

For my UML diagram contribution, I created an activity diagram for the instruction page feature (3.4). Our game is an inspiration from Galaga, and we called it Submarine Survival. In this game I have worked on the instruction page, developing it and creating buttons on it that can take us to different screens. The player can access the instruction page by clicking on the help button (3.4.2.1) on the menu page. The buttons on the help screen include the menu button (3.4.2.2) that can take us to the menu for the game, then there is a play button (3.4.2.3) that takes us to the game screen where the player can play. Third button is the quit button (3.4.2.4) that exits the game. The instruction page has all the instructions that the player needs to play the game. These instructions tell the user which keys to press to help him do the movement. It tells him how to win from enemies which he can do by shooting missiles. It also tells him about his lives-how many they are, how he will lose them, and how he can boost them up. The buttons on the help screen are configured according to the dimensions of the button so that the buttons perform their functionality only when the player clicks on them. If they click somewhere else the current screen should stay intact. The buttons are also configured to do their own required functionality and not any other screen.

I have made 4 activity diagrams which explains the activity of these three buttons on the help page and fourth explains the activity which takes the player to the instruction page.

Activity Diagrams for the Instruction Page

