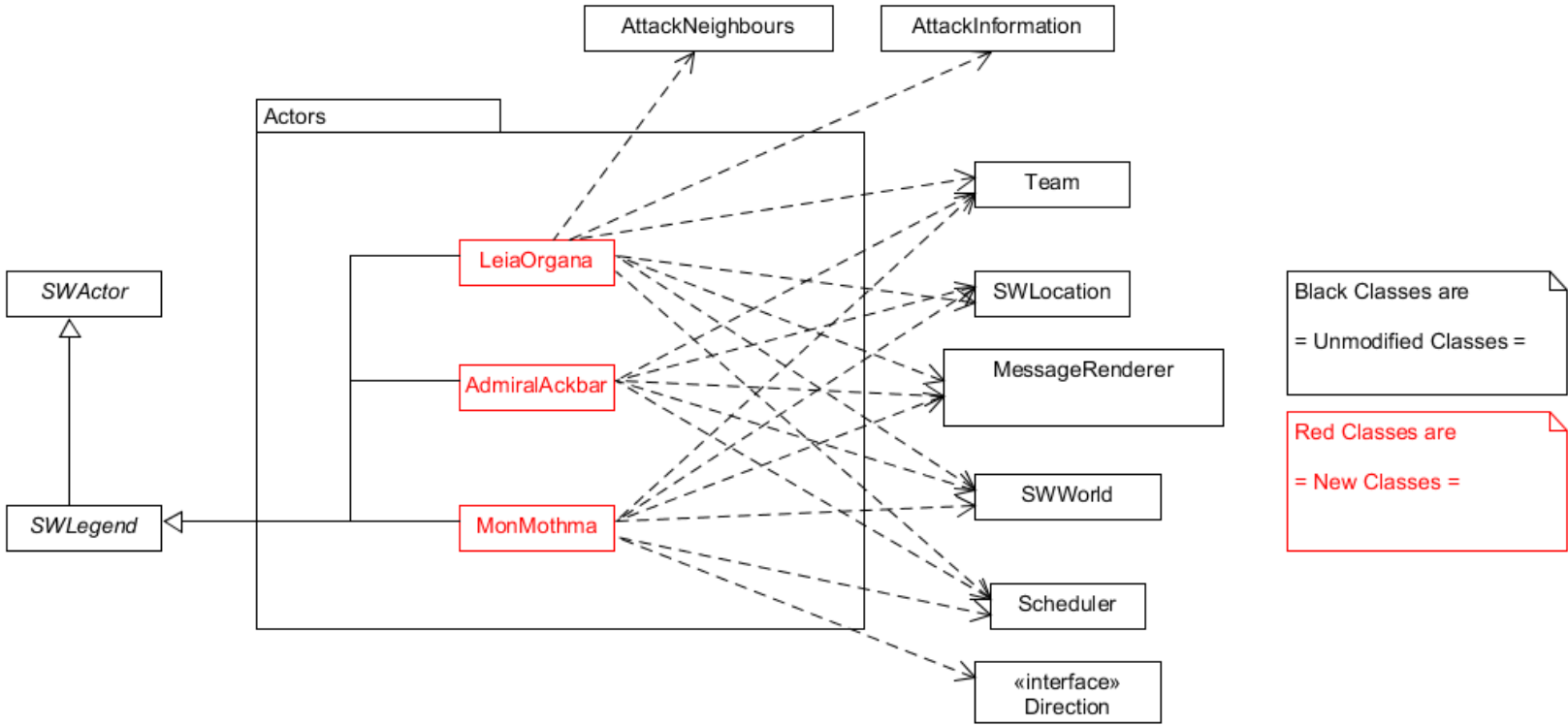


Rebel_Actors-Design



UML Class Diagram For Rebel Actors

Three new classes were created for implementing new characters in the Rebel Alliance: LeiaOrgana, AdmiralAckbar and MonMothma.

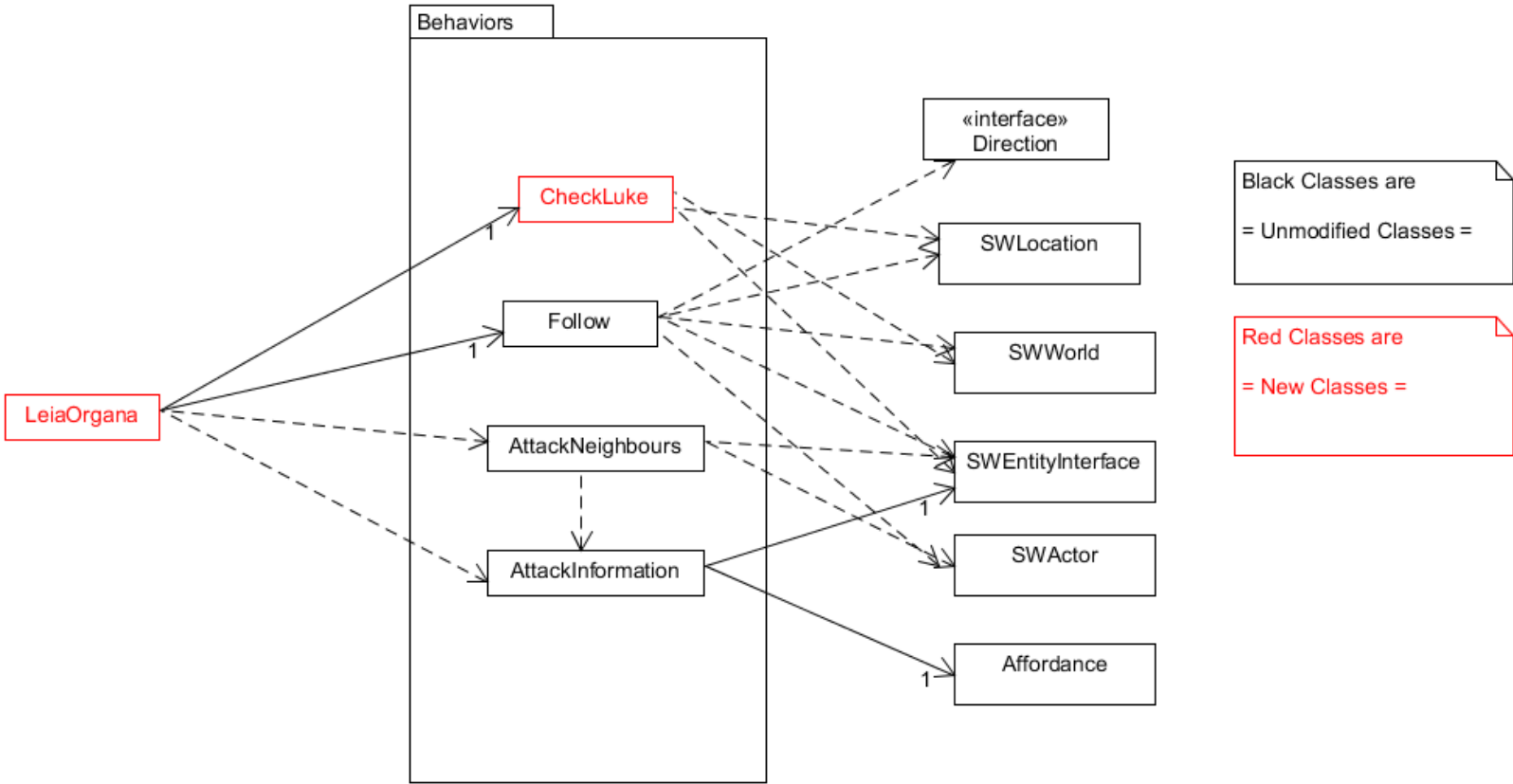
All of them extend SWLegend because they are one-of-a-kind and only one instance of each actor should be made.

LeiaOrgana is implemented very similarly to other actors.

MonMothma and AdmiralAckbar are special in that they do not do anything but stand still and say lines. Therefore there is no relationship between both of them and the AttackNeighbours and AttackInformation classes, since they do not need to attack.

MonMothma is depending on the Direction Interface because she needs it to be able determine if Luke brought Leia and R2D2 to the rebel base in order to say her line.

Leia_Behaviors-Design



UML Class Diagram For Leia Behaviors

Out of the three new Rebel Actors added to the game, only Leia Organa actually implements any Behaviors. MonMothma and Admiral Ackbar need not move or attack and thus do not implement any behaviors.

LeiaOrgana implements the Follow behavior which is also implemented by Droids. This is so that she can follow Luke around after being rescued from the DeathStar.

However unlike Droids, the player does not perform an action to “Take Ownership” of Leia. Instead, she automatically follows the player if the palyer is on the same spot as her. Therefore, the CheckLuke behavior is implemented for LeiaOrgana to constantly check if Luke is on the same spot as her.

Once the player moves to the same spot as LeiaOrgana, she stops implementing the CheckLuke behavior and begins to perform the Follow behavior and follow the player similar to owned Droids.