

# Sequence Diagram

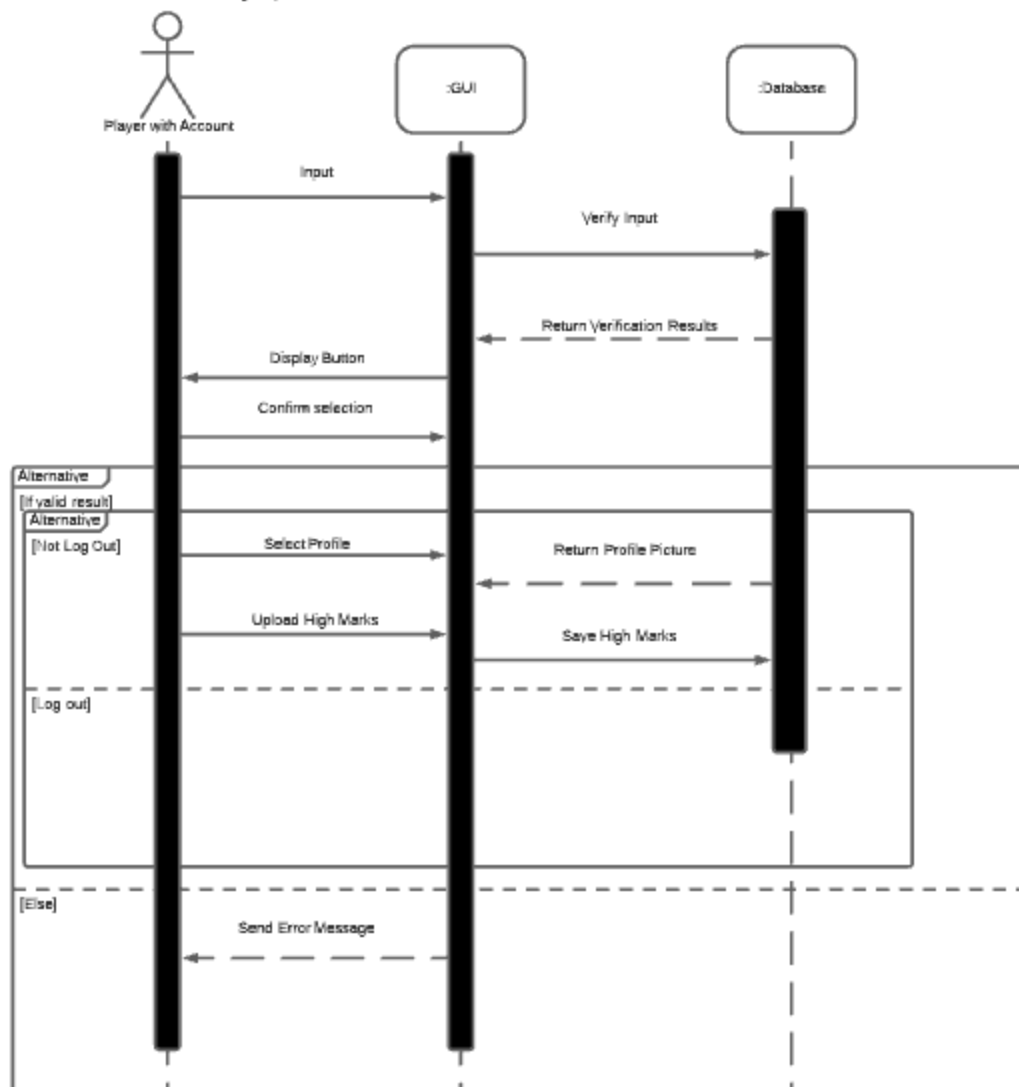
## Circuit City

### Group #3

#### Login System

Subject	Subject action	Parameters	Objects acted upon
1. User	Types	Input Box	GUI
1.1 GUI	Display	Button	User
1.2 User	Clicks	Button	GUI
1.3 GUI	Verifies	Input Box	Database
2. Data	Returns	True or False	GUI
2.1 If true then			
2.1.1 GUI	Display	Button	User
2.1.2 User	Clicks	Button	GUI
2.1.3 GUI	Returns	True or False	GUI
2.1.4 If True then			
2.1.4.1 GUI	Display	Text	User
2.1.5 If False then			
2.1.5.1 User	Selects	Profile	GUI
2.1.5.2 Database	Returns	Profile Picture	GUI
2.1.5.3 User	Upload	Score	GUI
2.1.5.4 GUI	Saves	Score	Database
2.2 If false then			
2.2.1 GUI	Display	Text	User

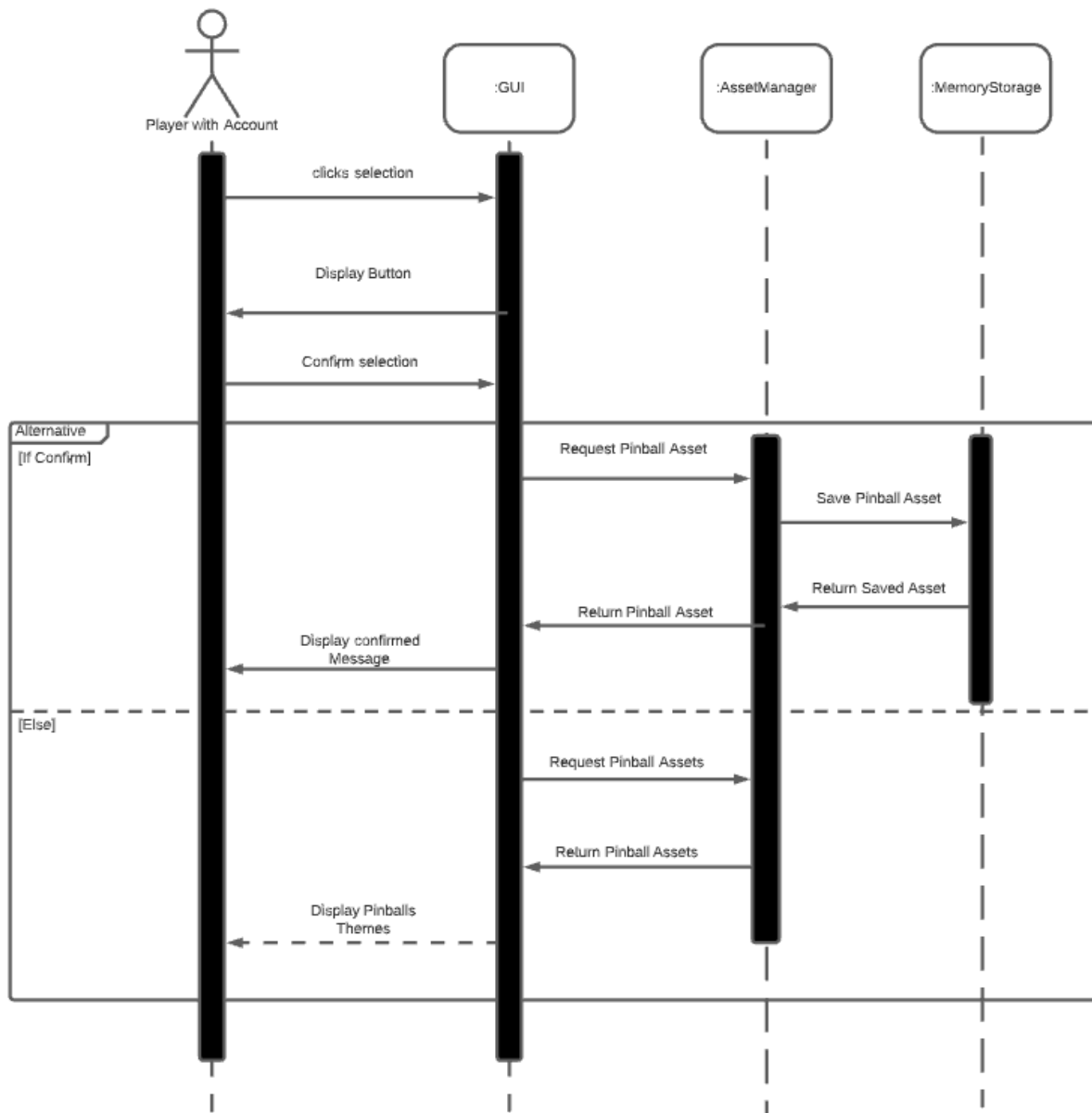
Analysis Sequence Diagram  
Login System



## Select Pinball

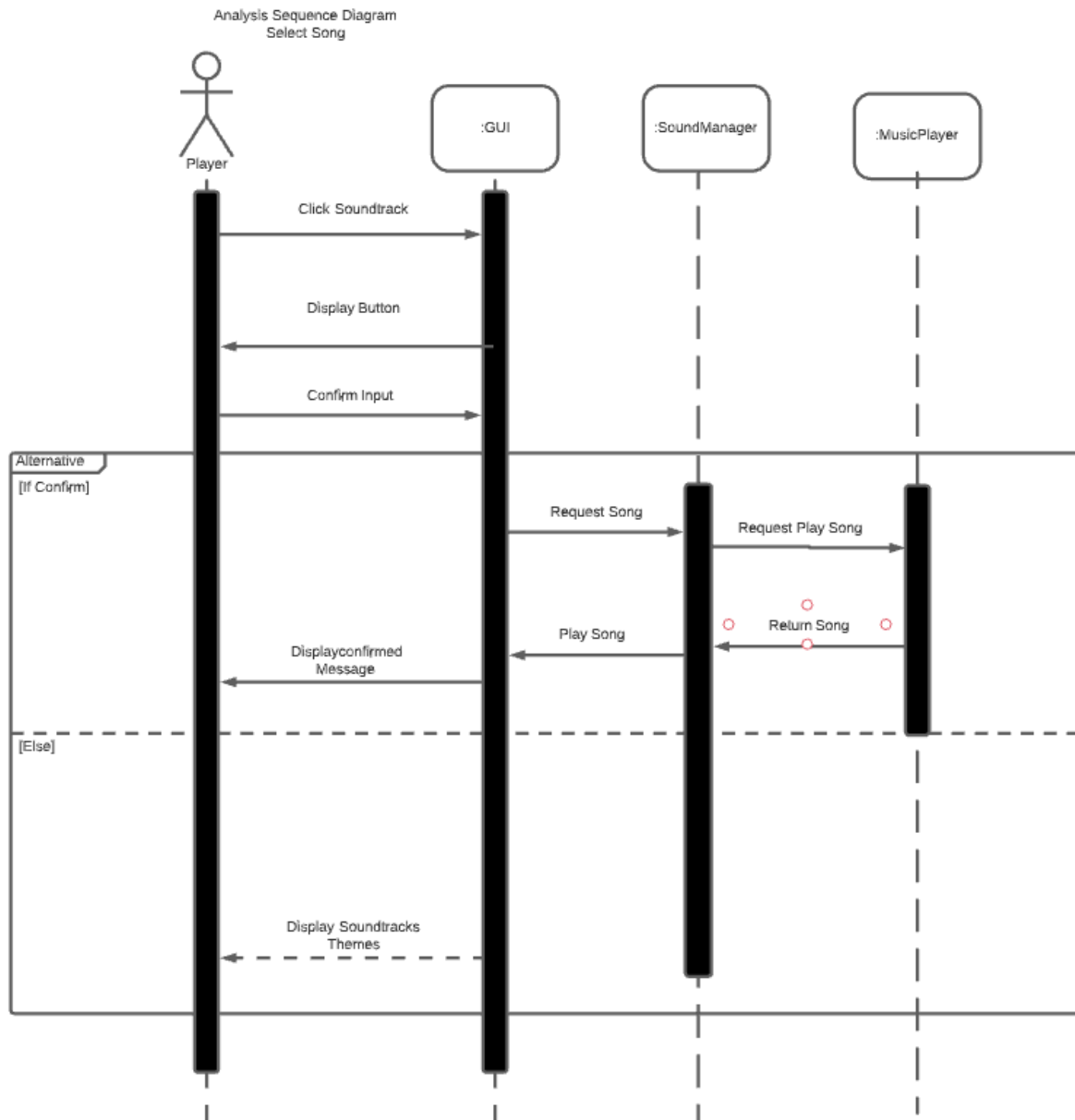
Subject	Subject action	Parameters	Objects acted upon
1. User	Clicks	selection	GUI
1.1 GUI	Display	button	User
1.2 User	confirms	selection	GUI
1.2.1 If true then			
1.2.2 GUI	Request	Pinball asset	Asset Manager
1.2.3 Asset Manager	Save	Pinball asset	Memory Storage
1.2.4 Memory Storage	return	Saved asset	Asset Manager
1.2.5 Asset Manager	return	Pinball asset	GUI
1.2.6 GUI	displays	Confirm message	User
1.3 Else			
1.3.1 GUI	request	Pinball assets	Asset Manager
1.3.2 Asset Manager	return	Pinball assets	GUI
1.3.3 GUI	displays	selections	User

Design Sequence Diagram  
Select the Pinball



## Select Song

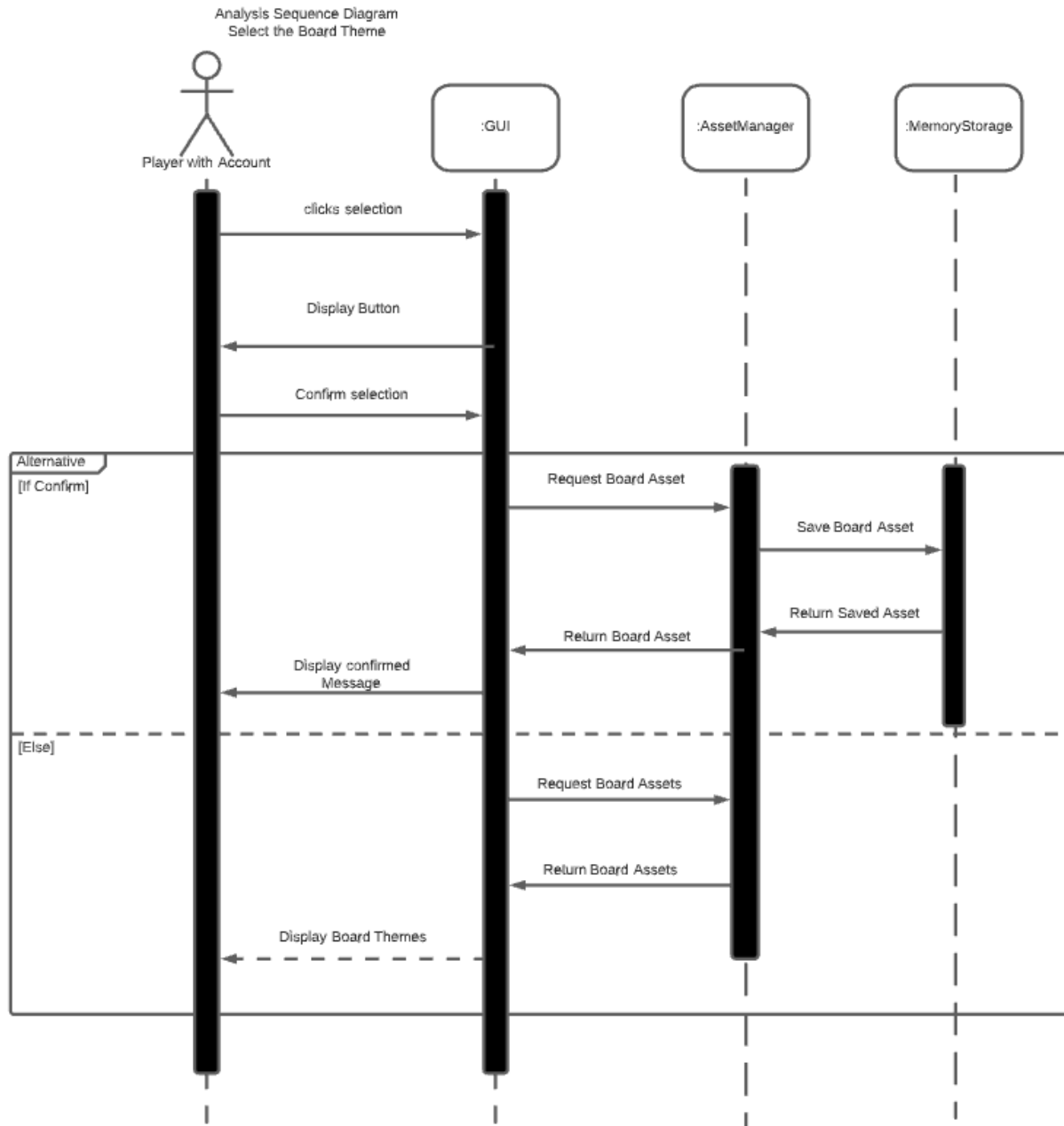
Subject	Subject action	Parameters	Objects acted upon
1. User	Clicks	selection	Game GUI
1.1 GUI	Display	button	User
1.2 User	confirms	selection	GUI
1.2 If true then			
1.2.1 GUI	Request	song	Sound Manager
1.2.2 Sound Manager	request	Play song	Music Player
1.2.3 Memory Storage	return	song	Sound Manager
1.2.4 Sound Manager	play	song	GUI
1.2.5 GUI	displays	Confirm message	User
1.3 Else			
1.3.1 Game Gui	displays	selection	User



### Select Board theme

Subject	Subject action	Parameters	Objects acted upon
1. User	Clicks	Board theme	Game GUI
1.1 Game GUI	Displays	button	User

1.2 User	Confirms	selection	GUI
1.3 If true then			
1.3.1 GUI	Request	Board Asset	Asset Manager
1.3.2 Asset Manager	save	Board Asset	Memory Storage
1.3.3 Memory Storage	return	Saved asset	Asset Manager
1.3.4 Asset Manager	return	Board asset	GUI
1.3.5 GUI	displays	Confirm message	User
1.4 Else			
1.4.1 GUI	Request	Board asset	Asset Manager
1.4.2 Asset Manager	return	Board asset	GUI
1.4.1 GUI	display	Board themes	User

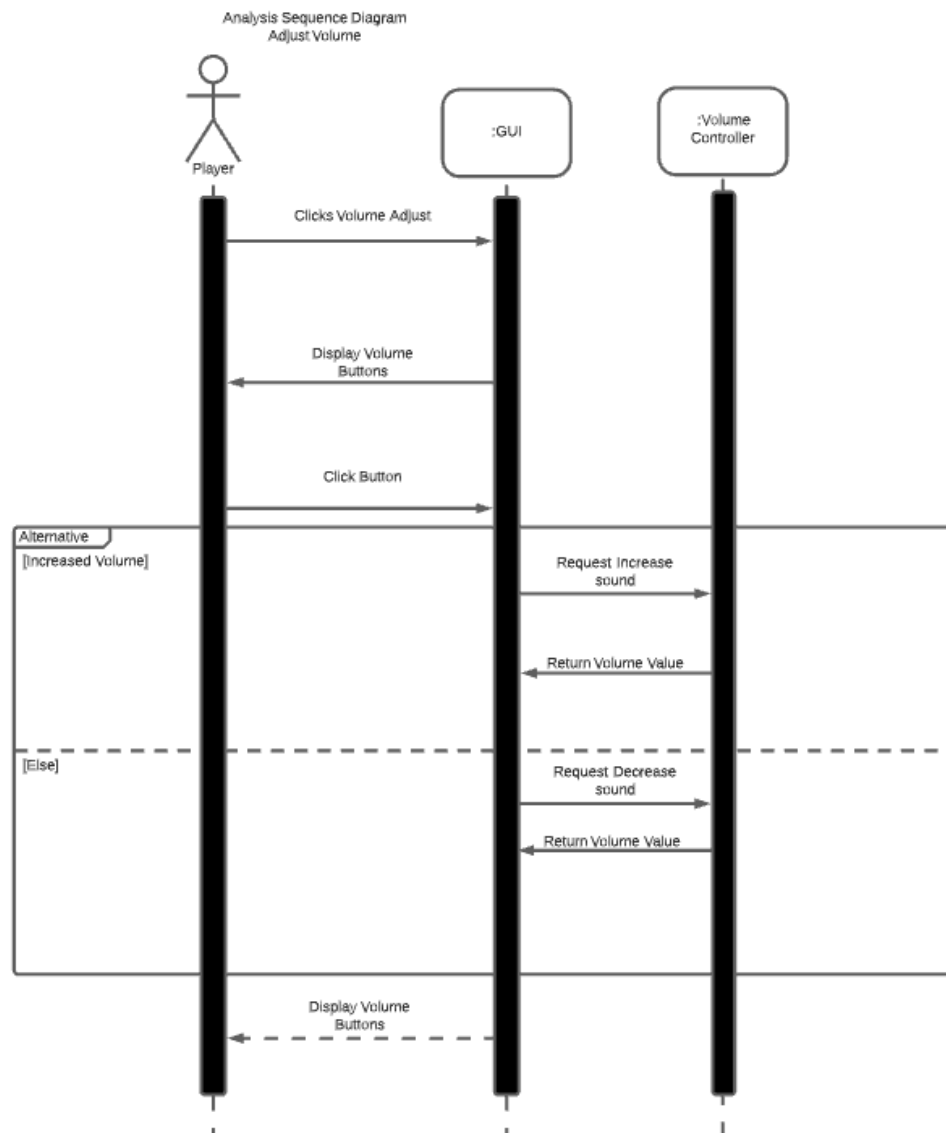


## Adjust Volume

Subject	Subject action	Parameters	Objects acted upon
1. User	Clicks	Volume adjust	GUI
1.1 GUI	Displays	Volume button	User
1.2 User	clicks	button	GUI
1.3 If increased then			



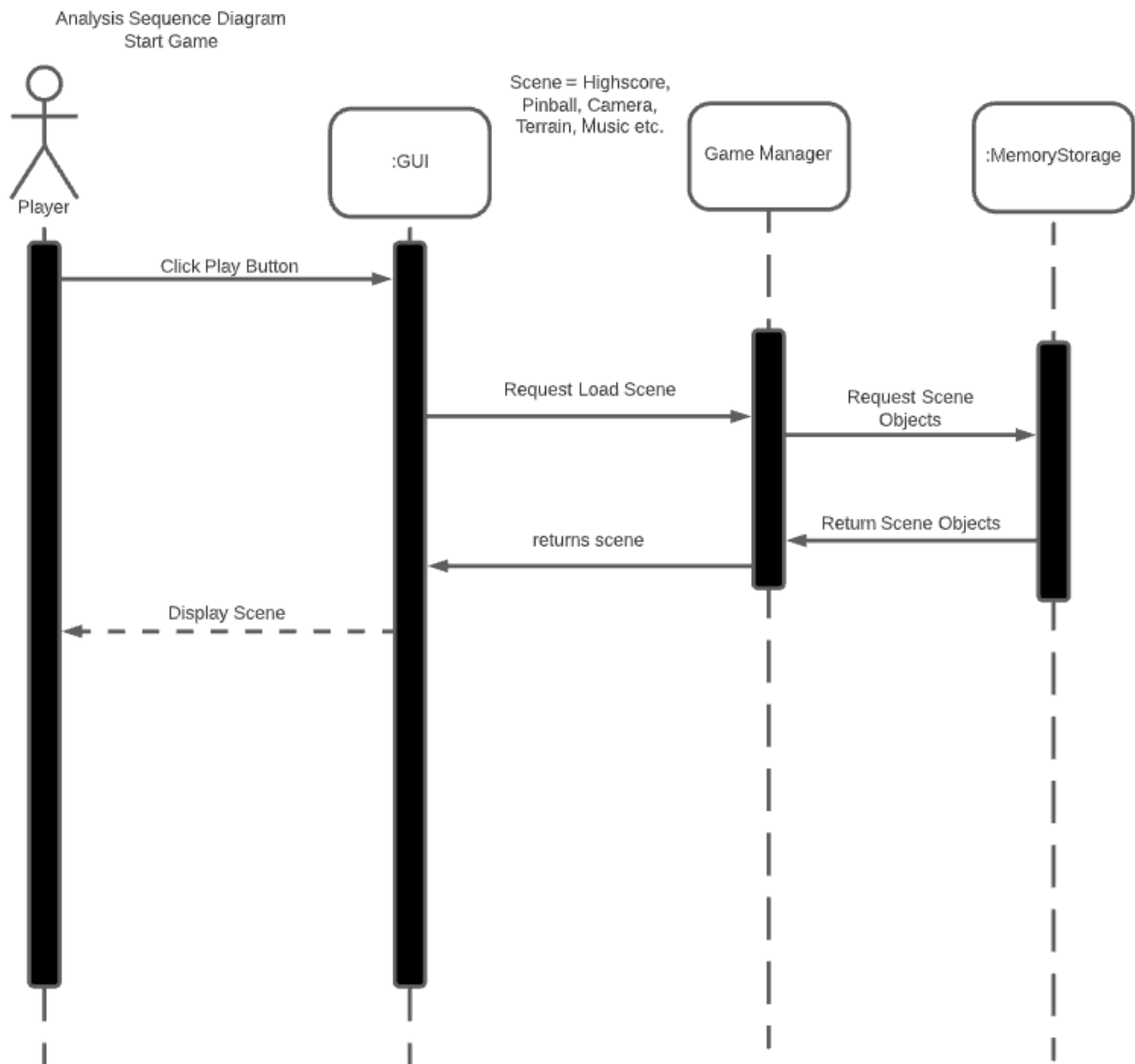
1.3.1 GUI	request	volume	Volume Controller
1.3.2 Volume Controller	Returns	Volume Value	GUI
1.4 else			
1.4.1 Gui	request	volume	Volume Controller
1.4.2 GUI	Returns	Volume Value	GUI
1.5 GUI	display	Volume buttons	User



Start Game

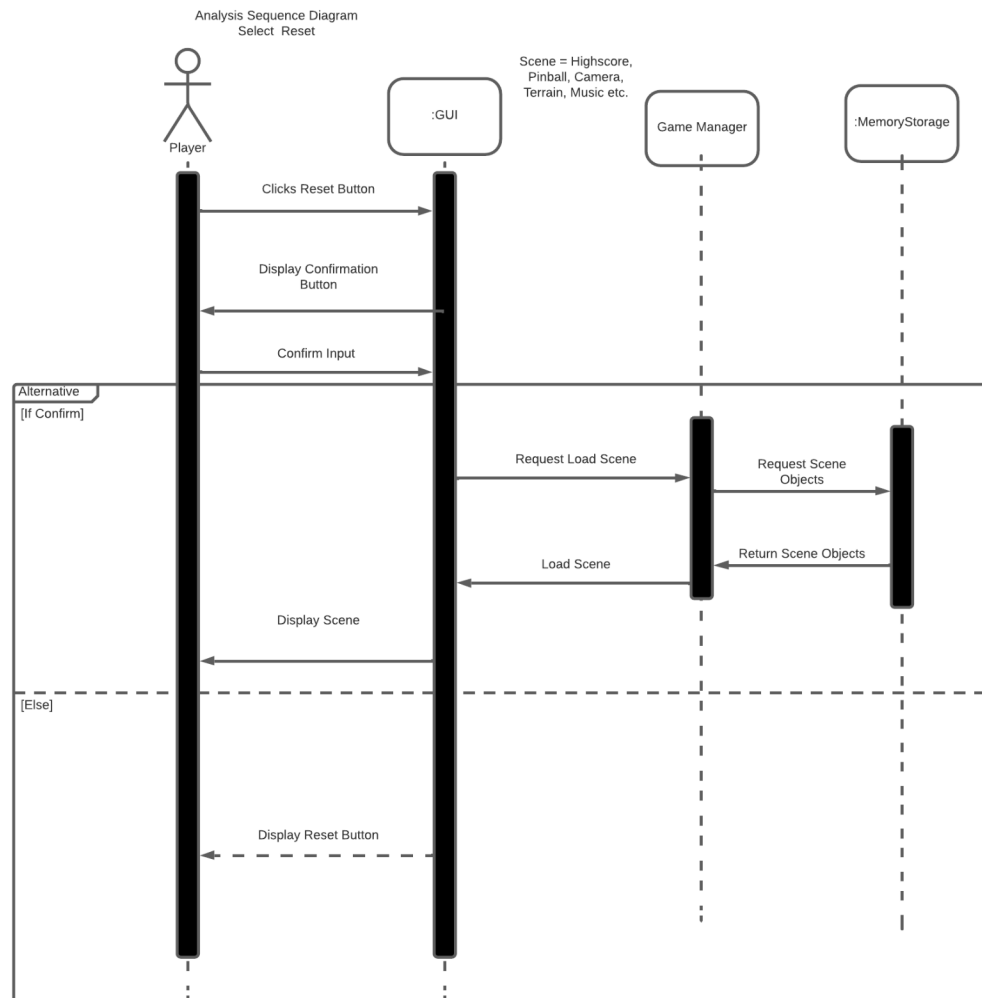
Subject	Subject action	Parameters	Objects acted upon
1. User	Clicks	play	GUI

1.2 GUI	request	Load scene	Game Manager
1.3 Game Manager	Request	scene objects	MemoryStorage
1.4 MemoryStorage	return	Scene objects	Game Manager
1.5 Game manager	Returns	Scene	GUI
1.6 GUI	Displays	Scene	User



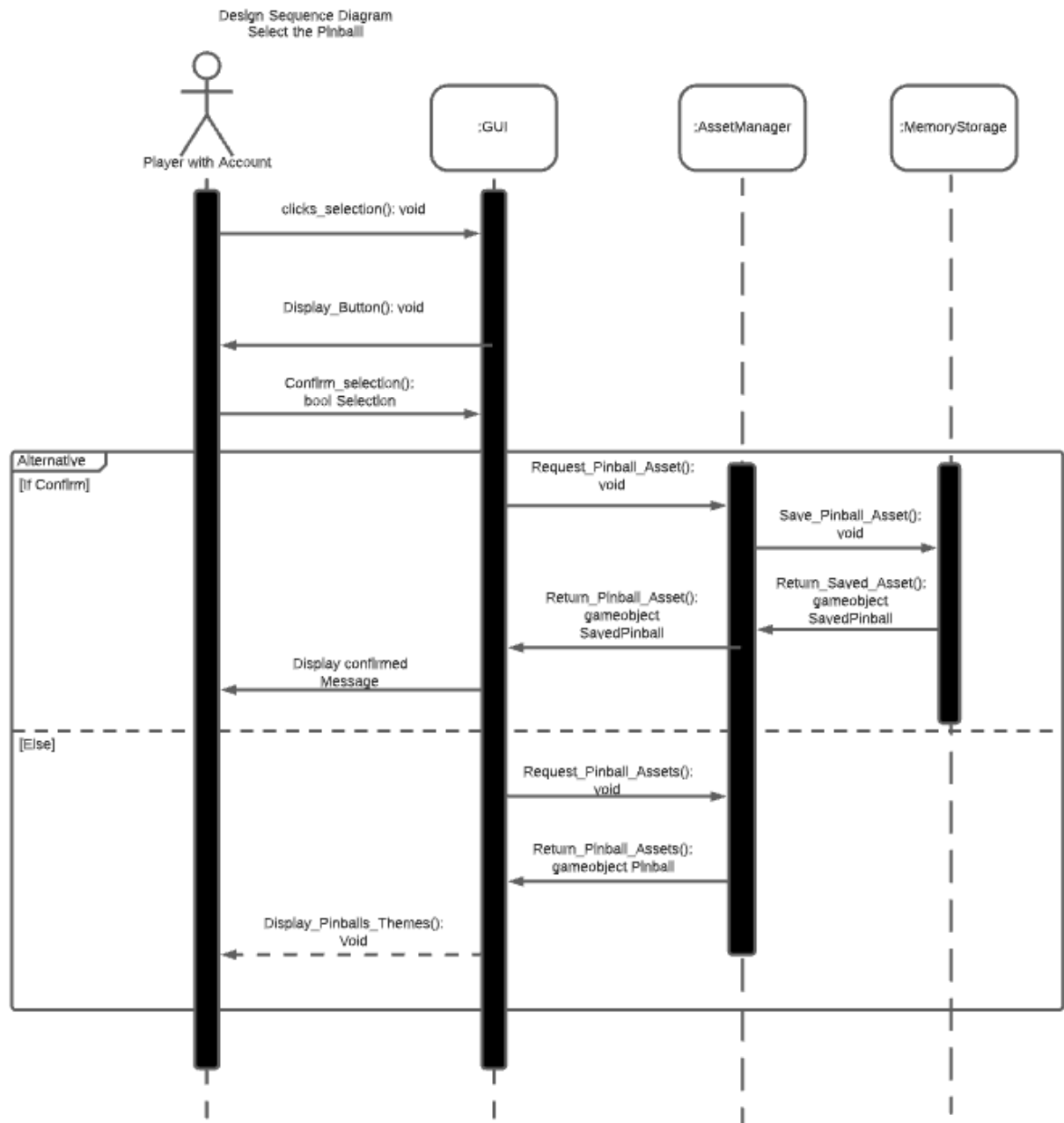
# Select Reset

Subject	Subject action	Parameters	Objects acted upon
1. User	Clicks	reset	GUI
1.2 GUI	Displays	button	User
1.3 User	Clicks	confirm	GUI
1.4 if confirm then			
1.4.1 GUI	request	Load scene	GameManager
1.4.2 GameManager	request	Scene objects	MemoryStorage
1.4.3 MemoryStorage	return	Scene objects	GameManager
1.4.4 GameManager	return	Load scene	GUI
1.4.5 GUI	display	Scene	User
1.5 else			
1.5.1 GUI	displays	Reset button	User

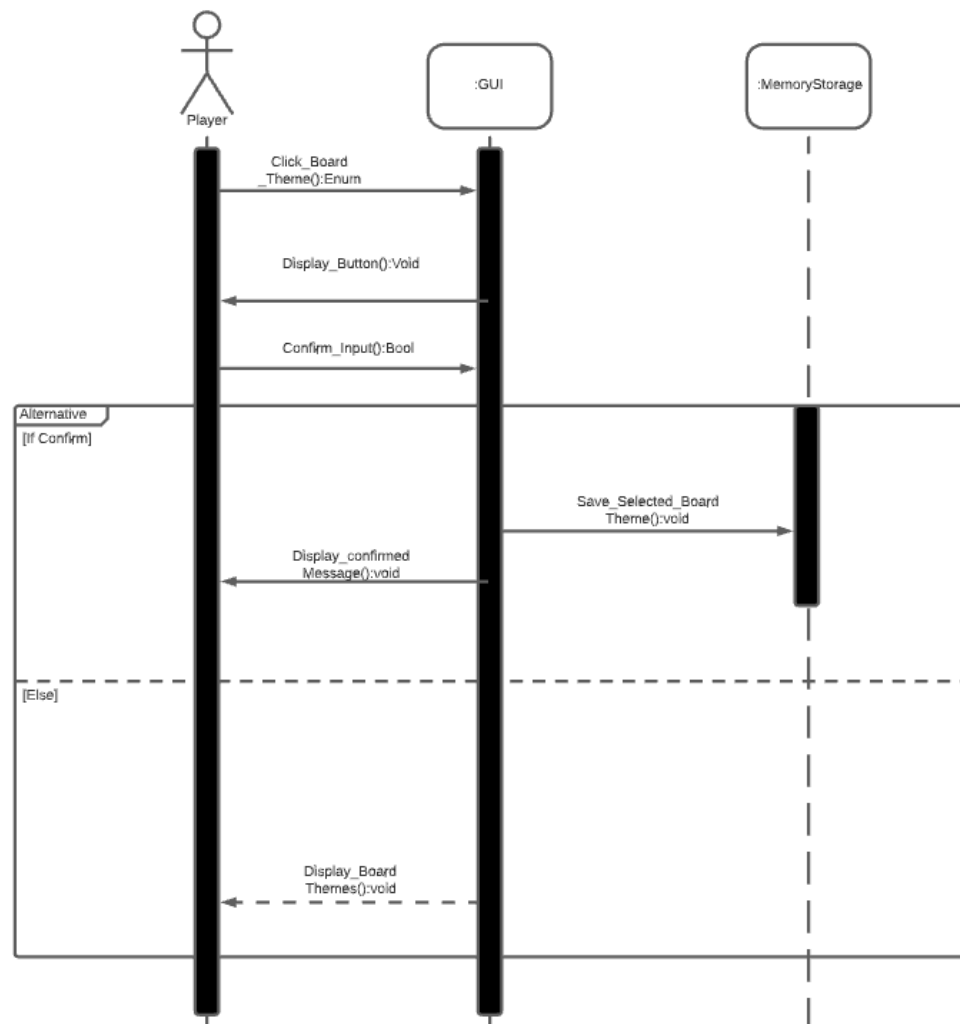


## Design Sequence Diagrams

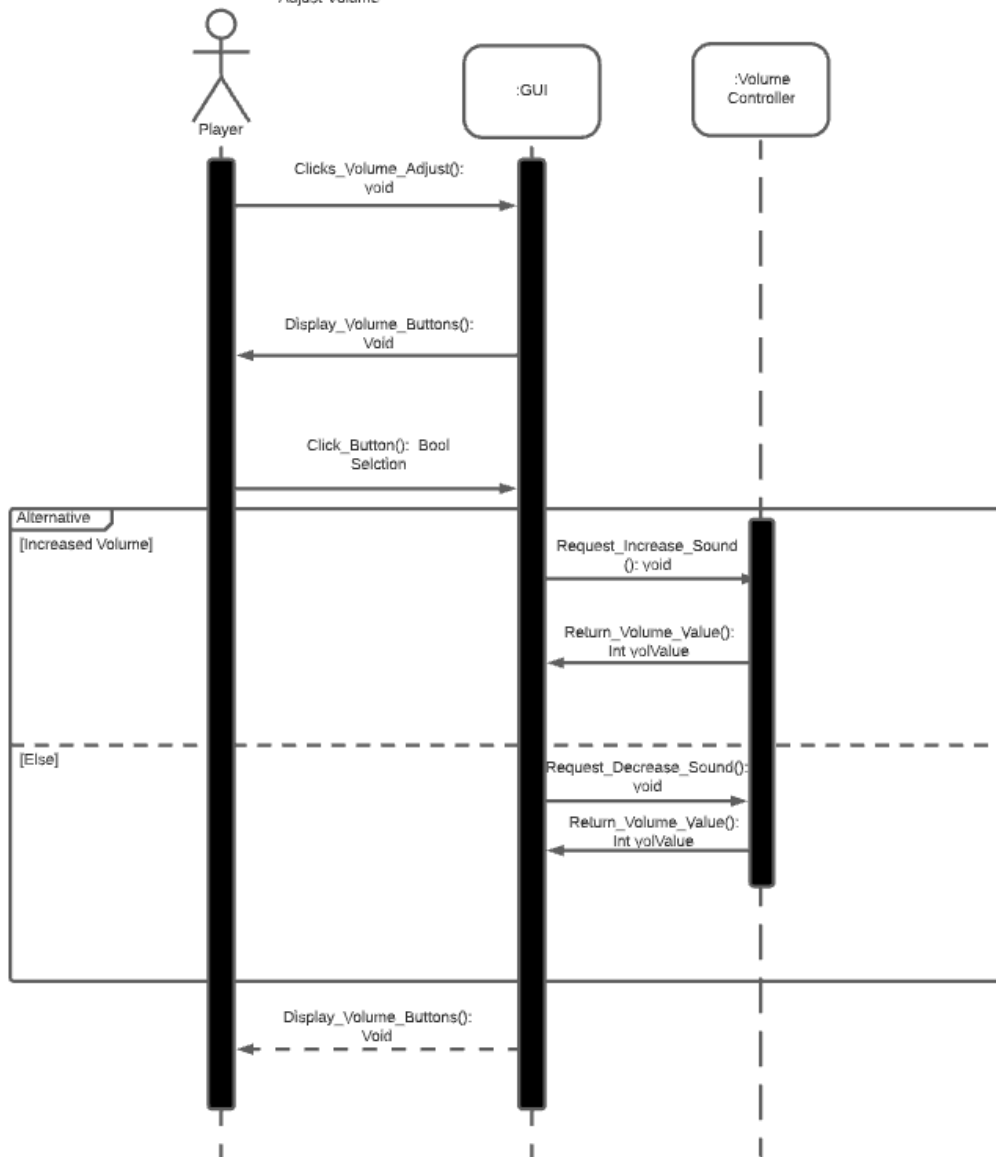
## Select the pinball



Analysis Sequence Diagram  
Select board



Design  
Sequence Diagram  
Adjust Volume





Design Sequence Diagram  
Start Game

