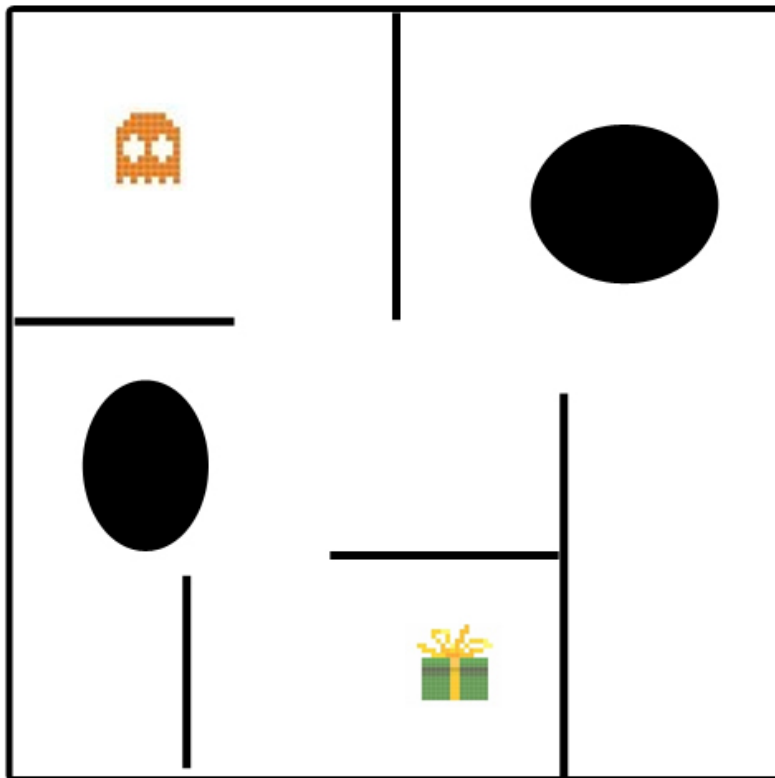


Search Robot

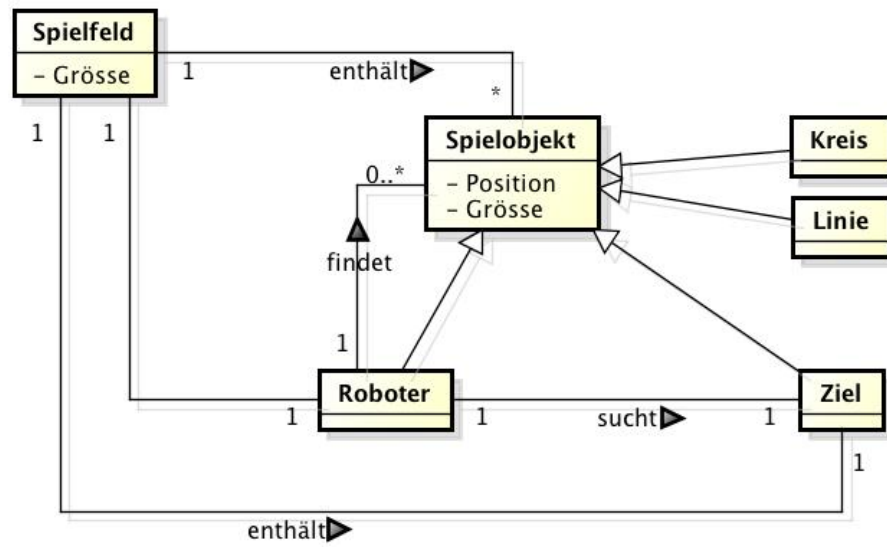


Design Model

Camille Zanni (zannc2)
Simon Gfeller (gfels4)

Inhaltsverzeichnis

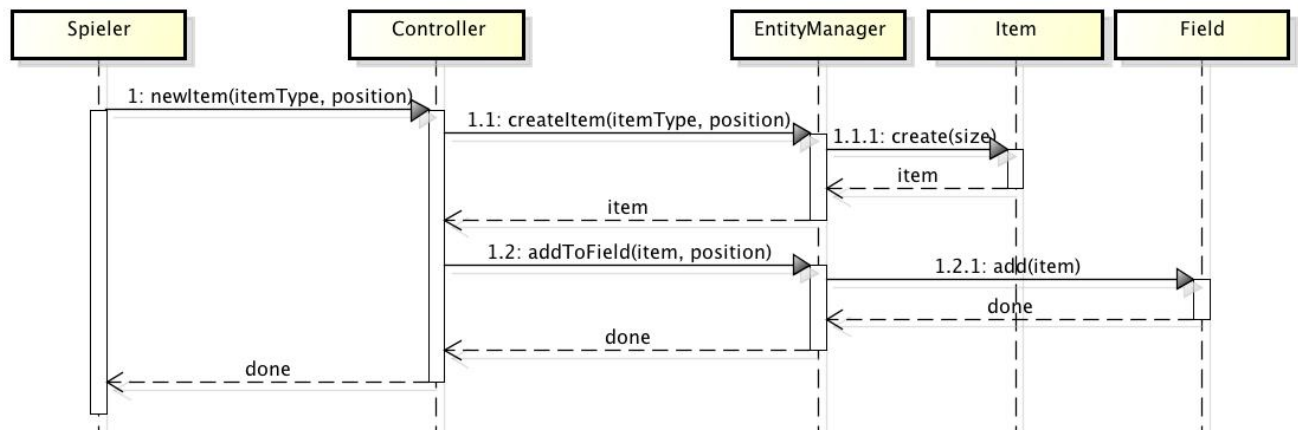
Domain Model



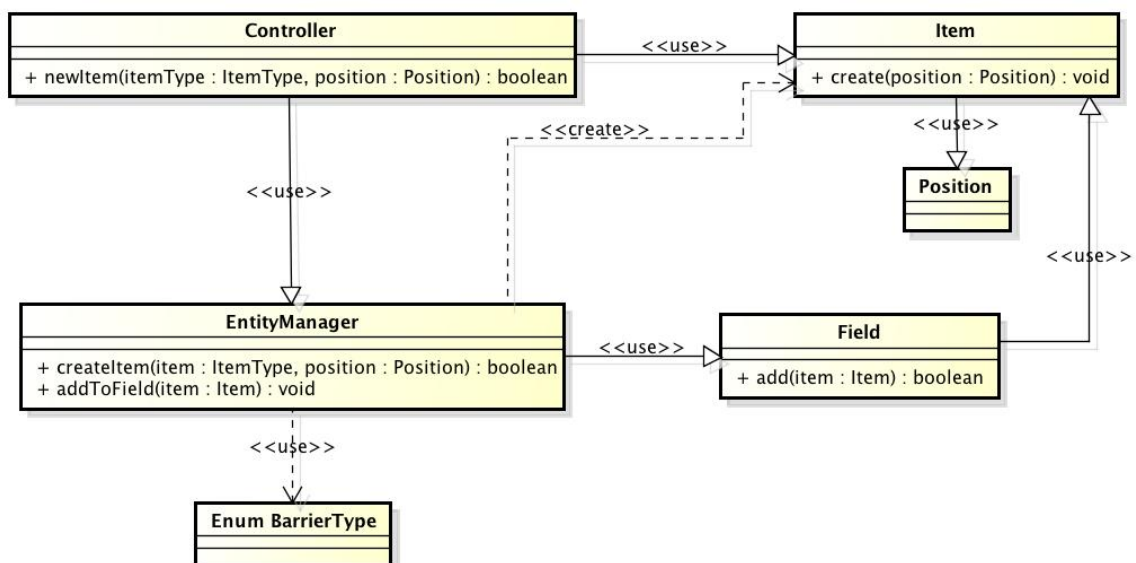
Spielobjekte setzen

Spielobjekte ist der Zusammenzug der Use Cases Hindernisse setzen, Roboter setzen und Ziel setzen.

SD

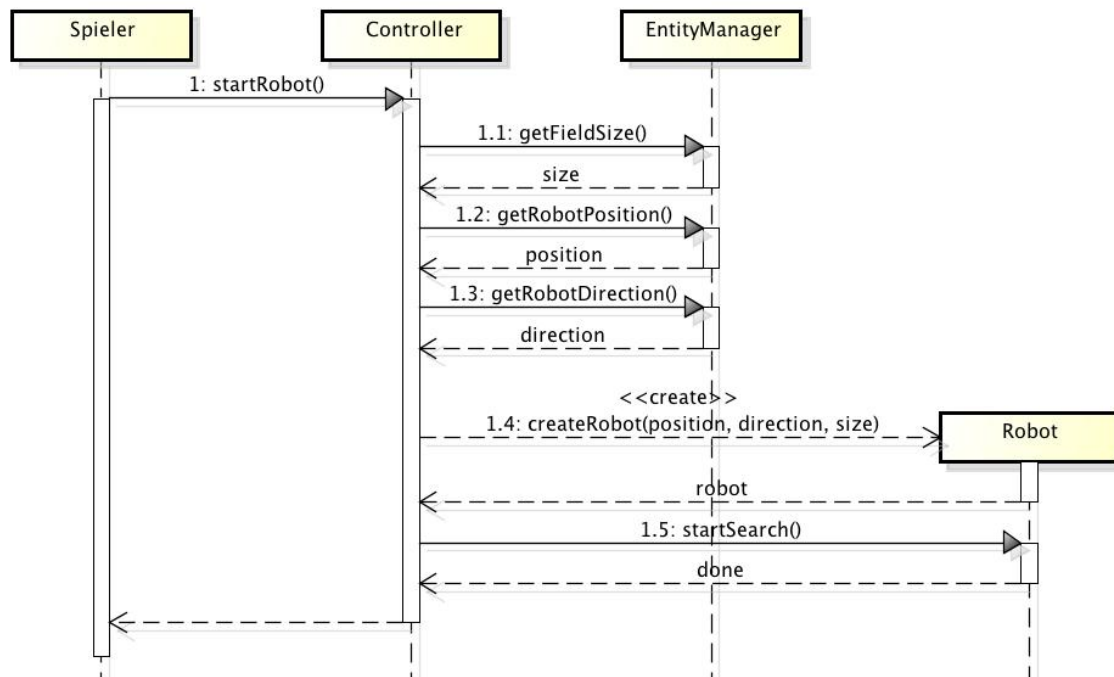


Design Class

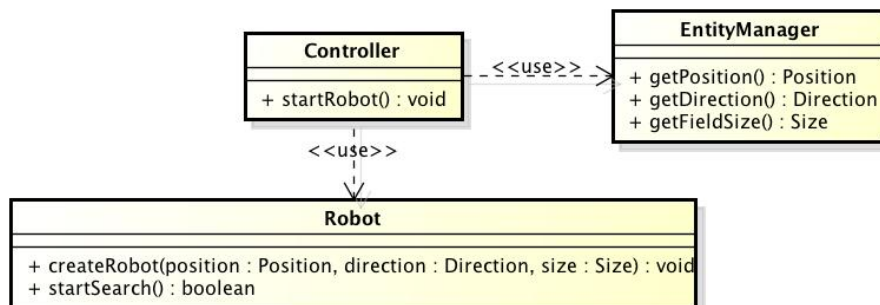


Roboter starten

SD

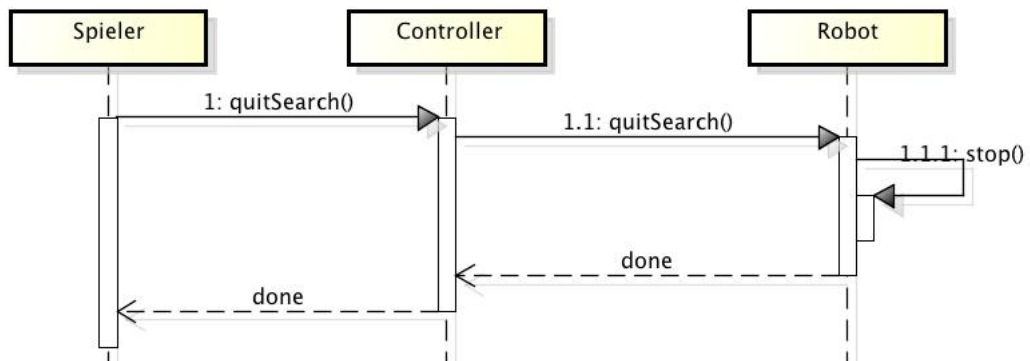


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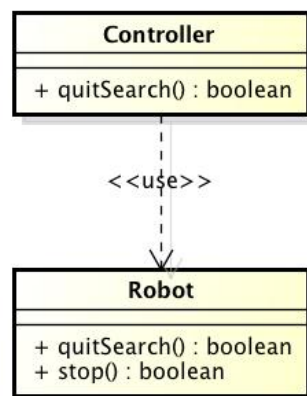


Suche abbrechen

SD

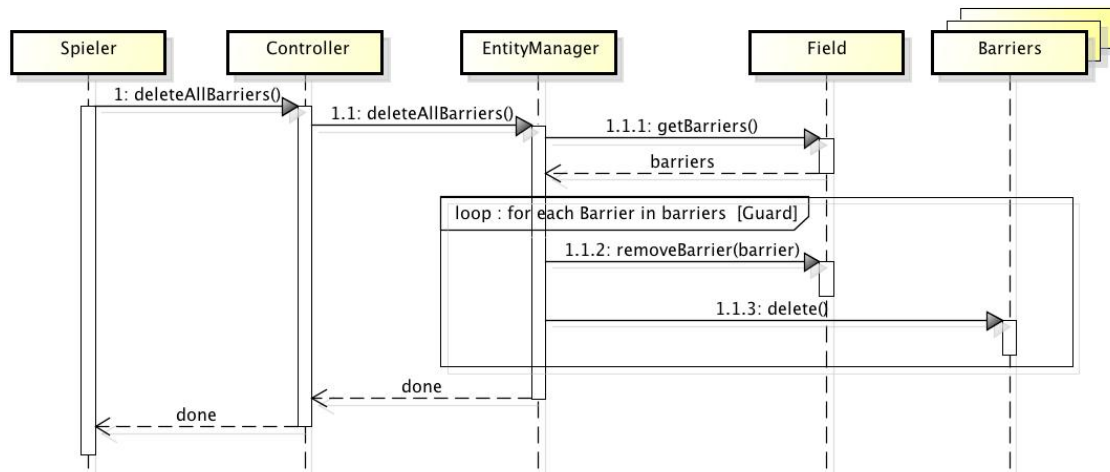


Design Class

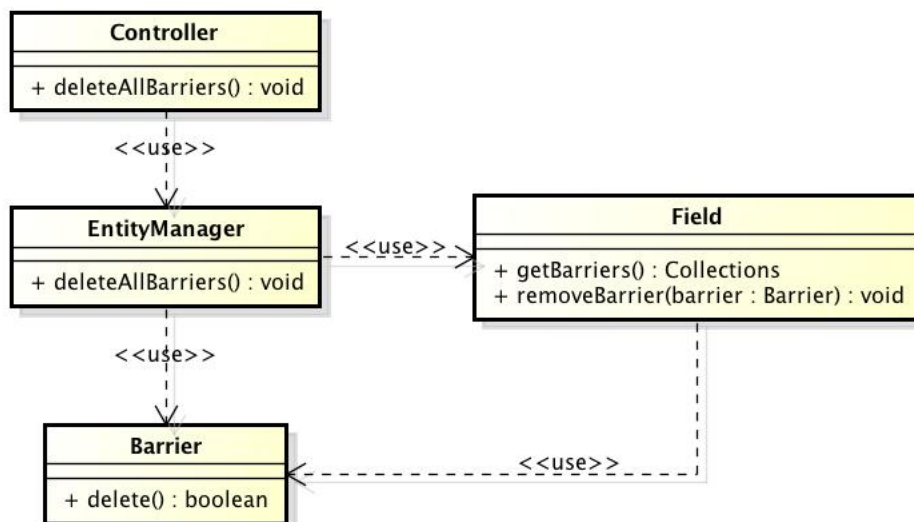


Spielfeld löschen

SD

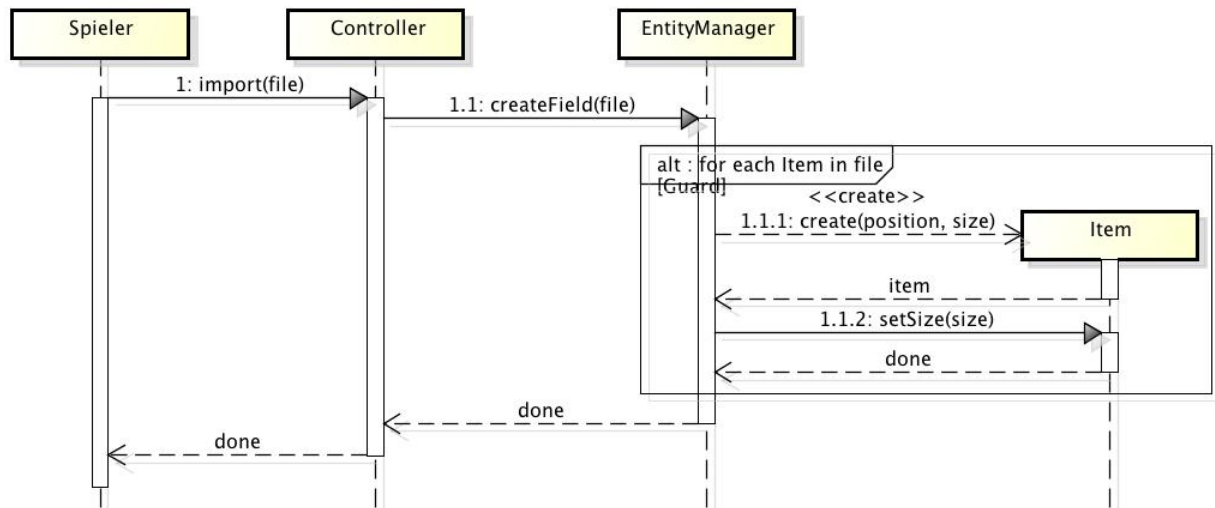


Design Class

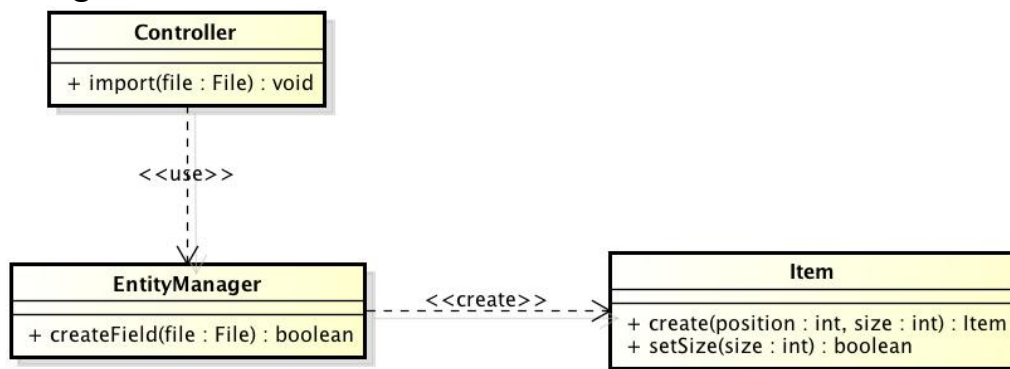


Spielfeld importieren

SD

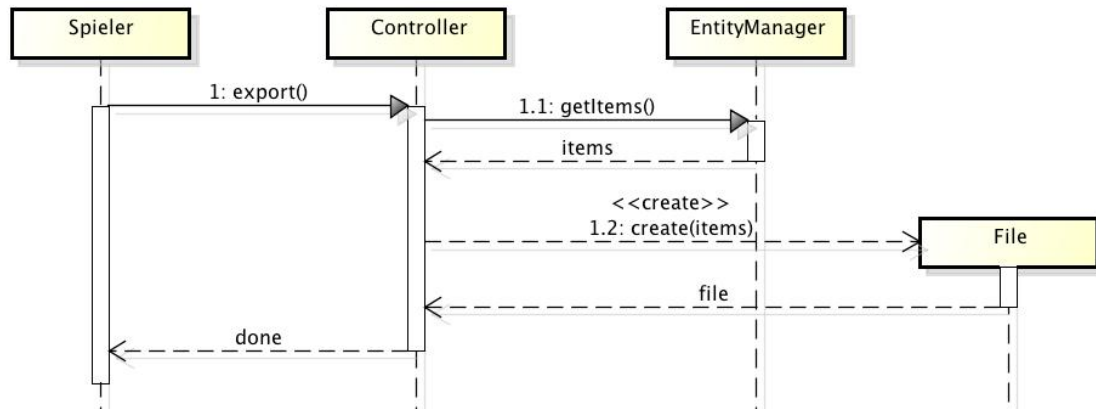


Design Class



Spielfeld exportieren

SD



Design Class

