

CLASS DIAGRAM (OOP PROJECT)

Name : Talal Ahmed

Reg no. : 19I-0727

Section : CS-F

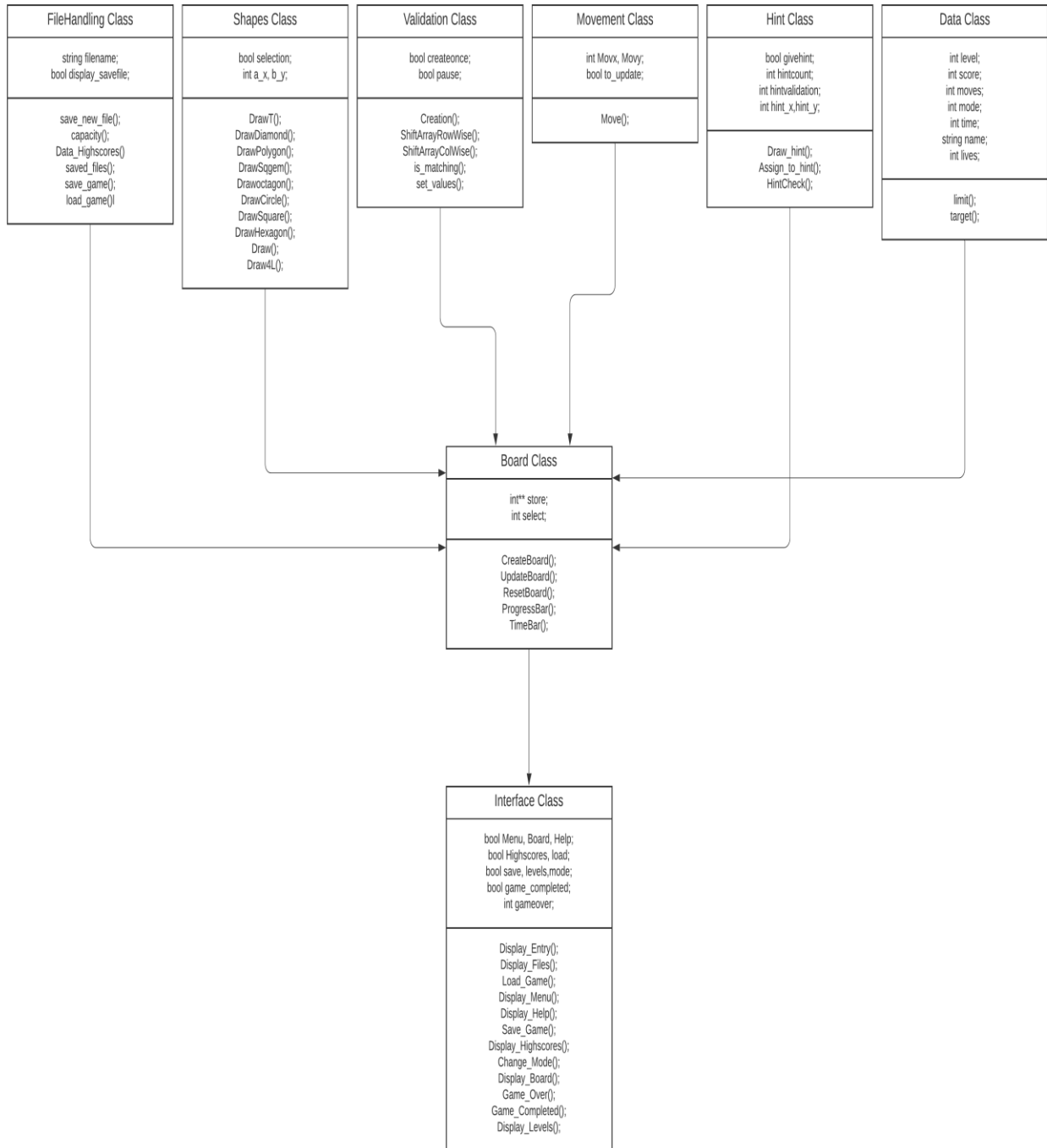
Date : 10th June, 2020.

Course code : CS217-OOP

Final Version (game.cpp)

UML CLASS DIAGRAM GAME

Total | June 10, 2020



Description

1. Game contains (8) Classes.

a. File Handling Class

b. Shapes Class

c. Validation Class

d. Movement Class

e. Hint Class

f. Data Class

||

v

g. Board Class

||

v

h. Interface Class

2. One Global Object is of Class Interface

a. Interface gameplay;

3. This Code is officially written by me (Talal Ahmed) not even a single line is plagiarized.

4. All Classes contain a total of about (46) Functions.

5. Board Class is linked to 6 classes and Interface Class is linked to Board Class.

Working

1. Firstly, Game starts and ask user to enter name or to open previously saved file. This depends on user what he does.
2. Then game continues from where player has left or new game starts.
3. This game has two Modes
 - a. Normal Mode
 - b. Time Mode
4. Both Modes contain 5 levels.
5. Completed levels are displayed in Menu.
6. High scores are displayed in Menu.
7. Player has 3 lives to play whole game.
8. After 3 lives, game is over.
9. If player has completed all 5 levels, game is completed.
10. I have used sound effects in my game.
11. That's all the main working of my class.

Thank You :)