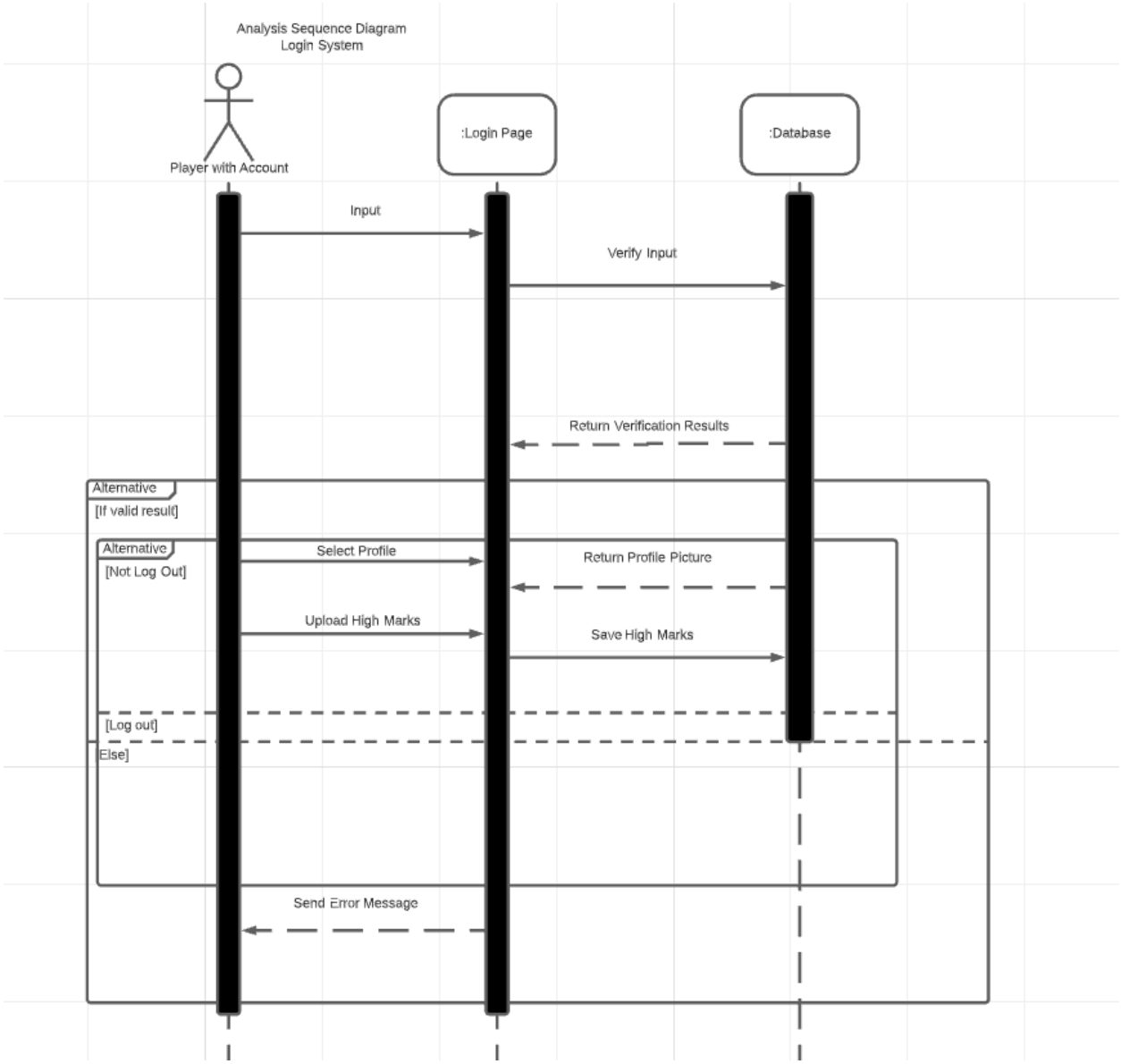
Sequence Diagram
Circuit City
Group #3

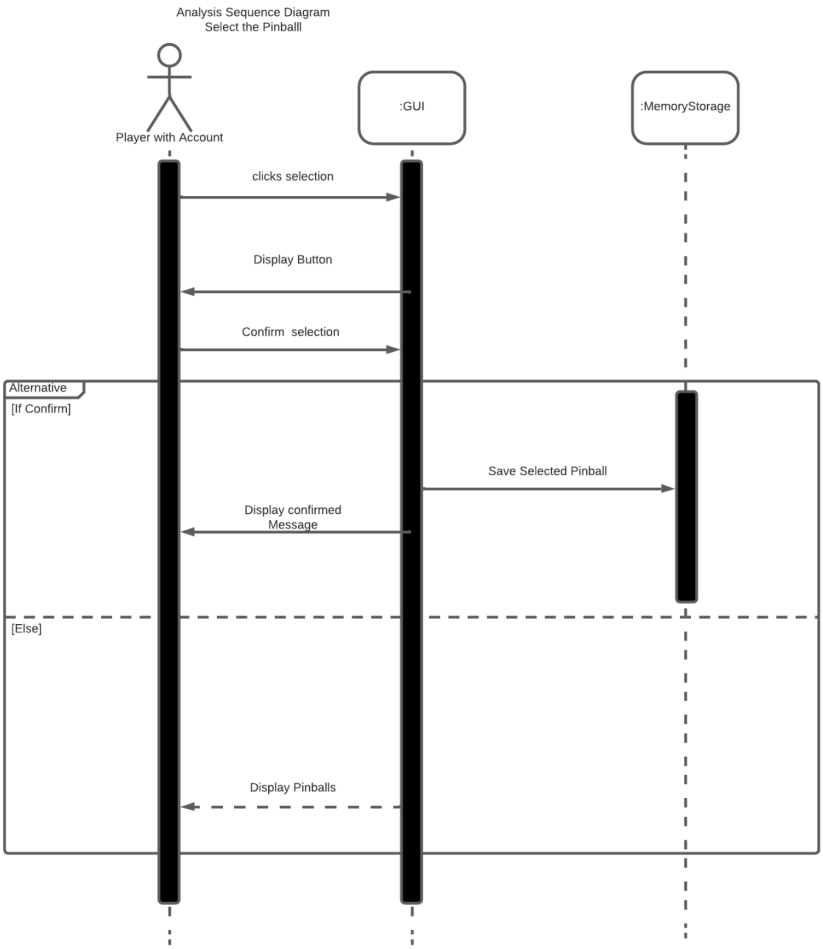
Login System

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
2.1.5.5 User	Clicks	Button	GUI
2.2 If false then			
2.2.1 GUI	Display	Text	User


Analysis Sequence Diagram
Login System
Player with Account
:Login Page
:Database
Input
Verify Input
Return Verification Results
Alternative
[If valid result]
Alternative
[Not Log Out]
Select Profile
Return Profile Picture
Upload High Marks
Save High Marks
[Log out]
Else]
Send Error Message

Select Pinball

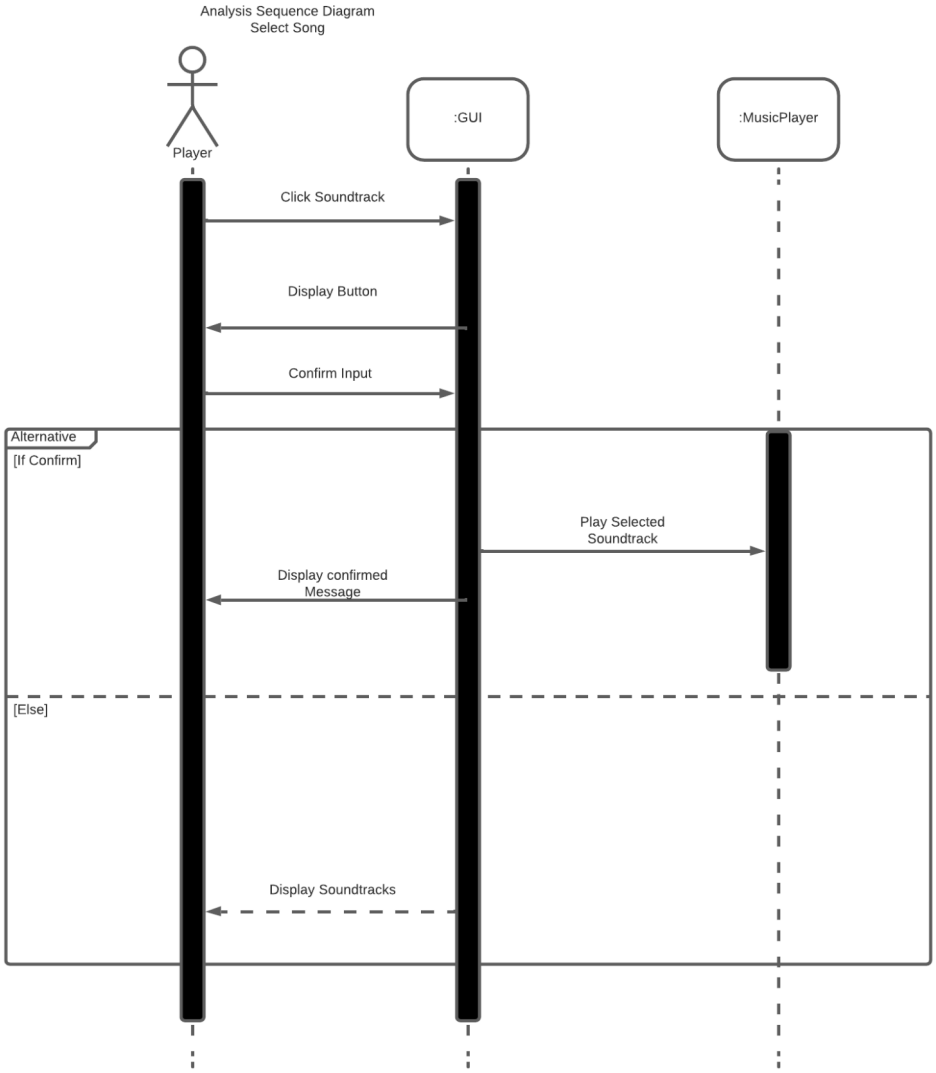
Subject	Subject action	Parameters	Objects acted upon
1. User	Clicks	selection	GUI
1.1 GUI	Display	button	User
1.2 User	confirms	selection	GUI
1.2.1 If true then			
1.2.2 GUI	saves	Selected Pinball	Memory
1.2.3 GUI	displays	message	User
1.3 Else			
1.3.1 GUI	displays	selections	User



Select Song

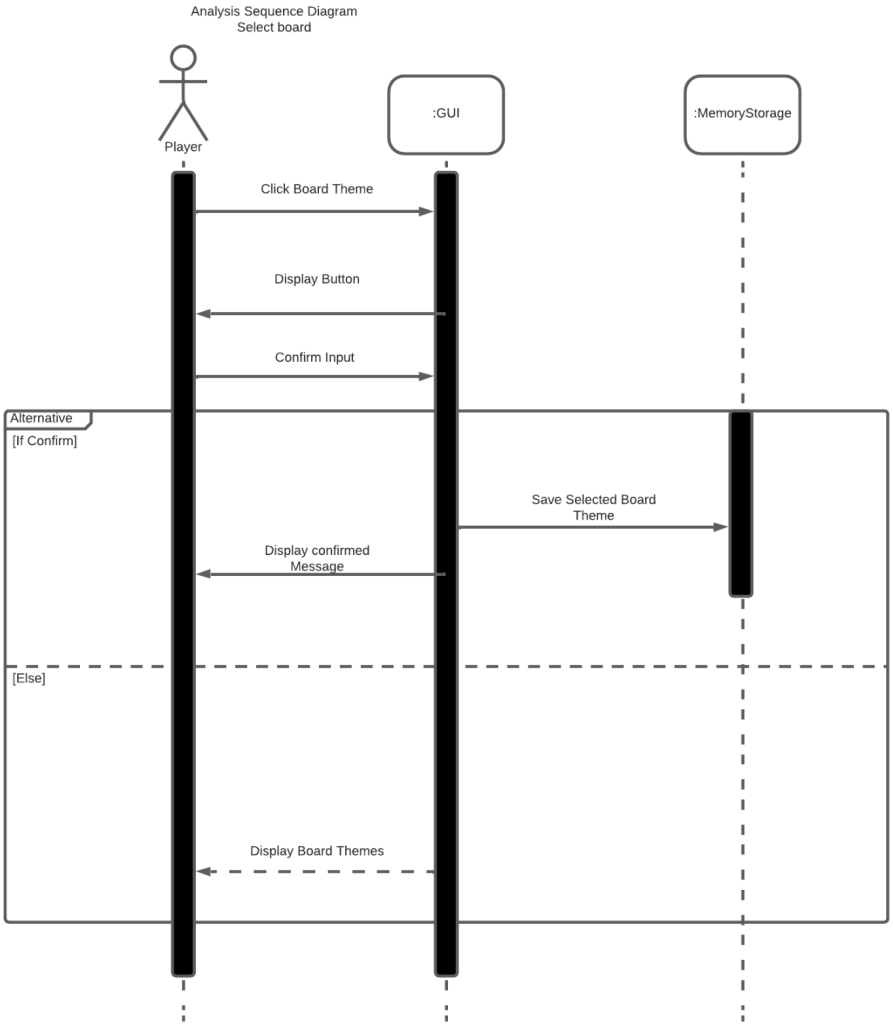
Subject	Subject action	Parameters	Objects acted upon
1. User	Clicks	selection	Game GUI
1.1 GUI	Display	button	User
1.2 If true then			
1.2.1 Game GUI	plays	selection	User
1.2.2 Game Gui	displays	Confirmation	User

1.3 Else			
1.3.1 Game Gui	displays	selection	User



Select Board theme

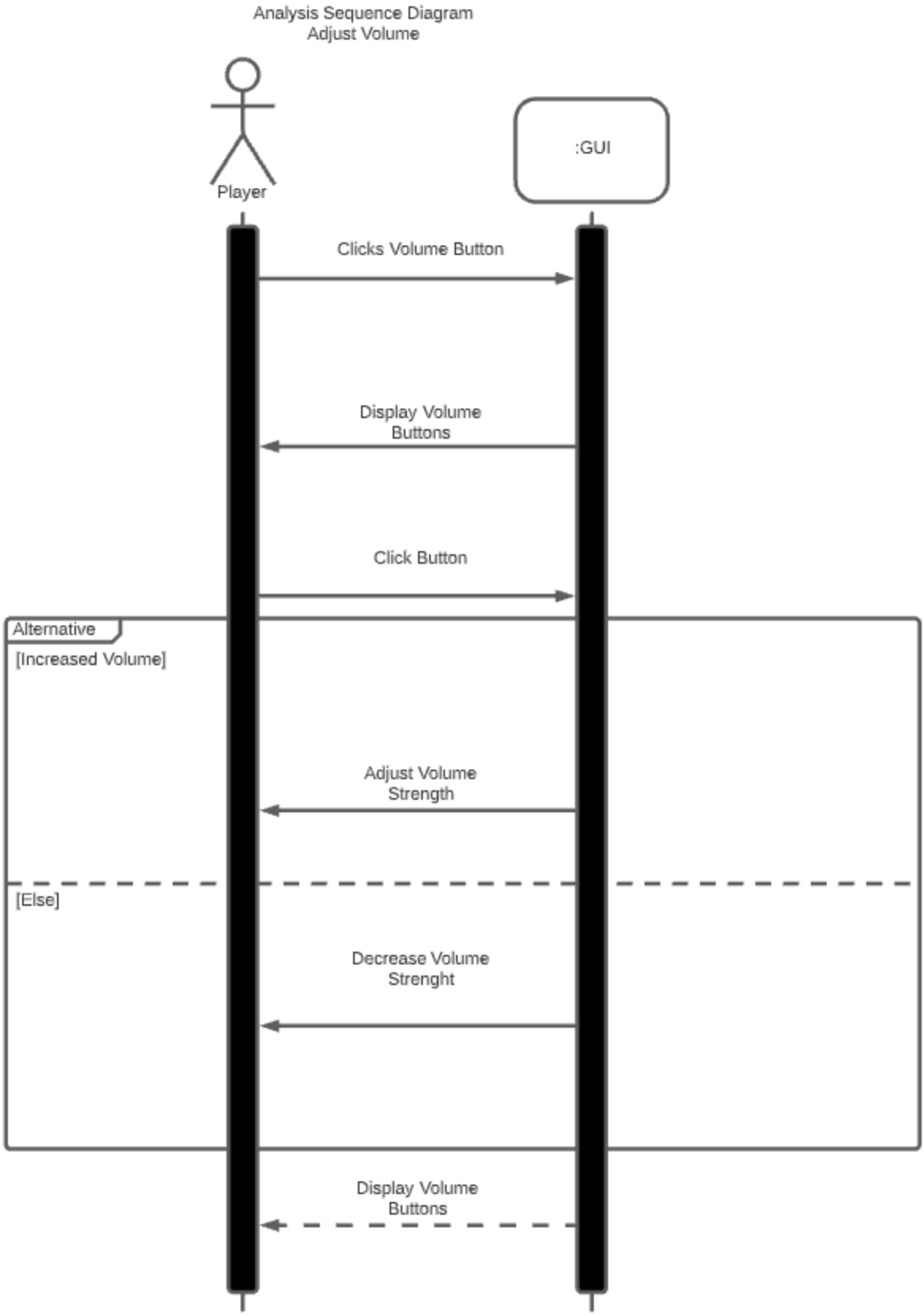
Subject	Subject action	Parameters	Objects acted upon
1. User	Clicks	Board theme	Game GUI
1.1 Game GUI	Displays	button	User
1.2 User	Confirms	selection	GUI
1.3 If true then			
1.3.1 GUI	save	Selected board	Memory Storage
1.3.2 GUI	displays	Confirm message	User
1.4 Else			
1.4.1 GUI	display	Board themes	User



Adjust Volume

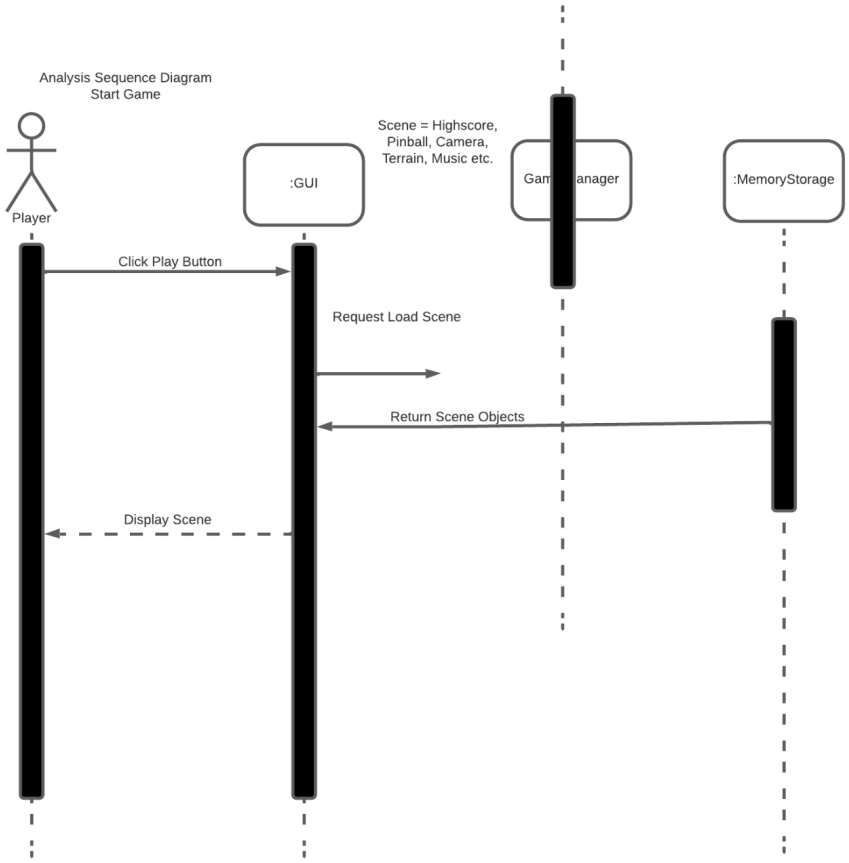
Subject	Subject action	Parameters	Objects acted upon
1. User	Clicks	Volume adjust	GUI
1.1 GUI	Displays	Volume button	User
1.2 User	clicks	button	GUI

1.3 If increased then			
1.3.1 GUI	increase	volume	User
else			
Gui	decrease	volume	User
1.4.1 GUI	display	Volume buttons	User


Analysis Sequence Diagram
Adjust Volume
Player
:GUI
Clicks Volume Button
Display Volume
Buttons
Click Button
Alternative
[Increased Volume]
Adjust Volume
Strength
[Else]
Decrease Volume
Strenght
Display Volume
Buttons

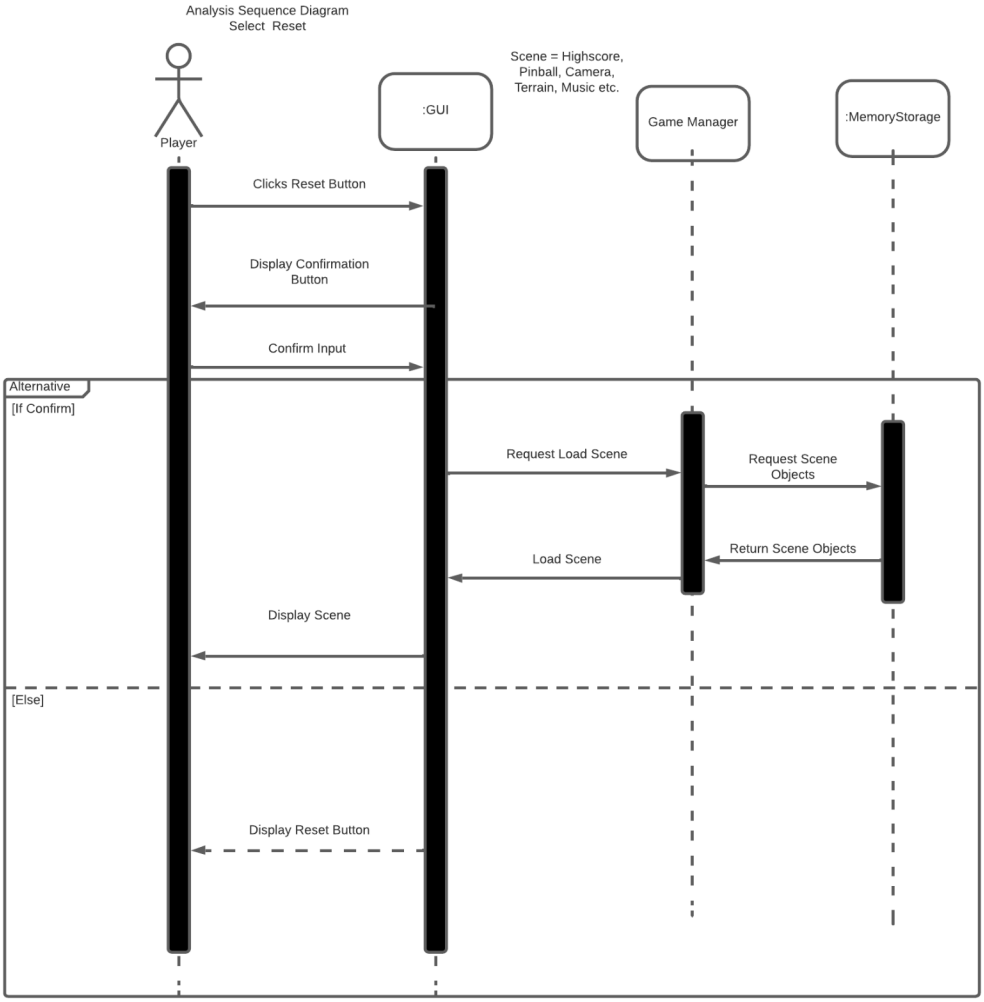
Start Game

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


Analysis Sequence Diagram
Start Game
Player
:GUI
Scene = Highscore,
Pinball, Camera,
Terrain, Music etc.
anager
:MemoryStorage
Click Play Button
Request Load Scene
Return Scene Objects
Display Scene

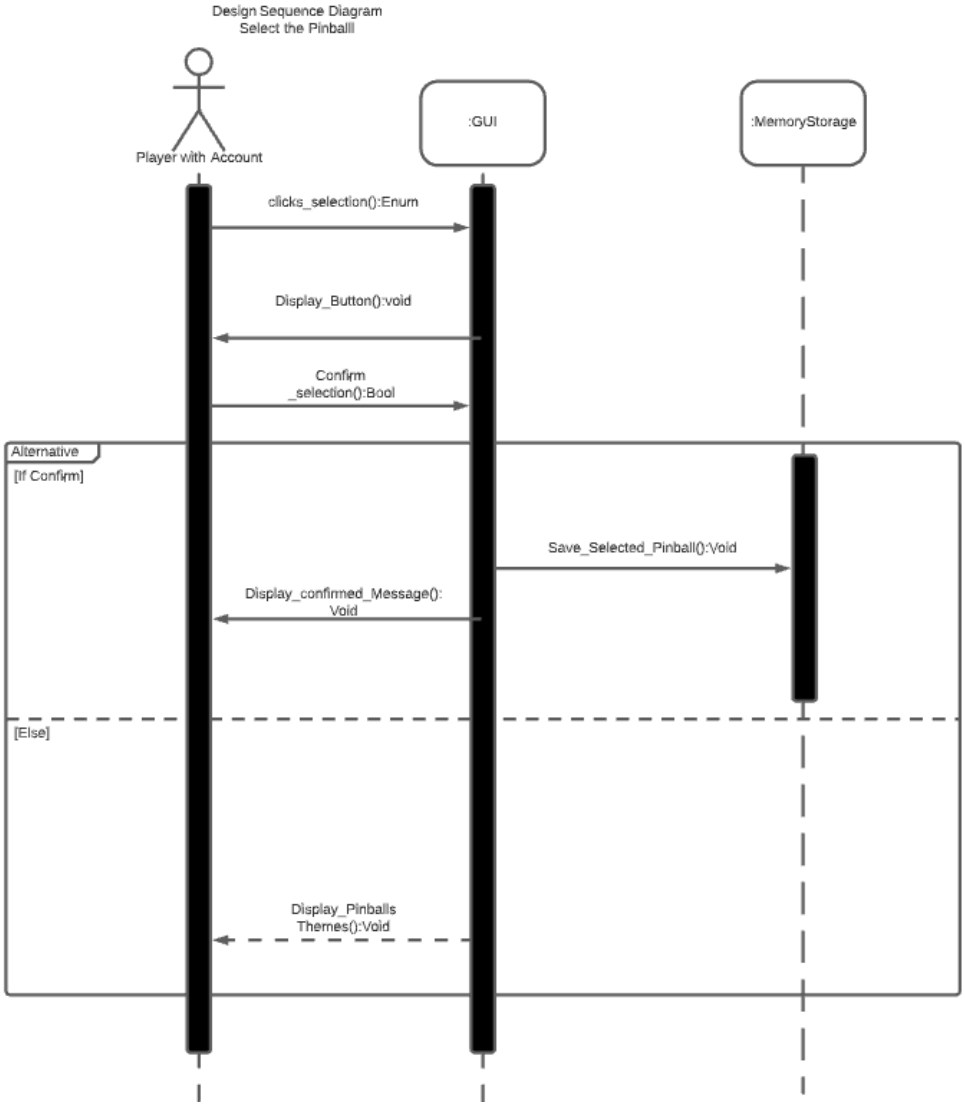
Select Reset

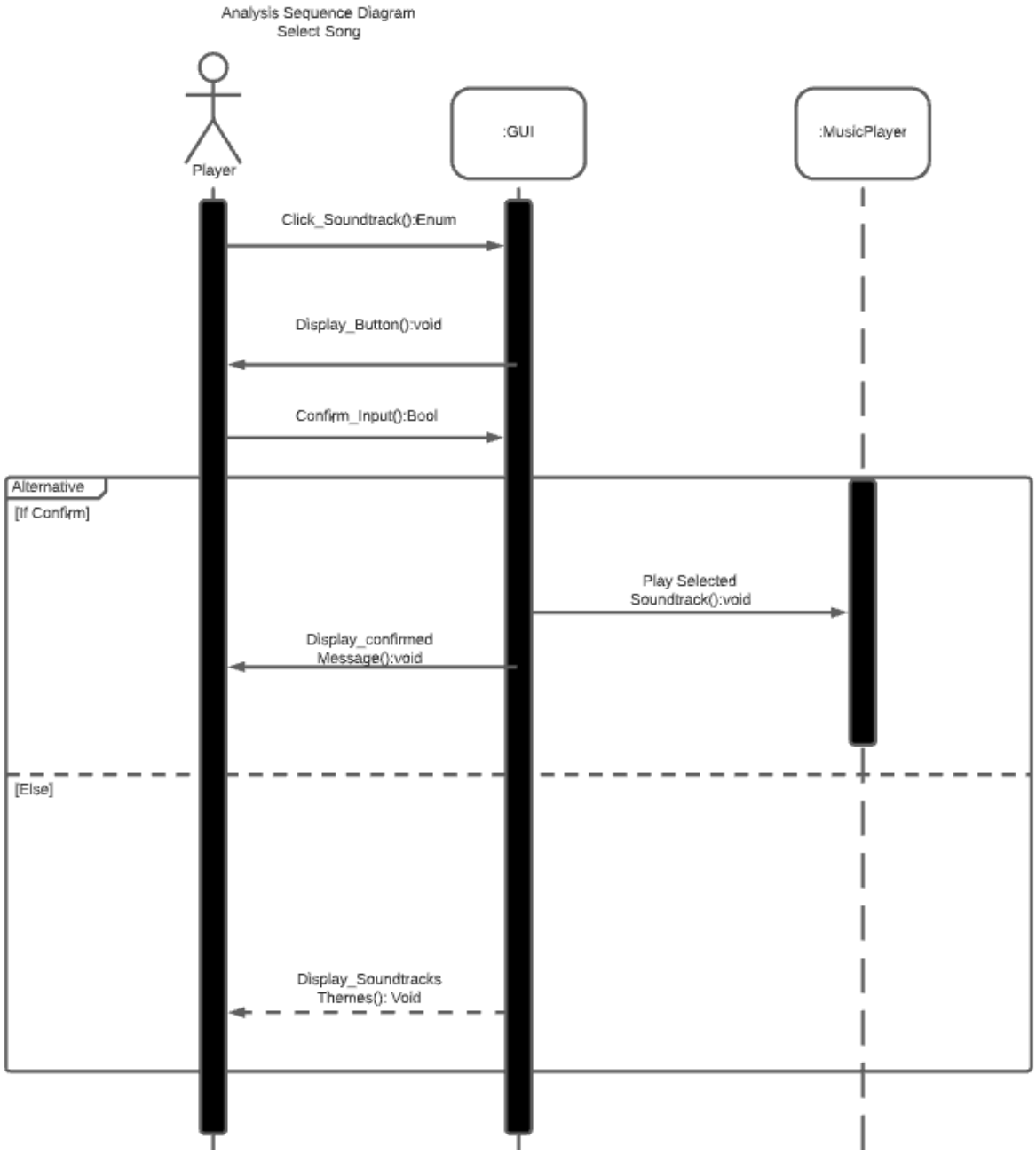
Subject	Subject action	Parameters	Objects acted upon
1. User	Clicks	reset	GUI
1.2 GUI	Displays	button	User
1.3 User	Clicks	confirm	GUI
1.4 if confirm then			
1.4.1 GUI	request	Load scene	GameManager
1.4.2 GameManager	request	Scene objects	MemoryStorage
1.4.3 MemoryStorage	return	Scene objects	GameManager
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

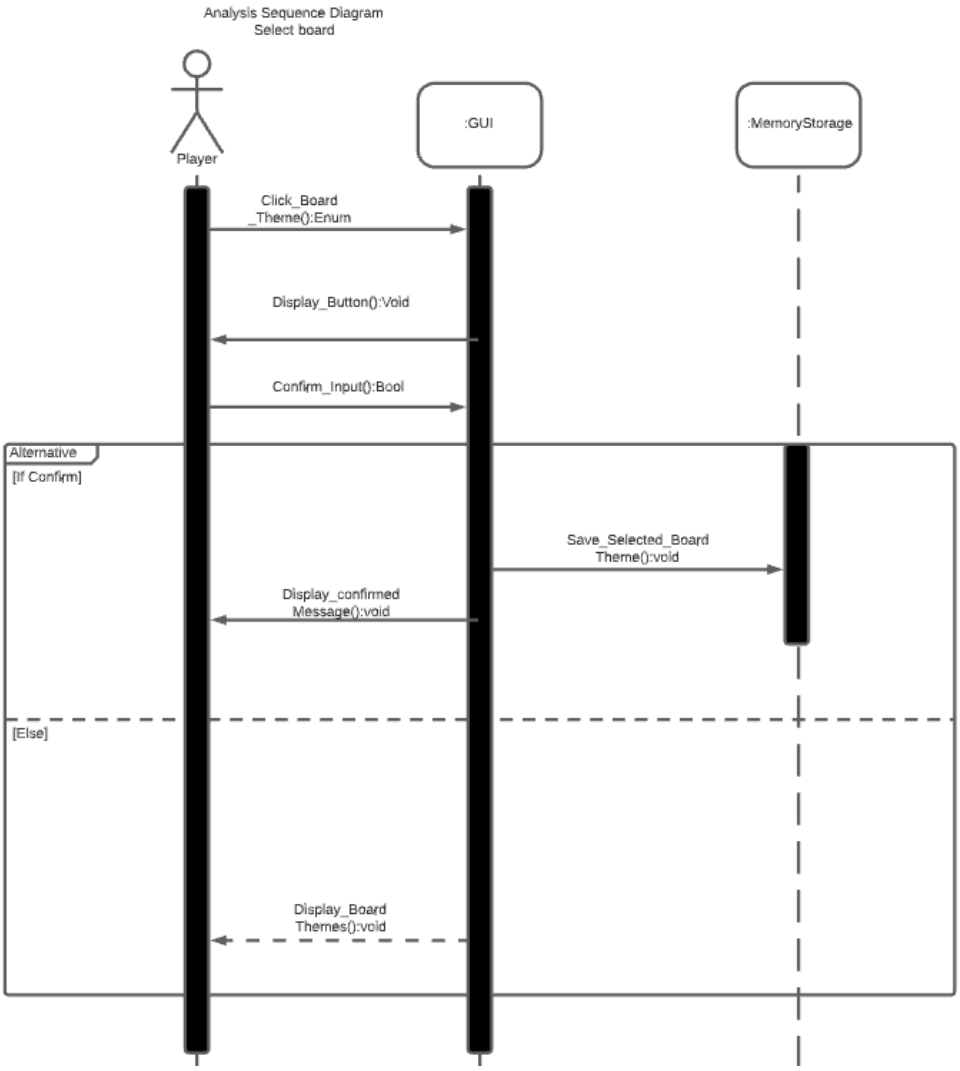


Design Sequence Diagrams

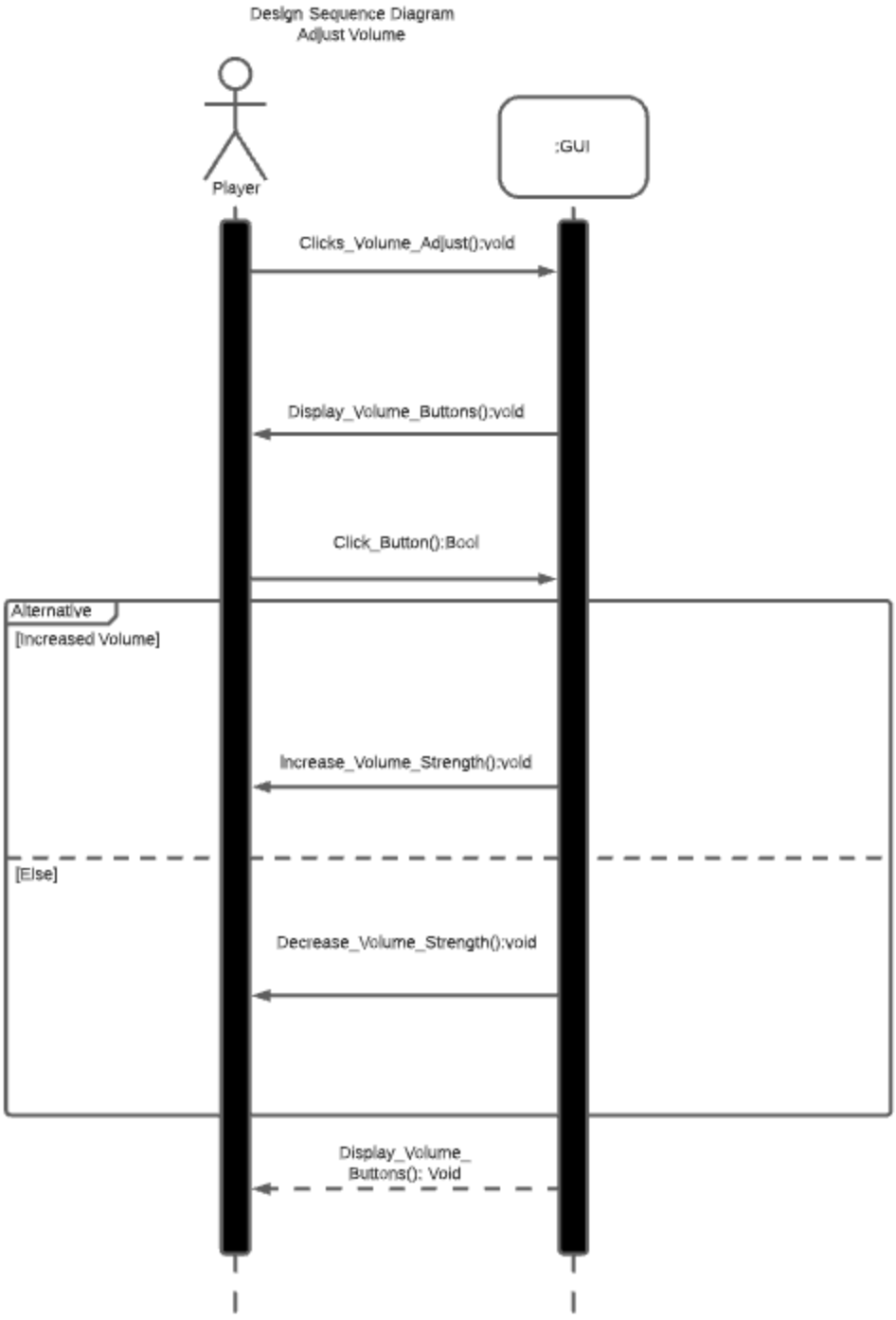
Select the pinball

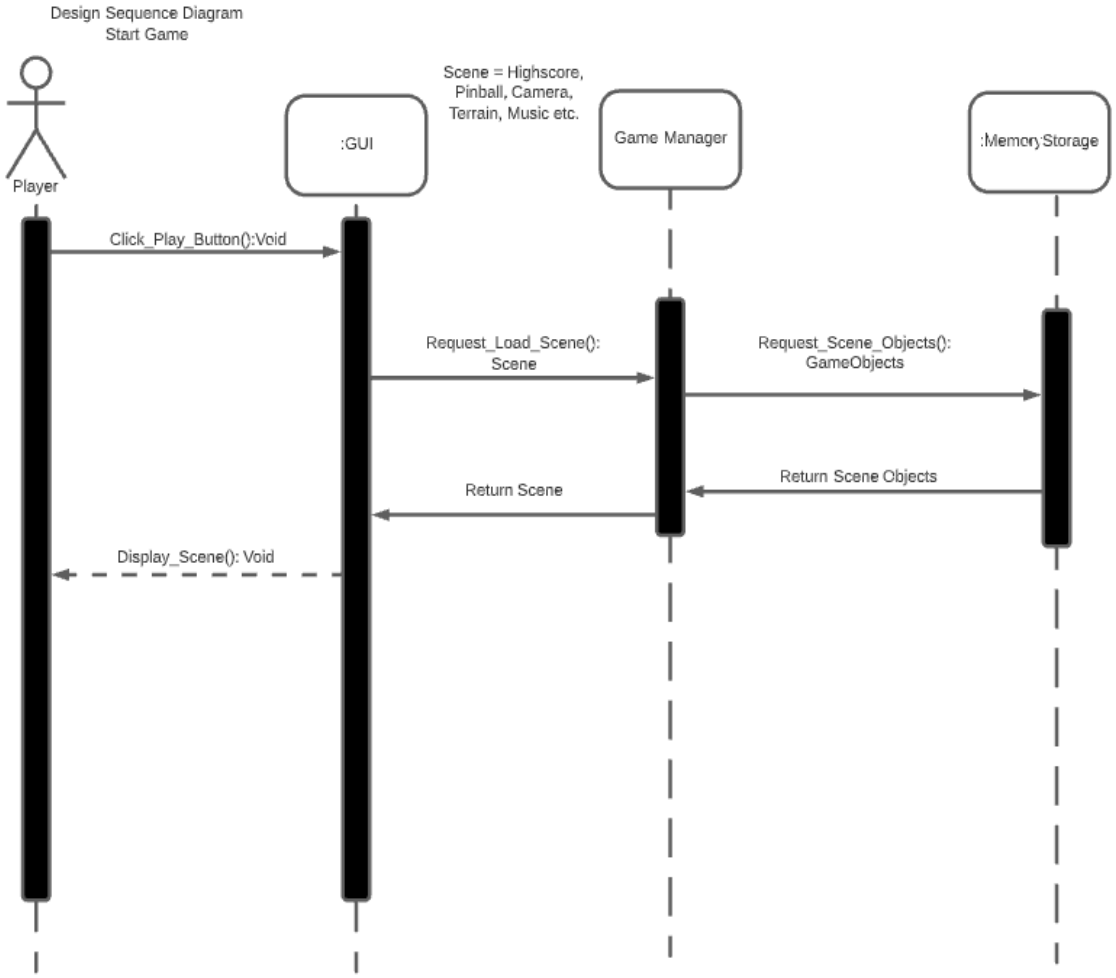



Analysis Sequence Diagram
Select Song
Player
:GUI
:MusicPlayer
Click_Soundtrack():Enum
Display_Button():void
Confirm_Input():Bool
Alternative
[If Confirm]
Play Selected
Soundtrack():void
Display_confirmed
Message():void
[Else]
Display_Soundtracks
Themes(): Void



Design Sequence Diagrams that Represent features being worked on in the application:


Design Sequence Diagram
Adjust Volume
Player
:GUI
Clicks_Volume_Adjust():void
Display_Volume_Buttons():void
Click_Button():Bool
Alternative
[Increased Volume]
Increase_Volume_Strength():void
[Else]
Decrease_Volume_Strength():void
Display_Volume_
Buttons(): Void


Design Sequence Diagram
Start Game
Player
:GUI
Scene = Highscore,
Pinball, Camera,
Terrain, Music etc.
Game Manager
:MemoryStorage
Click_Play_Button():Void
Request_Load_Scene():
Scene
Request_Scene_Objects():
GameObjects
Return Scene Objects
Return Scene
Display_Scene(): Void