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Requirements:

* Have character move on its own
* Have character detect end of ledges and jump
* Have character jump on bouncers
* Have character die on spikes
* Have character dies from falling out of screen
* Have character activate switch
* Have character move in reaction to fans
* Have characters die from falling objects
* Have character detect and end level at flag
* Count amount of deaths
* Display amounts of deaths
* Players activate platforms
* Players move cursor
* Show buttons moving when keys pressed

Use cases:

* Start game
* Quit game
* Display credits
* Move cursor
* Activate object
* Pause game
* Exit game
* Un-pause game

Classes:

* FallingObject: Controls the life of falling objects
* FallingObjectSpawner: Spawns the falling objects
* CursorControls: Controls cursor movement and activation
* Flag: Controls flag collision and level end
* PlatformInteraction: Controls platform activation
* Jump: Makes the character jump at end of platforms and on bouncers
* MainMenu: Controls the main menu
* PauseMenu: Controls the pause menu
* Switch: Controls switch activation
* Wind: Controls wind and character push
* Character: Controls character movement

Class diagram

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| Character |
| - jump: int + speed: float - wind: int |
| - Awake()  - Update()  - OnTrigger2DEnter() - OnTriggerStay() |
| Responsibilty  Controls character movement |

Activity Diagram // Character - Update

Death

Bounce

Jump

Land

Move character

Detect type of hazard

Reset to start