Human Benchmark Class Diagram

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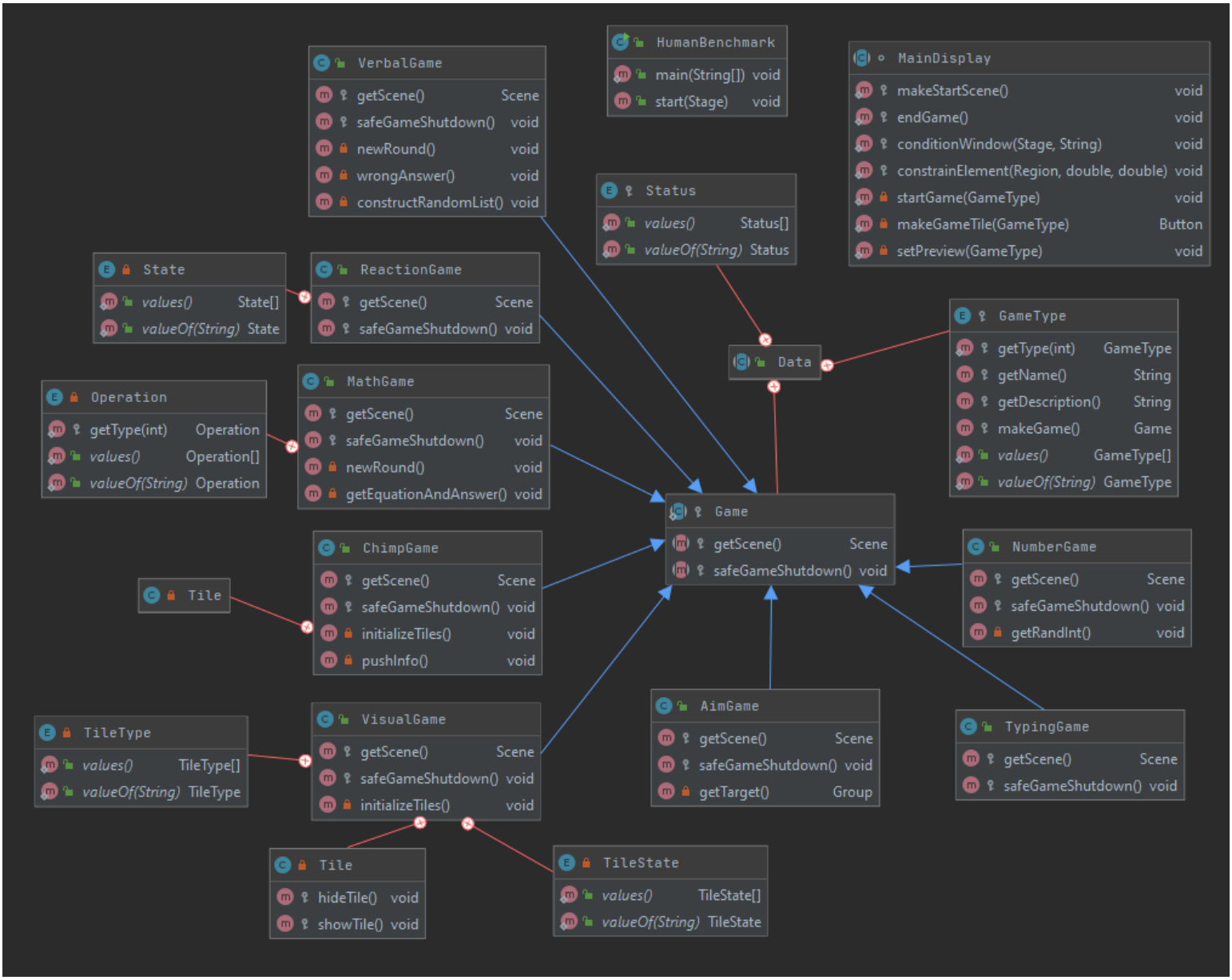

Objects:

HumanBenchmark:

The class which serves as the main entry point of the application.

MainDisplay:

The class which handles the creation of base windows, and calls the minigame classes into being.

Data:

An abstract class containing package-local data structures.

Game:

An abstract class which each minigame overrides. Contains the base methods required of each game.

GameType:

An enum which lists the game types, and provides enum methods for obtaining common information.

Status:

An enum used by many mini-games to indicate the status of the game as it progresses,

Extensions of Game:

These classes extend Game, implementing its abstract methods, providing the base logic for the game display elements they provide:

VerbalGame

ReactionGame

State:

An enum used to indicate the state. Data.Status was foregone in favor of more descriptive states.

MathGame

Operation:

An enum used to indicate the type of mathematical operation being performed.

ChimpGame

Tile:

An object which extends Button, used to outsource tile data to the object itself.

VisualGame

TileType:

An enum used to descriptively assign a tile type to tiles.

Tile:

An object which extends Button, used to outsource tile data to the object itself.

TileState:

An enum used to descriptively assign a tile state to tiles.

AimGame

TypingGame

NumberGame