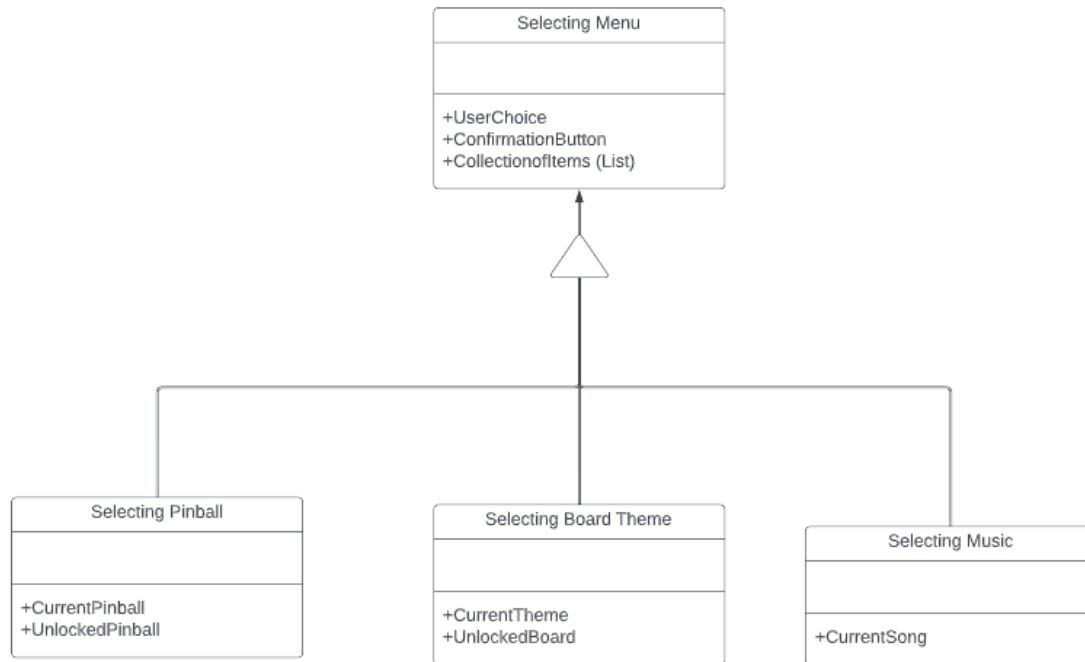


Detailed Design

Group 3:

Circuit City



For our design pattern we chose to have the Template method. This is due to the fact that many of our classes can be marked down as subclasses. For example, above we have a diagram showing how we would have a class called the Selecting Menu. There we would have three attributes, UserChoice, ConfirmationButton and CollectionOfItems, (which would act as a list). These would then be inherited by the following three subclasses, Selecting Pinball, Selecting Board Theme, and Selecting Music. These methods would each also have their own attributes specific to them. This is why the Template method is the best choice for a design pattern in our game.

Donnor Lantviere

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