PokemOz

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May 3, 2015

1 Component Diagram

Our component diagram is based in a large part on the lift example in section 5.4 of CTMCP [1].

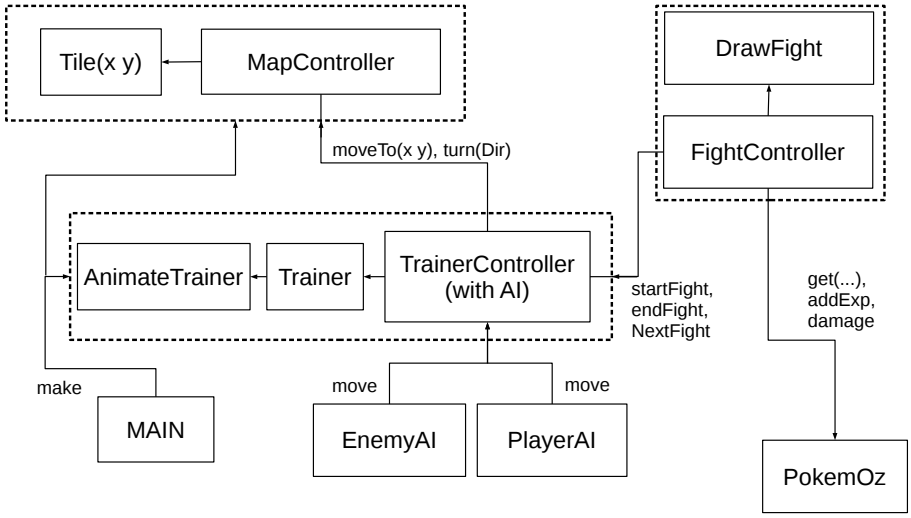


Figure 1: Component Diagram of the PokemOz game

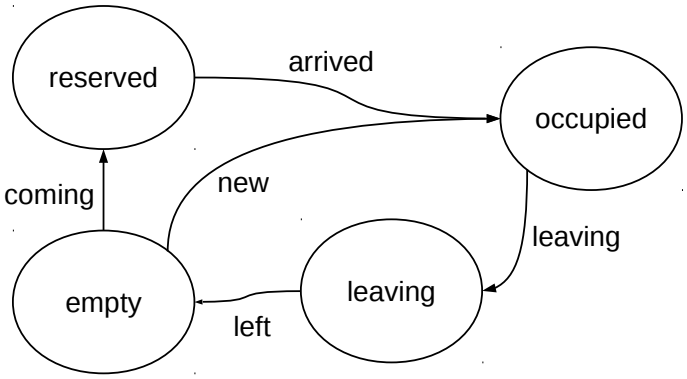
Every one of these components are modeled using `NewPortObject` or an alternative `NewPortObjectKillable` which allows the game to stop the thread when it is no longer needed, to save on resources.

[1] VAN ROY, P., HARIDI, S., *Concepts, Techniques, and Models of Computer Programming*, The MIT Press, Cambridge.

2 State Diagrams

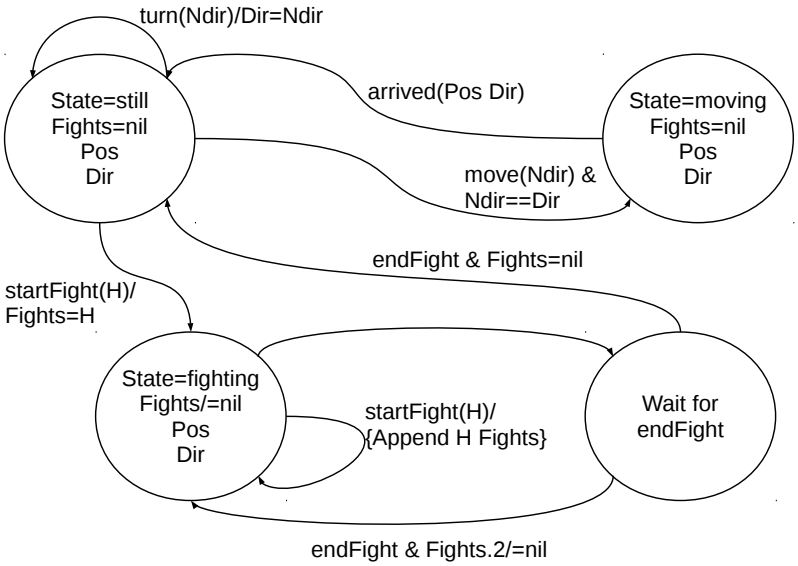
In this section we will show a state diagram for most of the components described above. This will hopefully provide an easy way to understand the high-level working of the program.

2.1 Tile



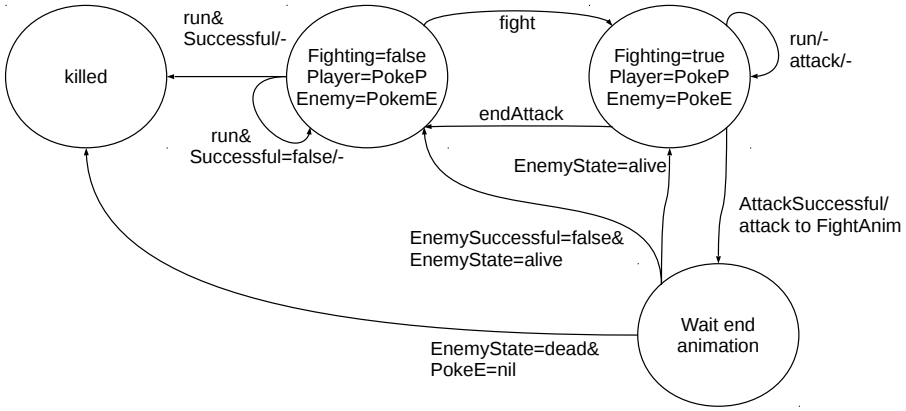
A Tile on the map has an easy state diagram. Each tile has a set of fixed coordinates that can be used by other port-objects to send a tile some messages, through the MapController. The `reserved` and `leaving` intermediate states allow a tile to refuse new Trainers wanting to go on a tile while another trainer is not yet on the tile, but is animating to it at the moment.

2.2 PlayerController



This state diagram shows the states of both the PlayerController and the Trainer port-objects.

2.3 FightController



The last important port-object is the FightController, which uses.