

PLAGIARISM SCAN REPORT

Words	378	Date	April 21,2019
Characters	2220	Exclude Url	

0% Plagiarism	100% Unique	0 Plagiarized Sentences	15 Unique Sentences
------------------	----------------	-------------------------------	------------------------

Content Checked For Plagiarism

Chapter 4 System design 4.1 Basic Modules Here the overall system will be divided into small modules and will be made ready to be executed one by one. These modules will be further implemented together to make a whole project. The main objective to divide the overall components into small modules is to manage each of the parts and develop each part or module separately. After successful development of each module we will/can integrate all the modules into one system Some important modules that are divided from the system to develop it separately are:- 1) Game Introduction 2) Key introduction 3) Menu 4) Pause 5) Credits 6) Exit game 4.2 Procedural Design Procedural design is a systematic way for developing algorithms or procedurals. We can use procedural design to get an initial idea of the flow of a particular function. 4.3 Logic Diagrams We will be creating some UML (Unified Modeling Language) Diagrams to define the flow of procedure that improves its comprehension and will help us during implementation. For example, Use Case Diagram, State Diagram. 4.3.1 Flowchart diagram: Fig, 4.3.1 flow chart 4.3.2 Use Case diagram: Fig 4.3.2 Use case diagram 4.3.3 Activity diagram: Fig, 4.3.3 Activity Diagram 4.4 Application Interface: This is the graphical representation of a game in easy words. o Main menu view Fig 4.4 Main Menu In this user get to know about the game and after word user get instruction about key and player have press key so that he can use it while playing. If he press correct key get feedback according to that. For e.g. Player press right key. O/p will be YOU HAVE PRESSED RIGHT Key in voice If player press any other key than the usable key then player get to know that pressed key is wrong try again. E.g. YOU HAVE PRESSED WRONG KEY in voice 4.5 Graphical representation of gaming interface: Fig 4.5 Graphical representation of gaming interface There are total 5 position available for helicopter and 3 possible position for the plane. Crash can occur if they touch each other. (Green arrow) Let us see the 3 possible from which plane can come. (Red arrow) First position- Fig 4.5.1 first position Second position- Fig 4.5.2 Second position Third position- Fig 4.5.3 Third position

Sources	Similarity
---------	------------