Sprint 1 Diagrams
CS 2340 – Team 64
2/13/2023

Domain Model

Nouns
Players
Cars
Trucks
Turtles
Bushes
River
Grass
Score
Log
Time
Insects
Division line

Class

Players
Outfit - having extra power, or different attributes
Direction (Up, Down, Left, Right - by keyboard)
Speed (ex: double click speed up)
Position - Current Position
size - coordinate occupied
HP (How many chance / numerical value are left)

Obstacles (Bushes / Logs)
Position - relatively static to the background
Damage
Categories - of the static obstacles
Length - coordinate occupied

Time
Playing time
Modification

Modification in player
Calculation

Moving Background (River / Grass / Road)
Speed - Scrolling Speed
Categories of obstacles
Categories of Vehicles

Vehicles (Trucks / Cars)
Categories of the vehicles
Speed
Position
Direction (Left and Right (shift lanes ?))
Length - coordinate occupied
Damage1 - HP decrease
Damage2 - Ability restriction, ex: Freeze the player

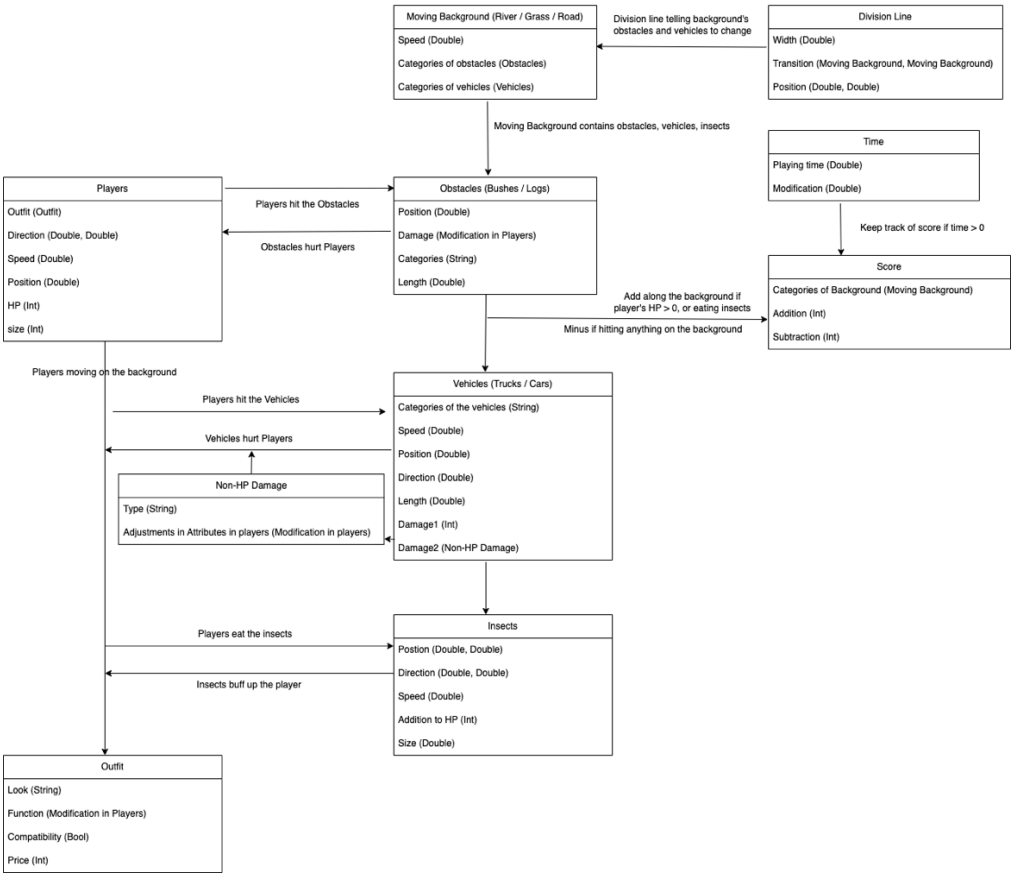
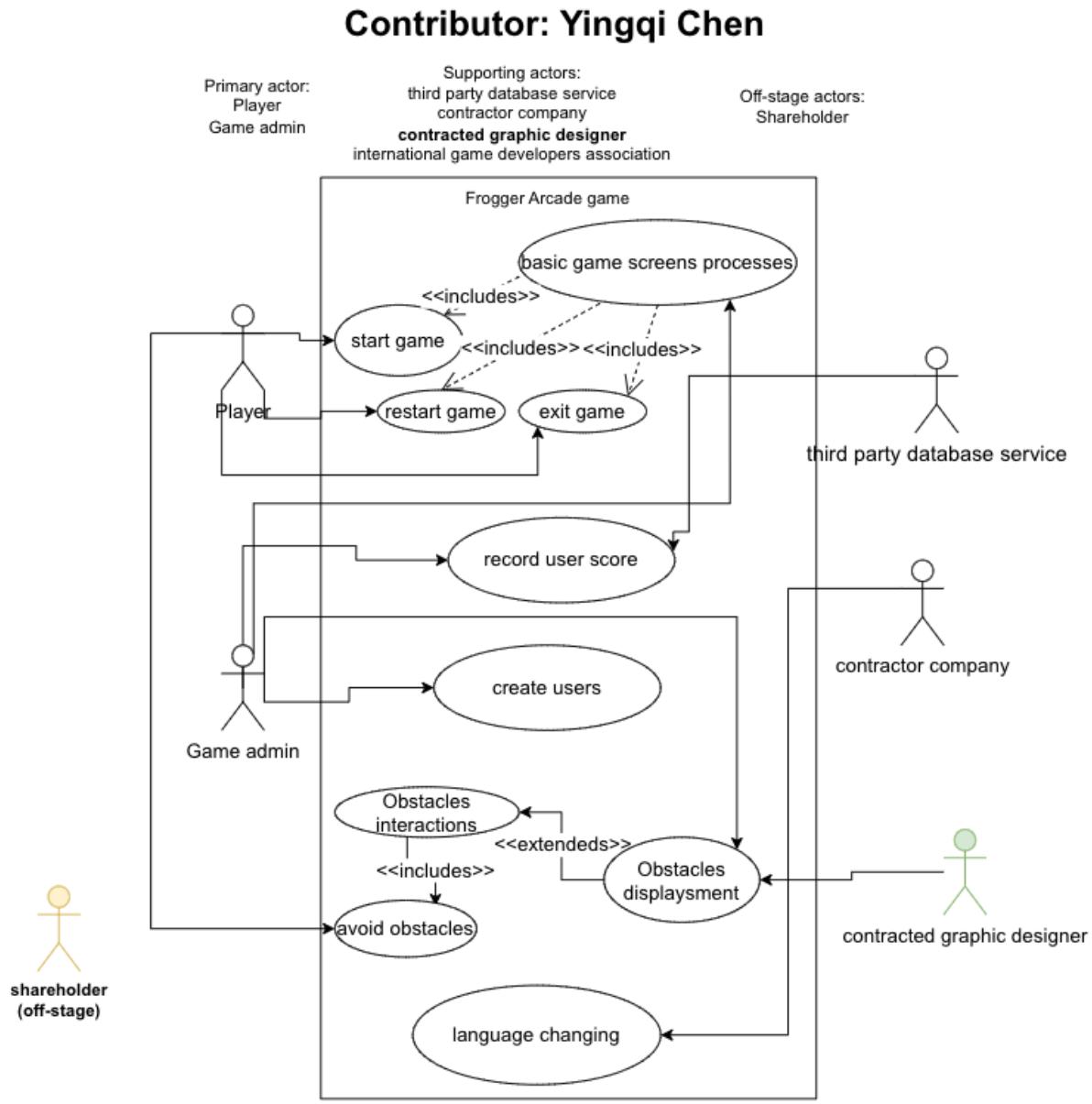
Insects
Postion
Direction
Speed
Addition to HP - Or special effect
Size

Score
Calculating formula - according to different background
Addition
Subtraction

Division Line
Width
Transition between backgrounds
Position

Outfit
Look
Function
Compatibility
Price

Non-HP Damage
Type
Adjustments in Attributes in players



Use Case Diagram