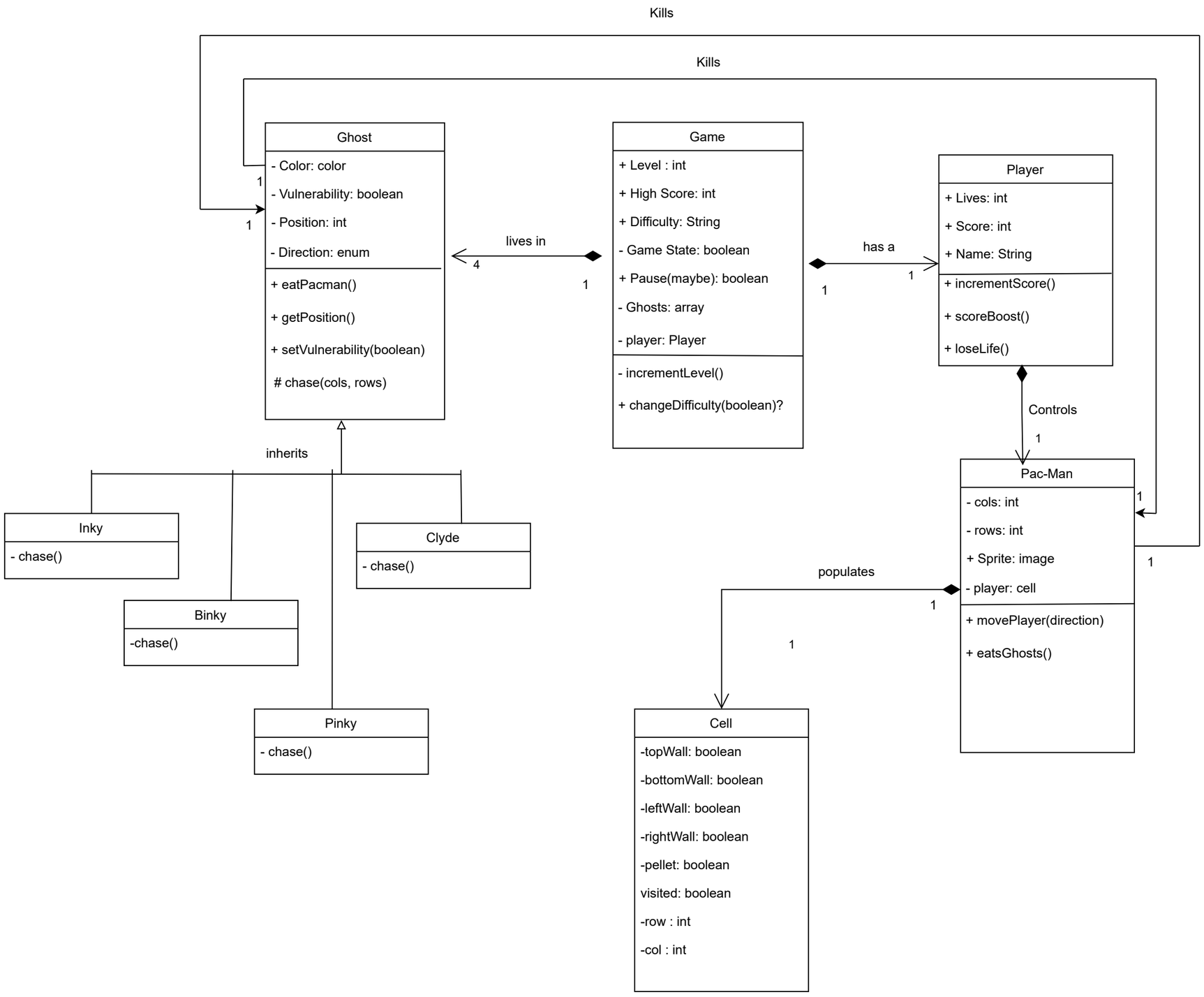
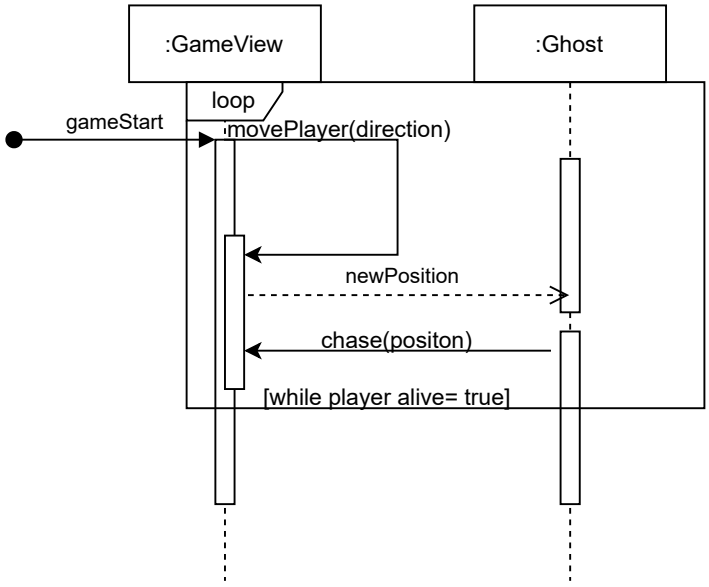
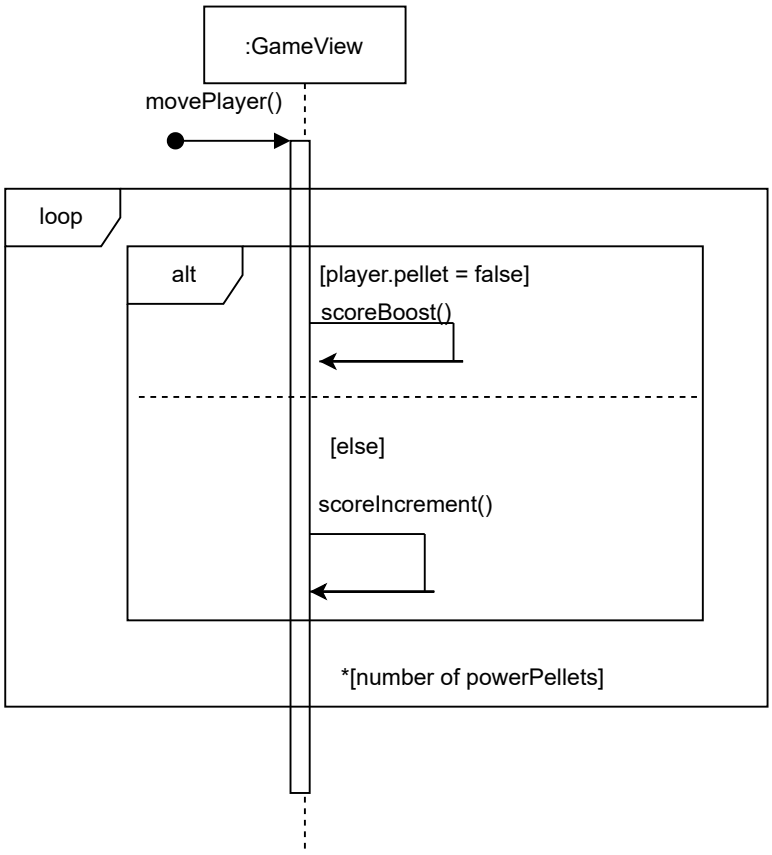
Sprint 3 DCD

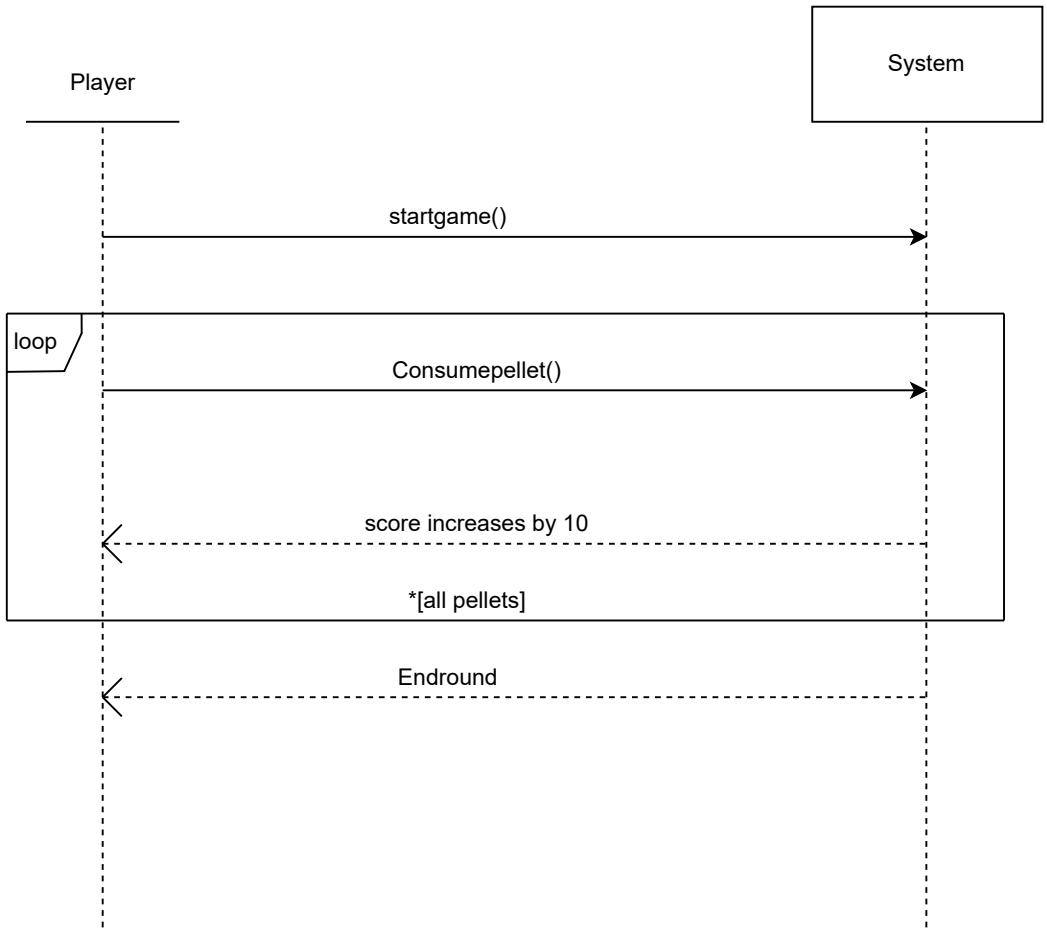

Kills
Kills
Ghost
- Color: color
- Vulnerability: boolean
- Position: int
- Direction: enum
+ eatPacman()
+ getPosition()
+ setVulnerability(boolean)
# chase(cols, rows)
lives in
4
1
Game
+ Level : int
+ High Score: int
+ Difficulty: String
- Game State: boolean
+ Pause(maybe): boolean
- Ghosts: array
- player: Player
- incrementLevel()
+ changeDifficulty(boolean)?
has a
1
1
Player
+ Lives: int
+ Score: int
+ Name: String
+ incrementScore()
+ scoreBoost()
+ loseLife()
Controls
1
inherits
Inky
- chase()
Clyde
- chase()
Binky
-chase()
Pinky
- chase()
Pac-Man
- cols: int
- rows: int
+ Sprite: image
- player: cell
+ movePlayer(direction)
+ eatsGhosts()
populates
1
1
1
1
Cell
-topWall: boolean
-bottomWall: boolean
-leftWall: boolean
-rightWall: boolean
-pellet: boolean
visited: boolean
-row : int
-col : int



Adena Use Case: As a player, I want to be able to move so that I don’t lose a life to a ghost.

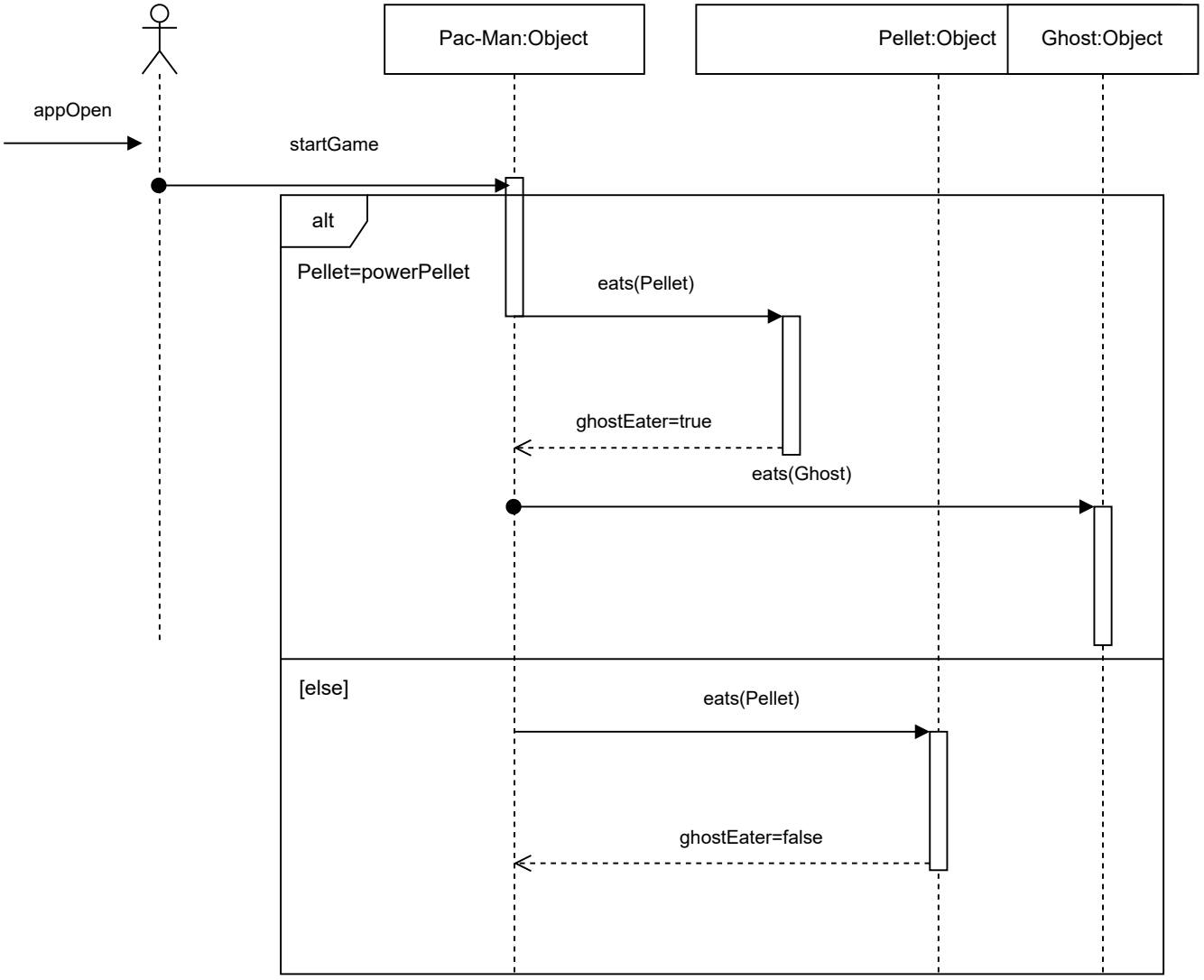
Aditi's Use Case: As a player, I want to collect power pellets so that I can score bonus points

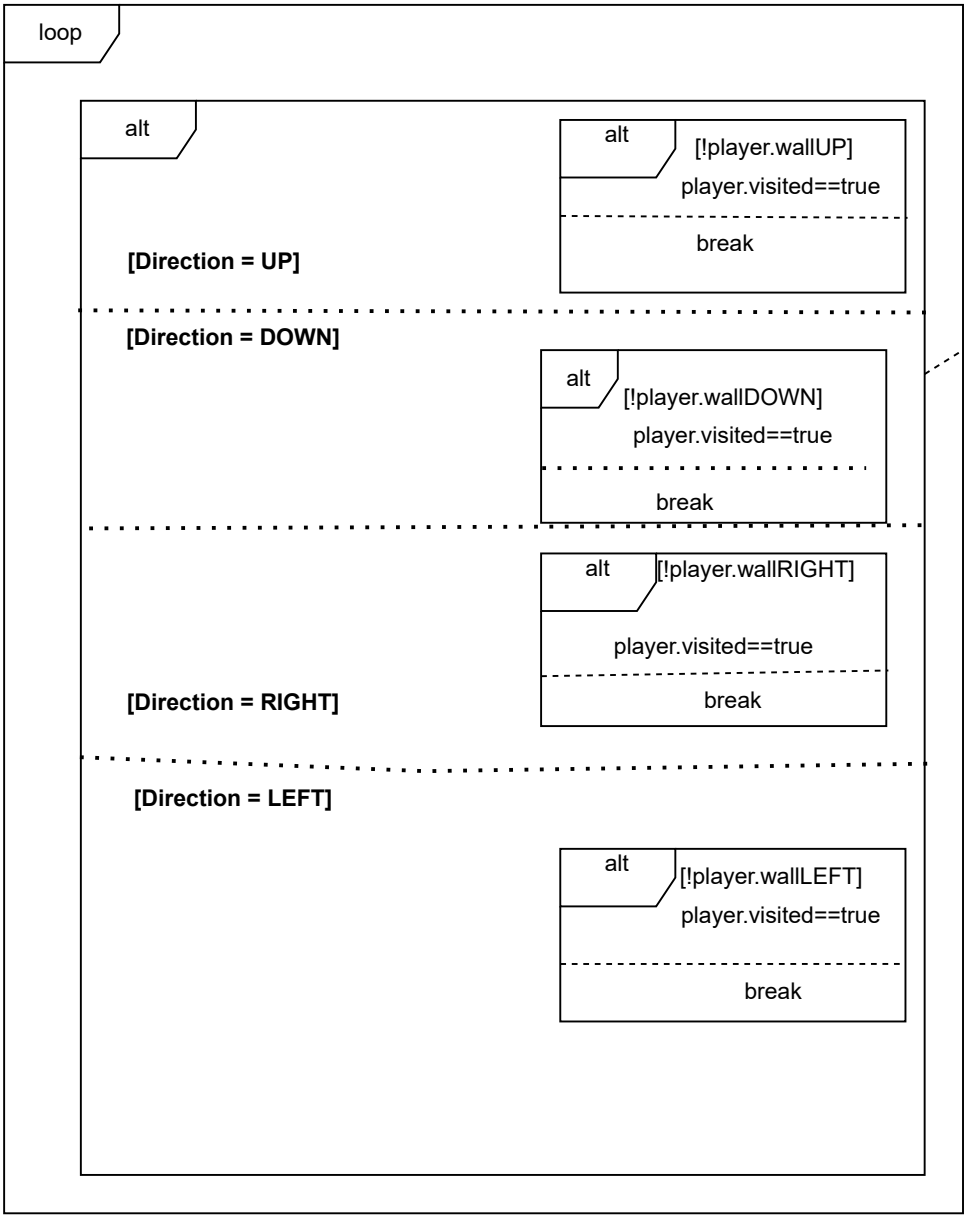




Vishal Use Case: As a player, I want to collect pellets to increase my score

Ace's SD


Pac-Man:Object
Pellet:Object
Ghost:Object
appOpen
startGame
alt
Pellet=powerPellet
eats(Pellet)
ghostEater=true
eats(Ghost)
[else]
eats(Pellet)
ghostEater=false



Devanshi's use case: As a player, I want to clash with the barriers, so that I can be guided