

University of California,

Santa Barbara

CS48 Spring'17, G01 Project

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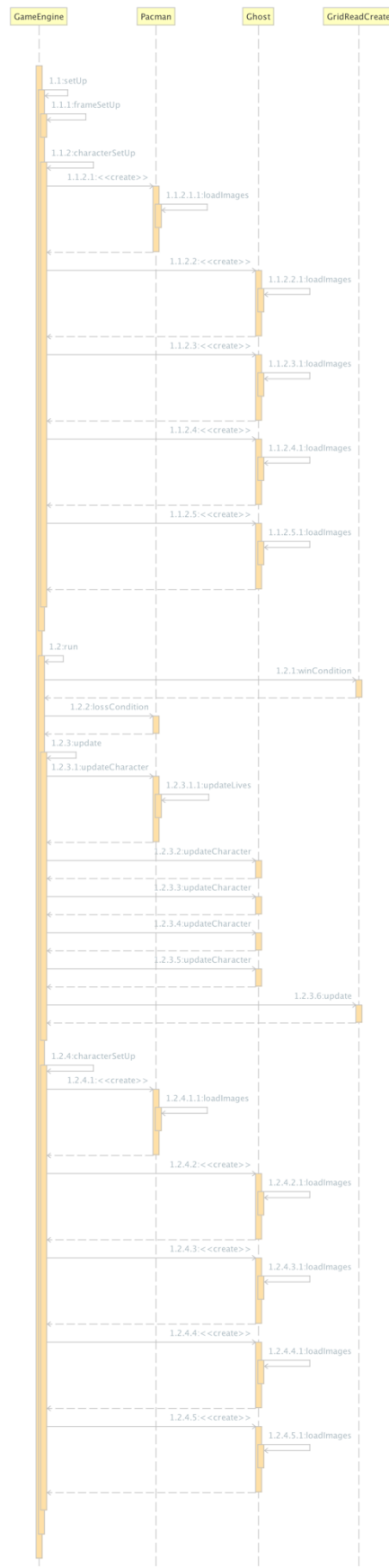


Figure 1. Sequence diagram: Game engine sequence.

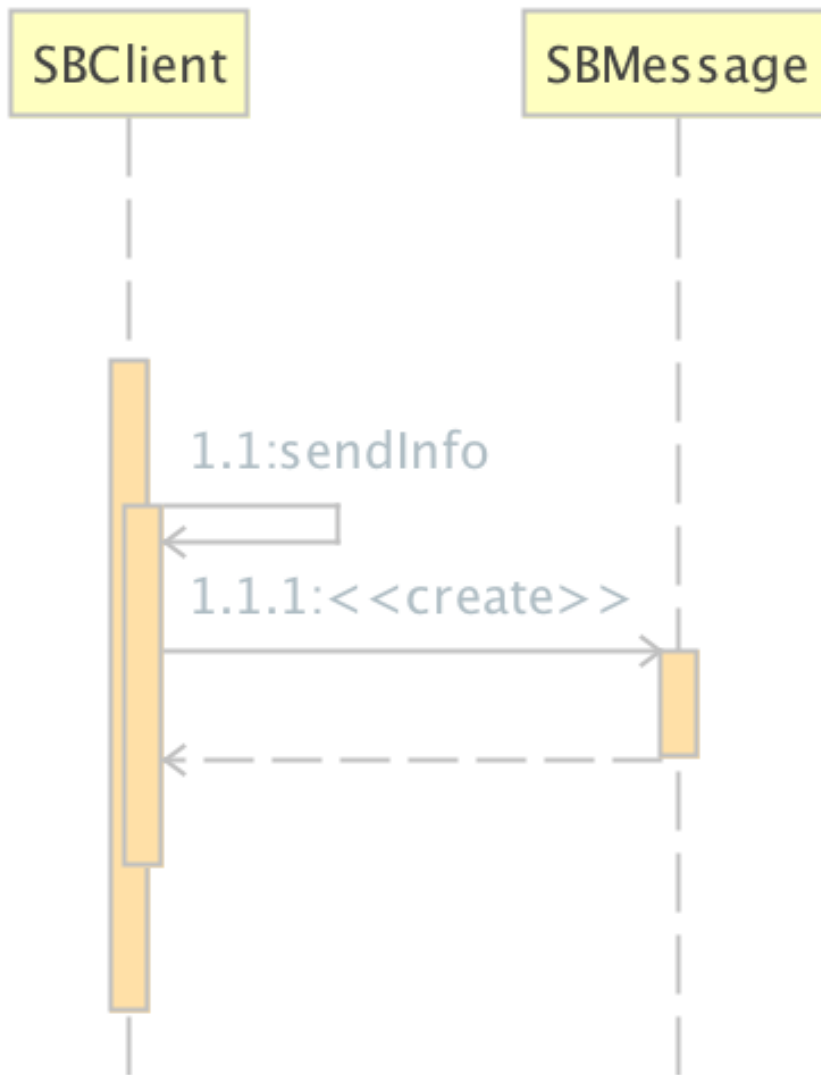


Figure 2. Sequence diagram: Client connects to server.

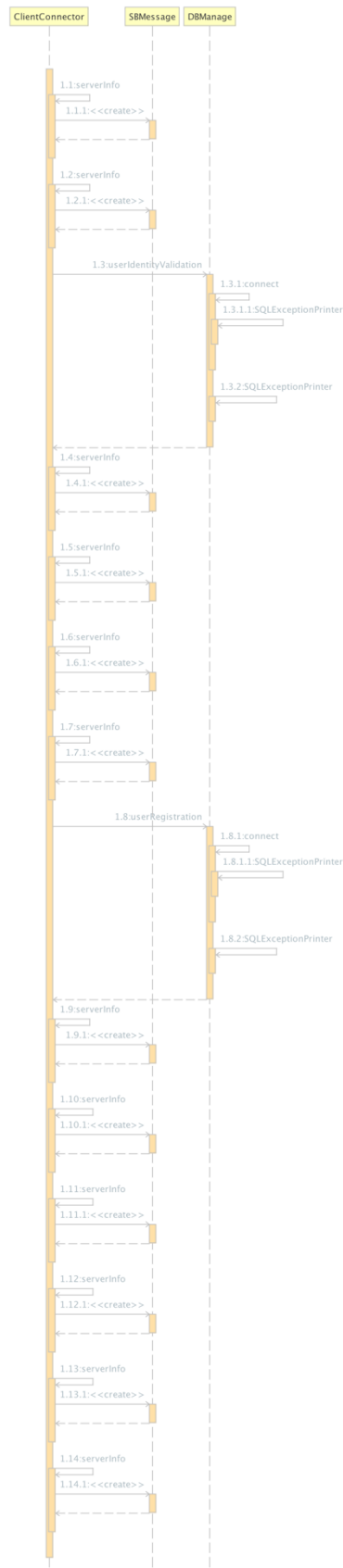


Figure 3. Sequence diagram: Server responses to a client.

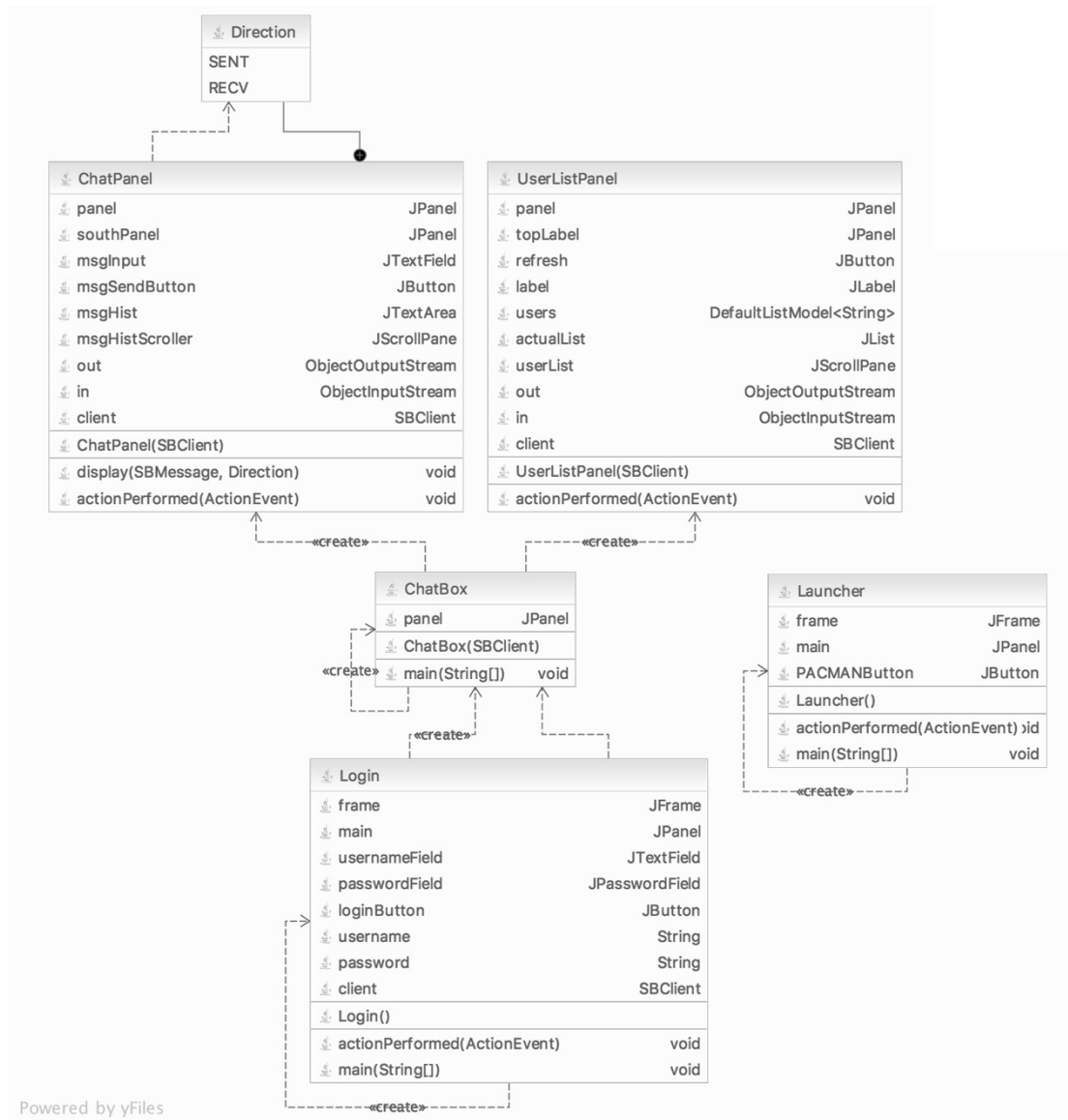


Figure 4. Static class diagram: pacman package.

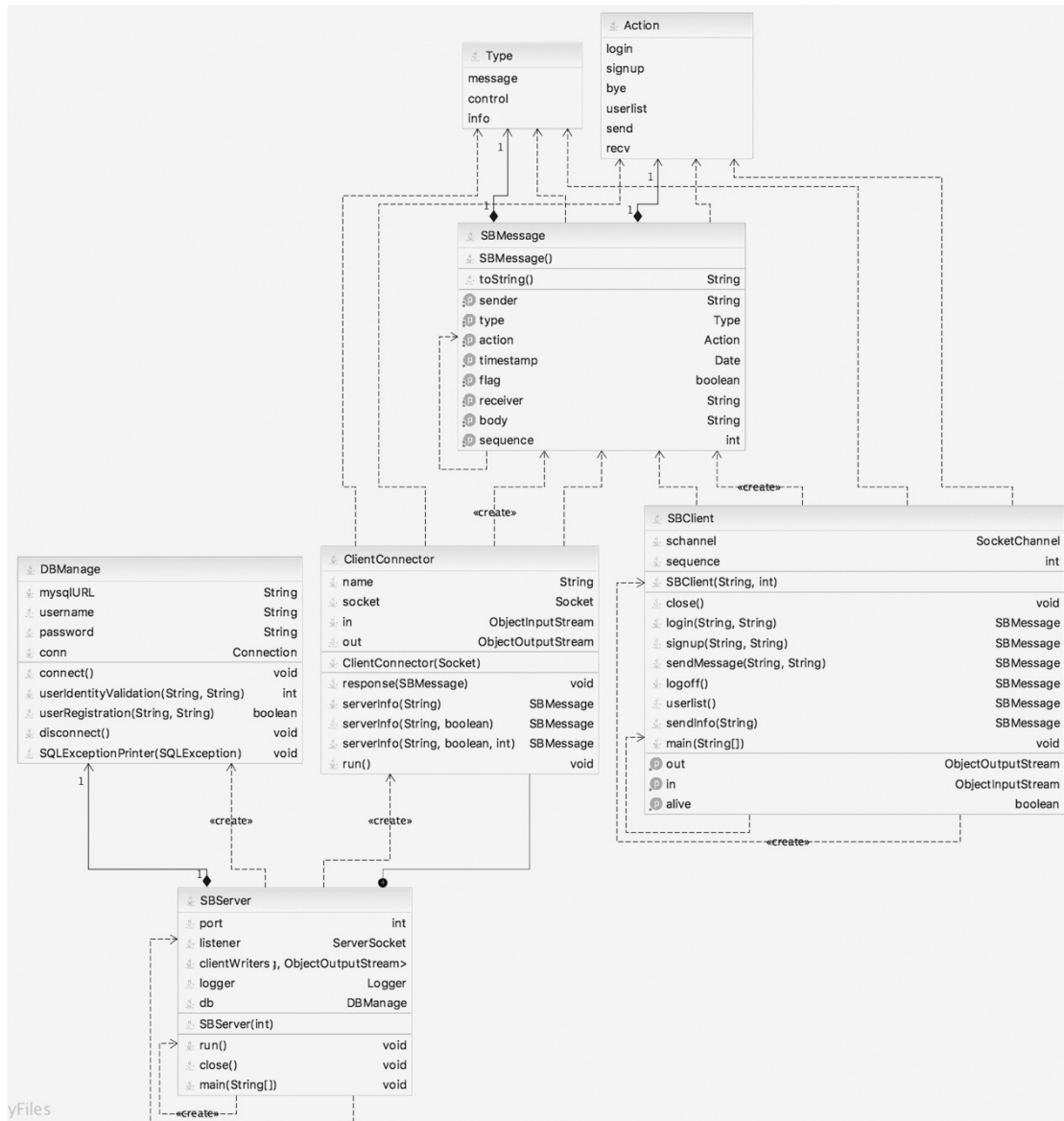


Figure 5. Static class diagram: networking package.

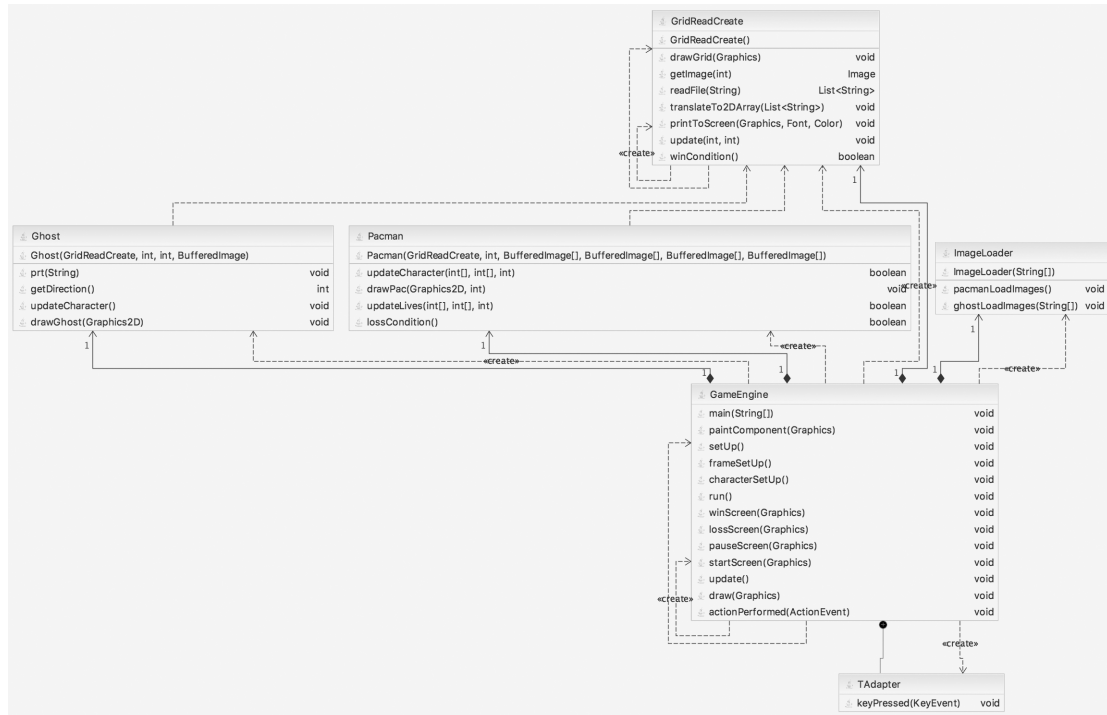


Figure 6. Static class diagram: gui package.

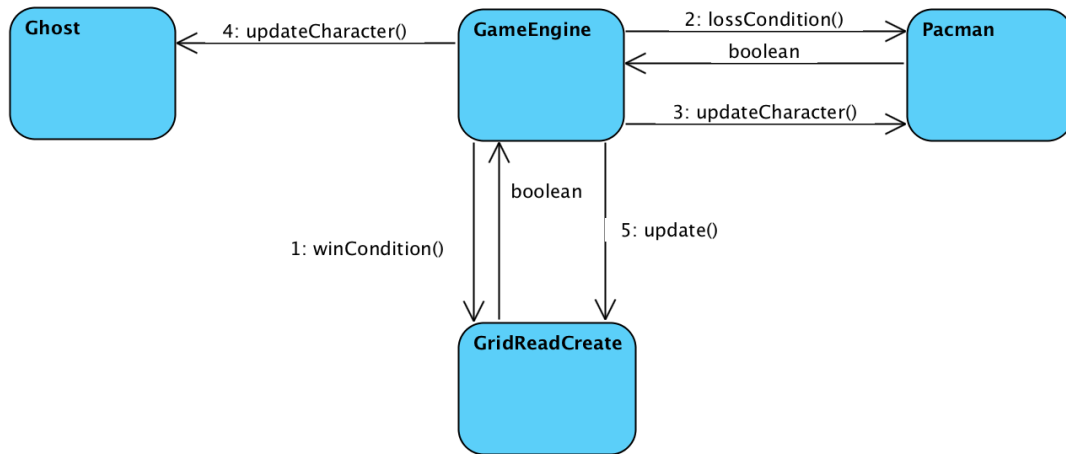


Figure 7. Interaction diagram: Game engine diagram.

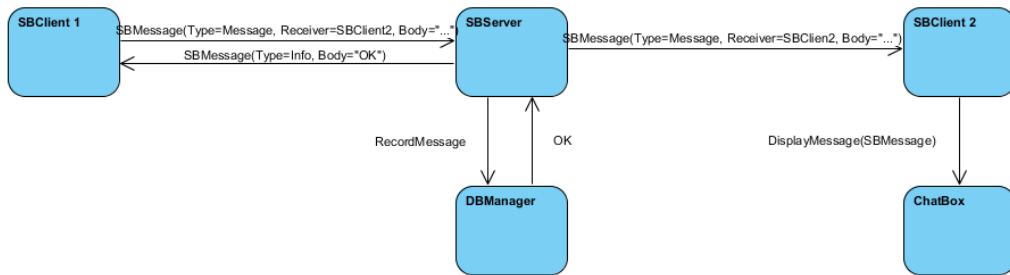


Figure 8. Interaction diagram: Client communication diagram.

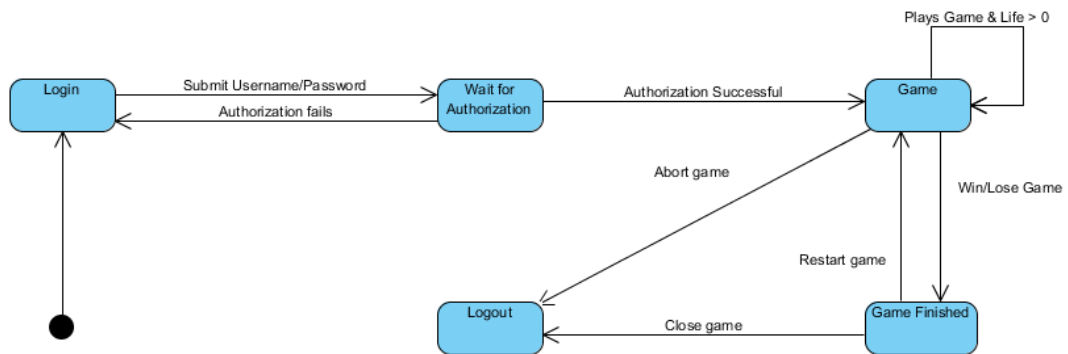


Figure 9. State diagram: Game play state diagram.

