



Software-ontwerp

Finale Presentatie

Castel D., Devlieghere J., Pante S.

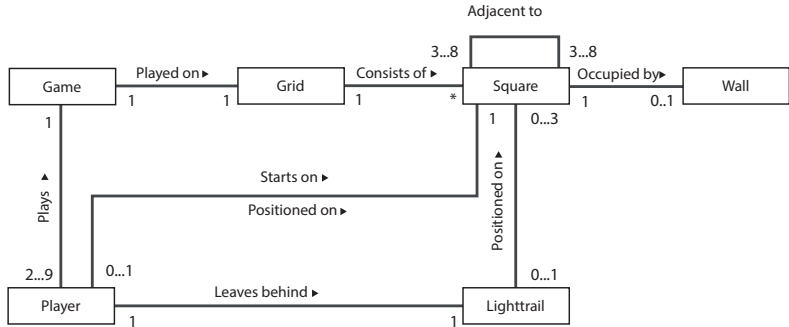
Groep 25, Computerwetenschappen,
KU Leuven

24 mei 2013, Leuven, België

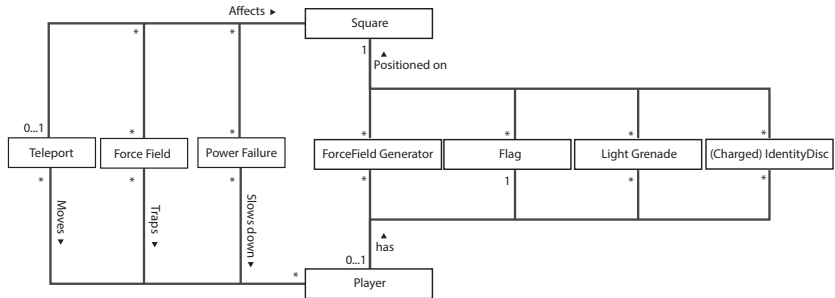
- 1 Werkverdeling
- 2 Testen
- 3 Domain Model
- 4 Implementatie
- 5 Slot

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- 2..9 players
- 1..8 adjacent squares, mogelijk bij grids gebouwd van tile

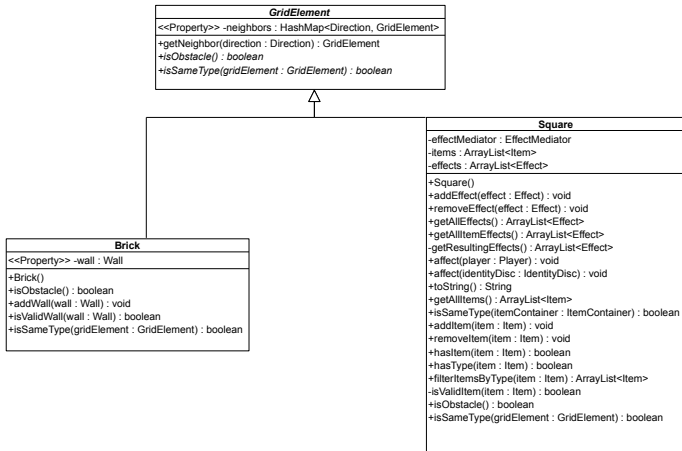


- Toevoeging van concept voor Flag, Teleport, Forcefield, IdentityDisc.
- Player kan maximum 1 vlag dragen!

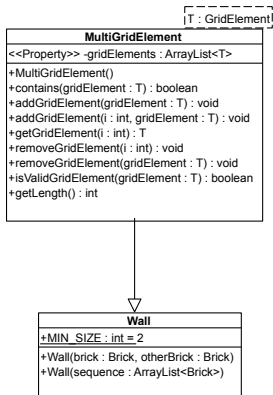


- Een Flag is initieel op een square geplaatst
- Flag is eigendom van één speler

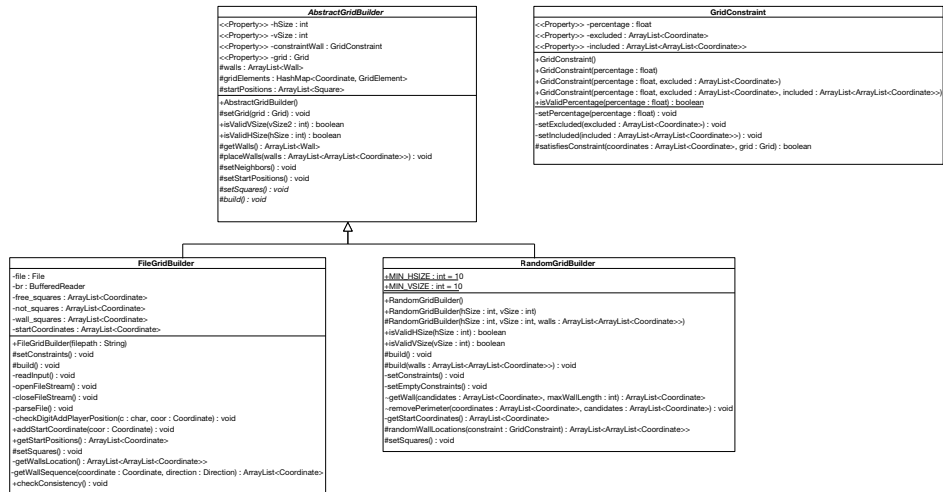
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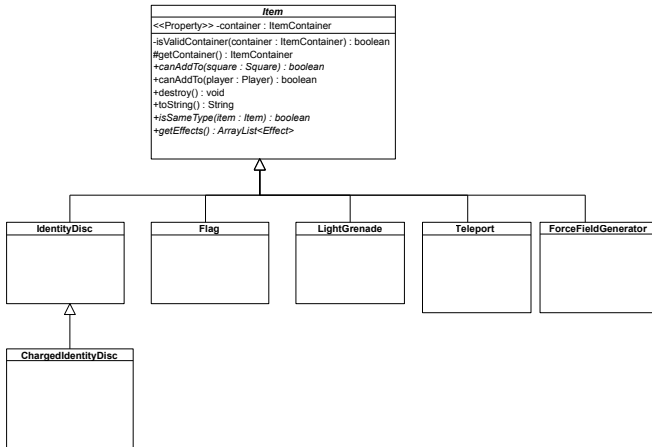


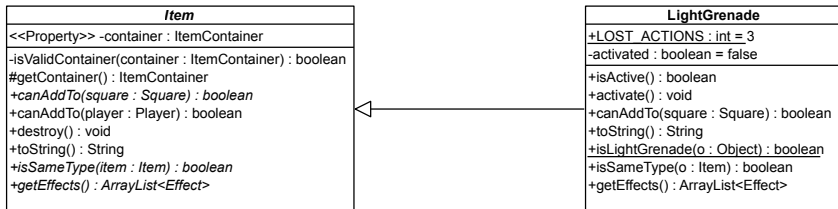
uitleg over effecten enzo in squares?

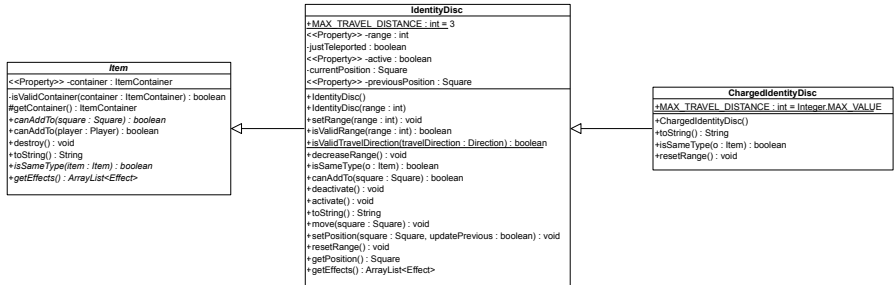


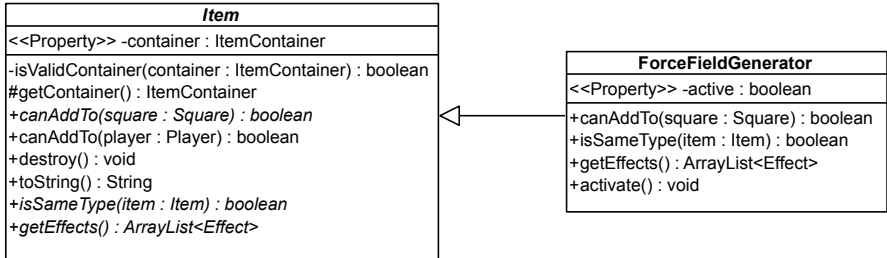
Coordinate
<<Property>> -x : int <<Property>> -y : int
+Coordinate(x : int, y : int) +setX(x : int) : void +setY(y : int) : void <u>+isValidX(x : int) : boolean</u> <u>+isValidY(y : int) : boolean</u> +toString() : String +getNeighbor(direction : Direction) : Coordinate +getAllNeighbors() : HashMap<Direction, Coordinate> +hashCode() : int +equals(obj : Object) : boolean +getCoordinate(direction : Direction, distance : int) : Coordinate +getCoordinatesTo(coordinate : Coordinate) : ArrayList<Coordinate> +directionTo(coordinate : Coordinate) : Direction

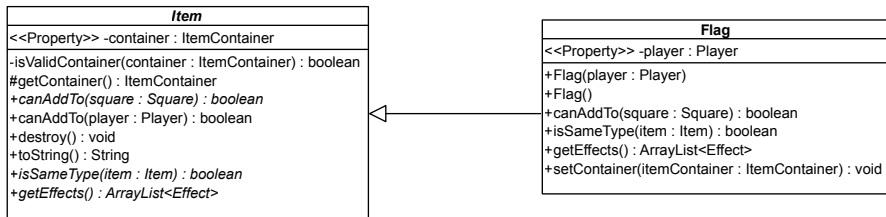


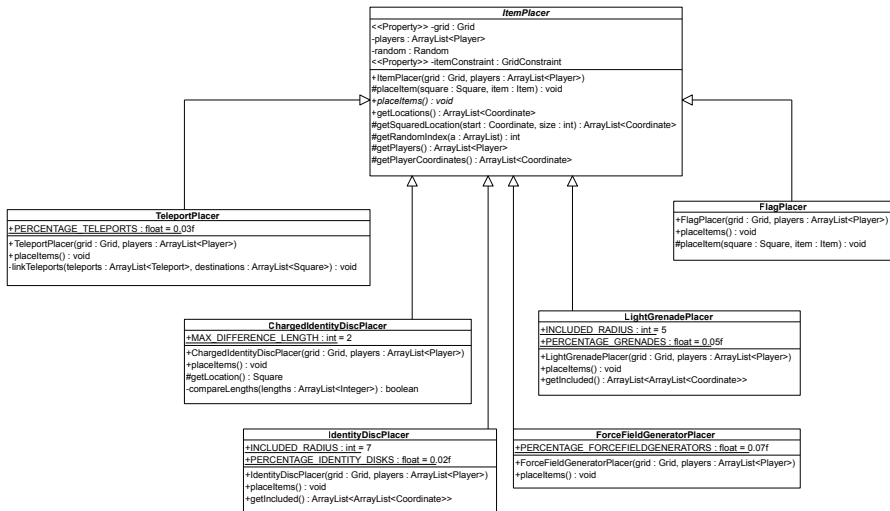






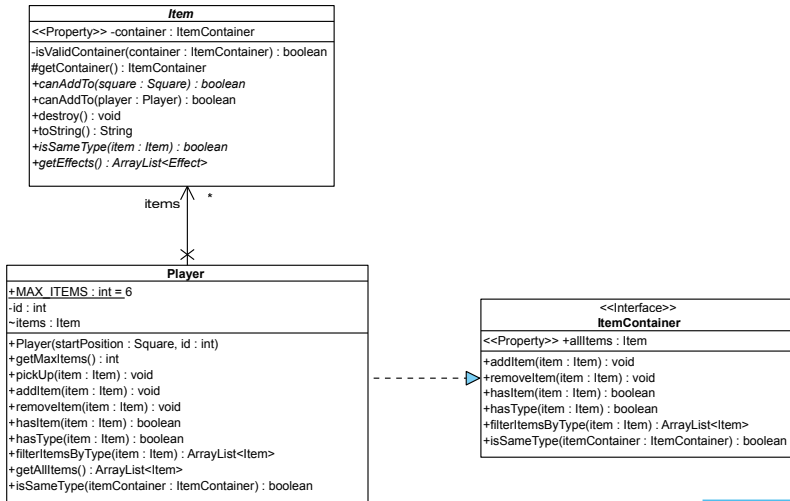






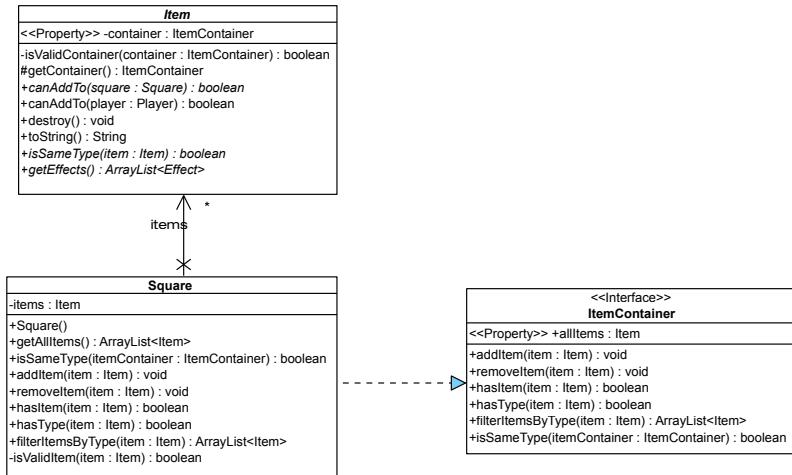
4.2 Items: ItemContainer

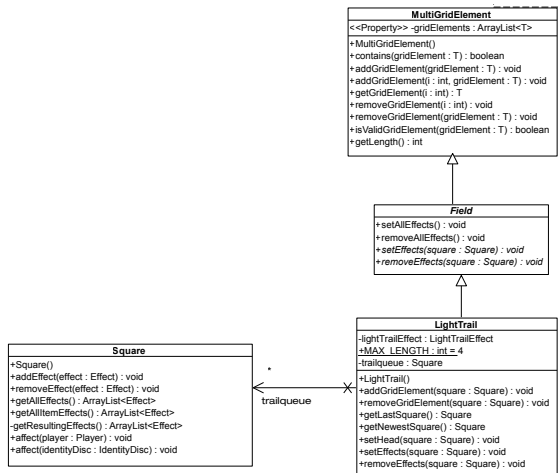
Player



4.2 Items: ItemContainer

Square





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Bedankt voor uw aandacht.