**Search Robot**

****

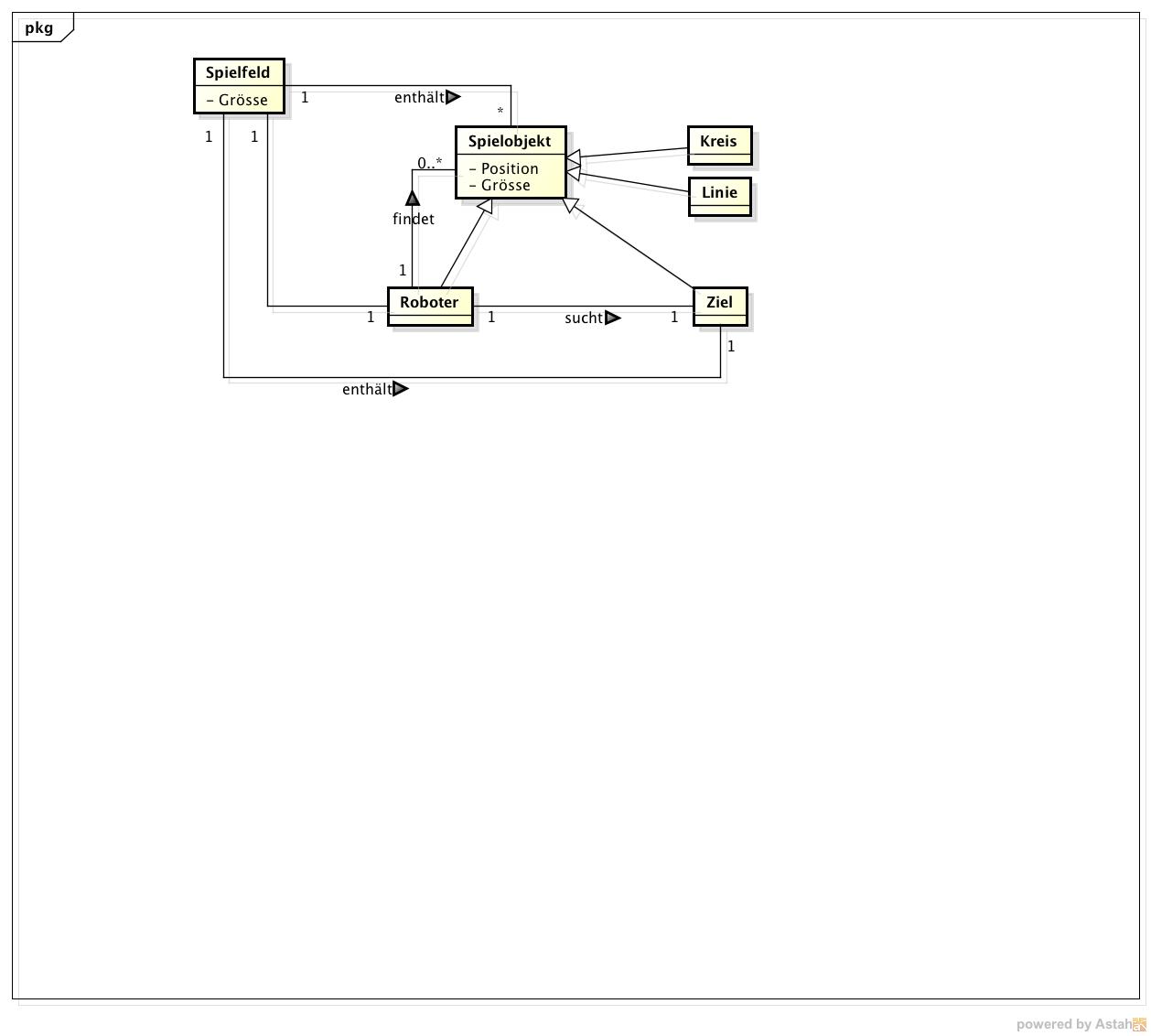
**Design Model**

**Camille Zanni (zannc2)**

**Simon Gfeller (gfels4)**

# Inhaltsverzeichnis

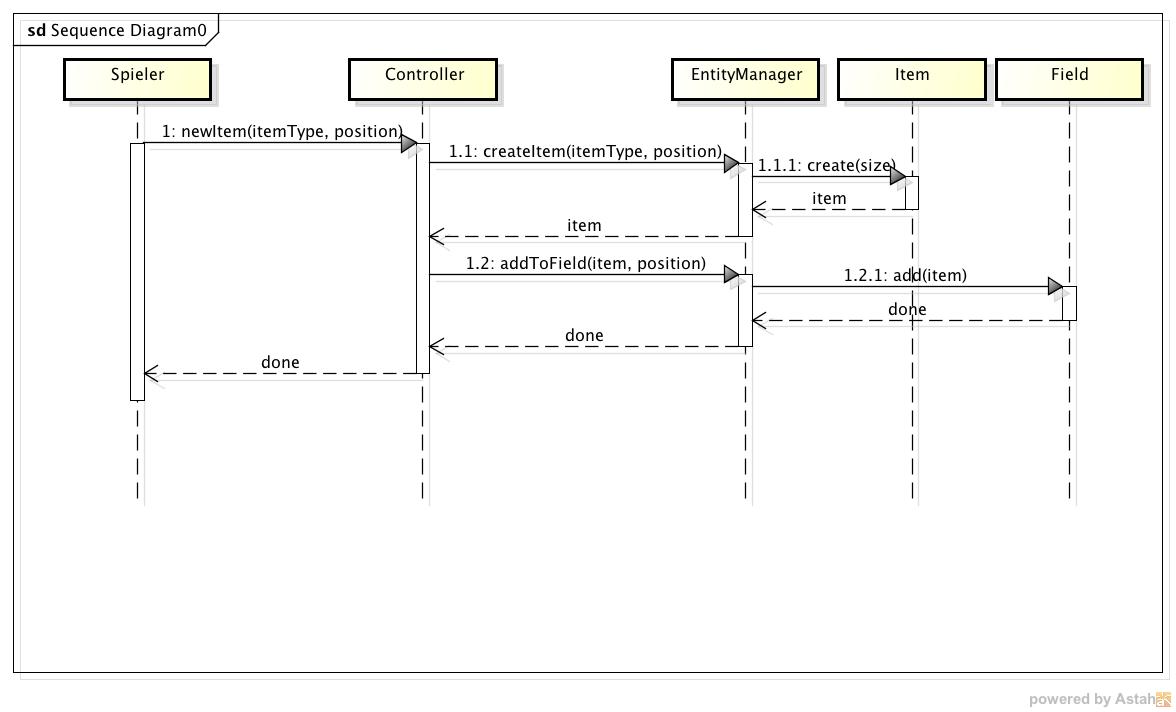
# Domain Model



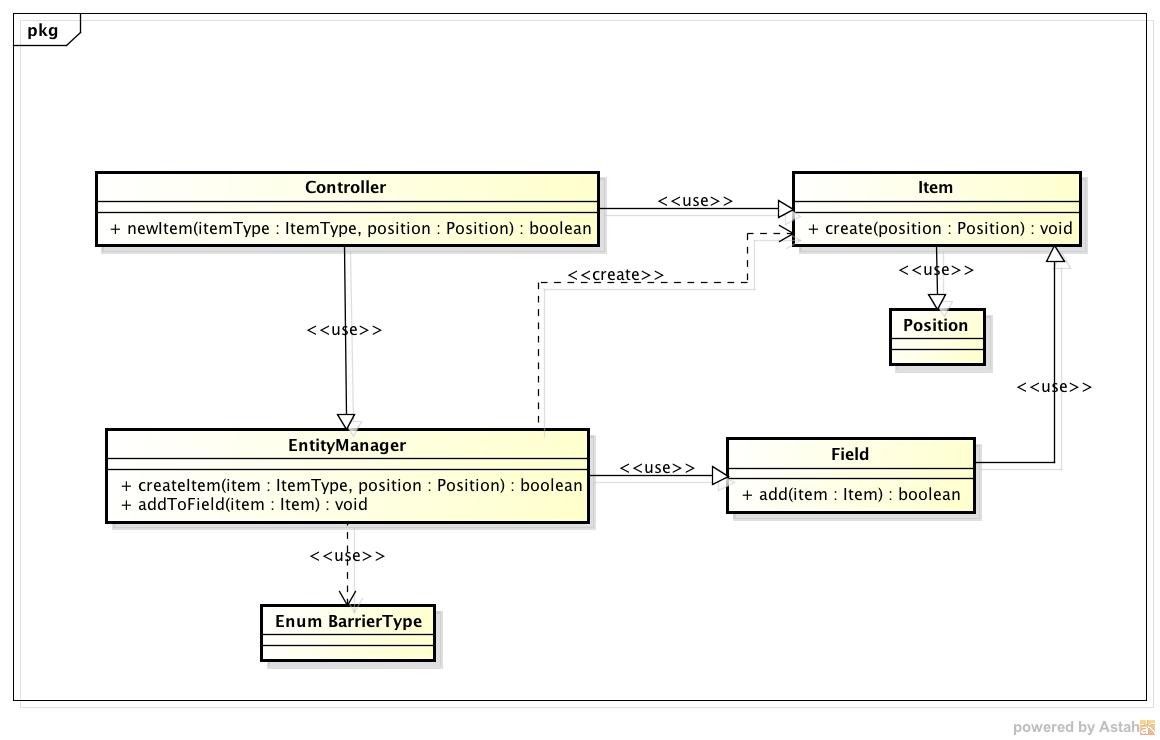
# Spielobjekte setzten

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

## SD

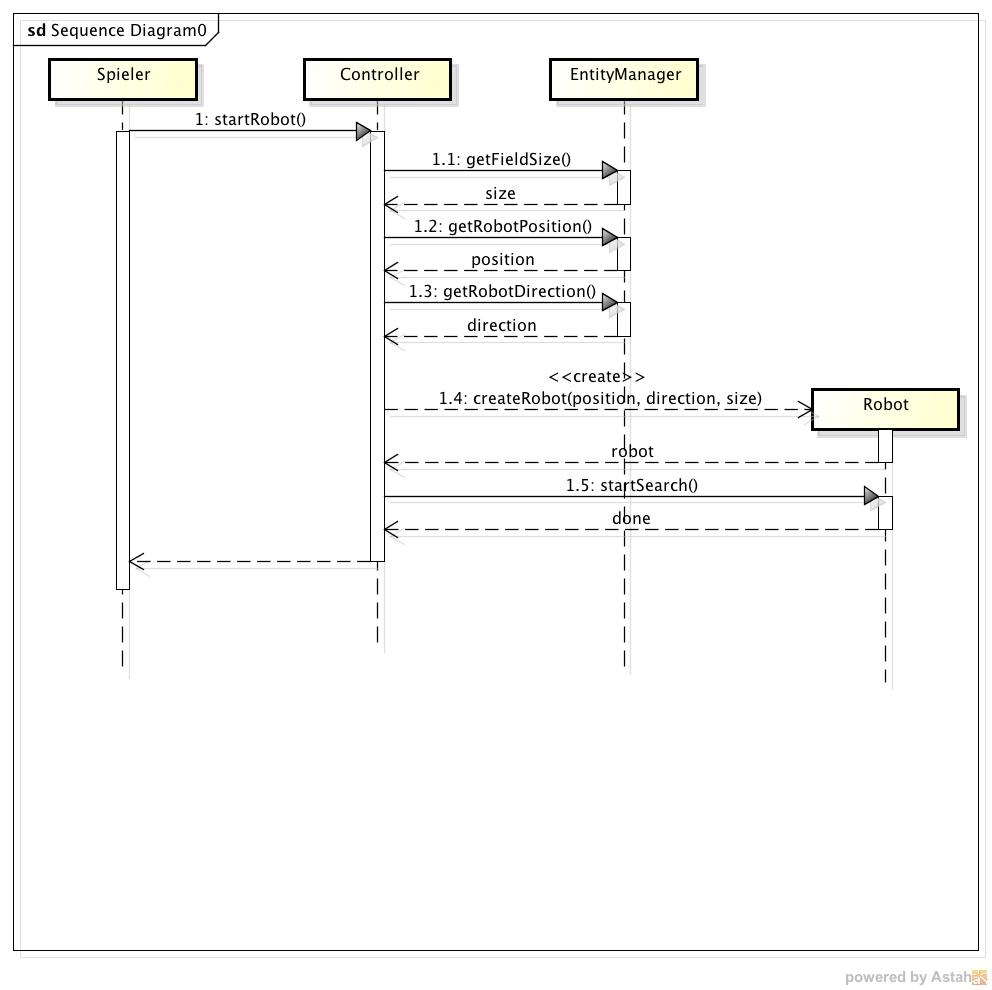


## Design Class

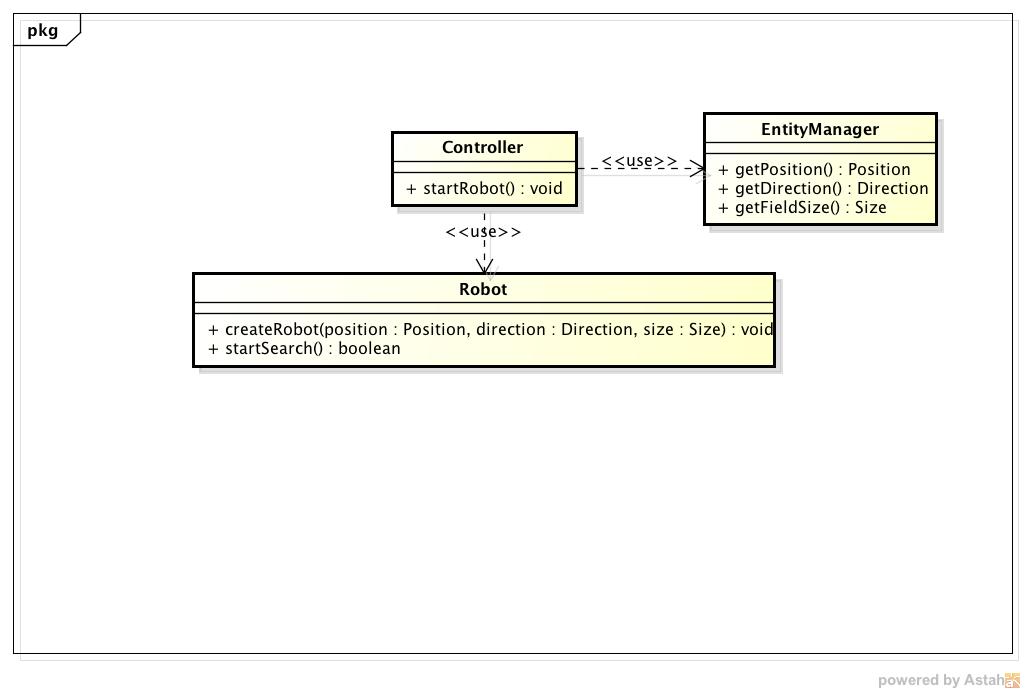


# Roboter starten

## SD

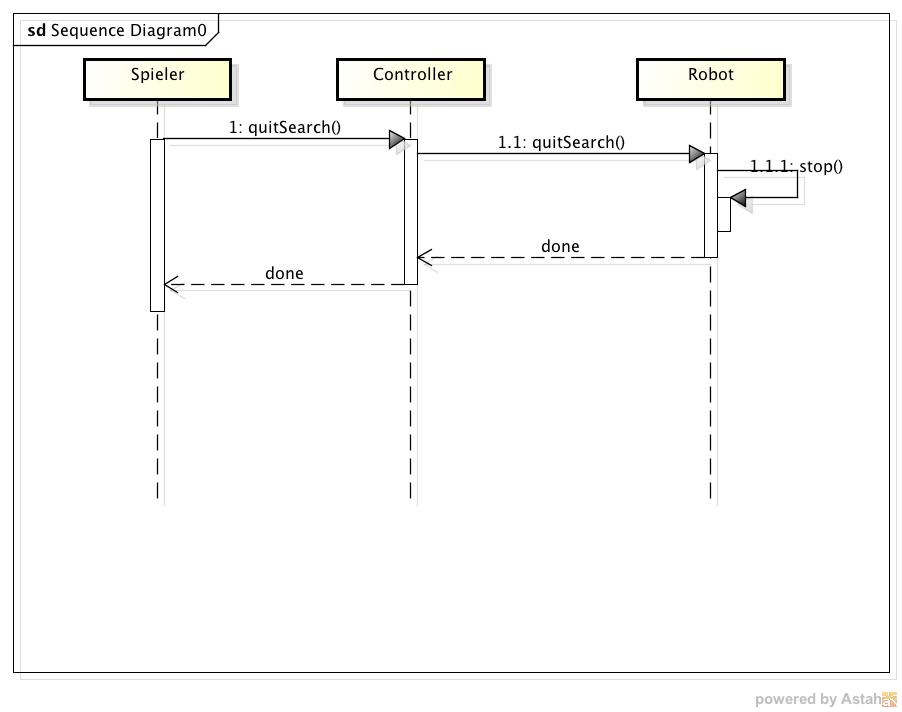


## Design Class

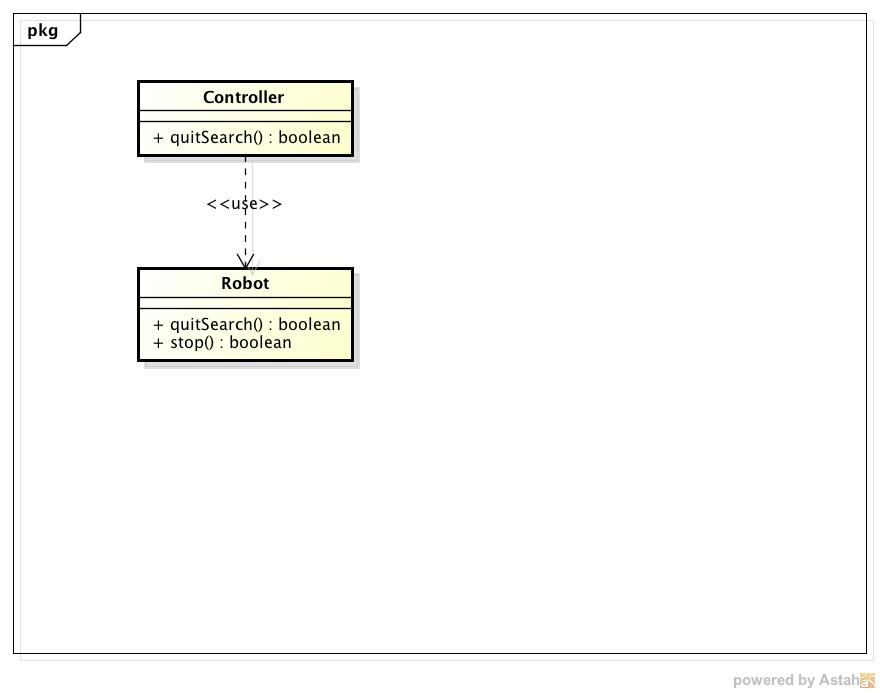


# Suche abbrechen

## SD

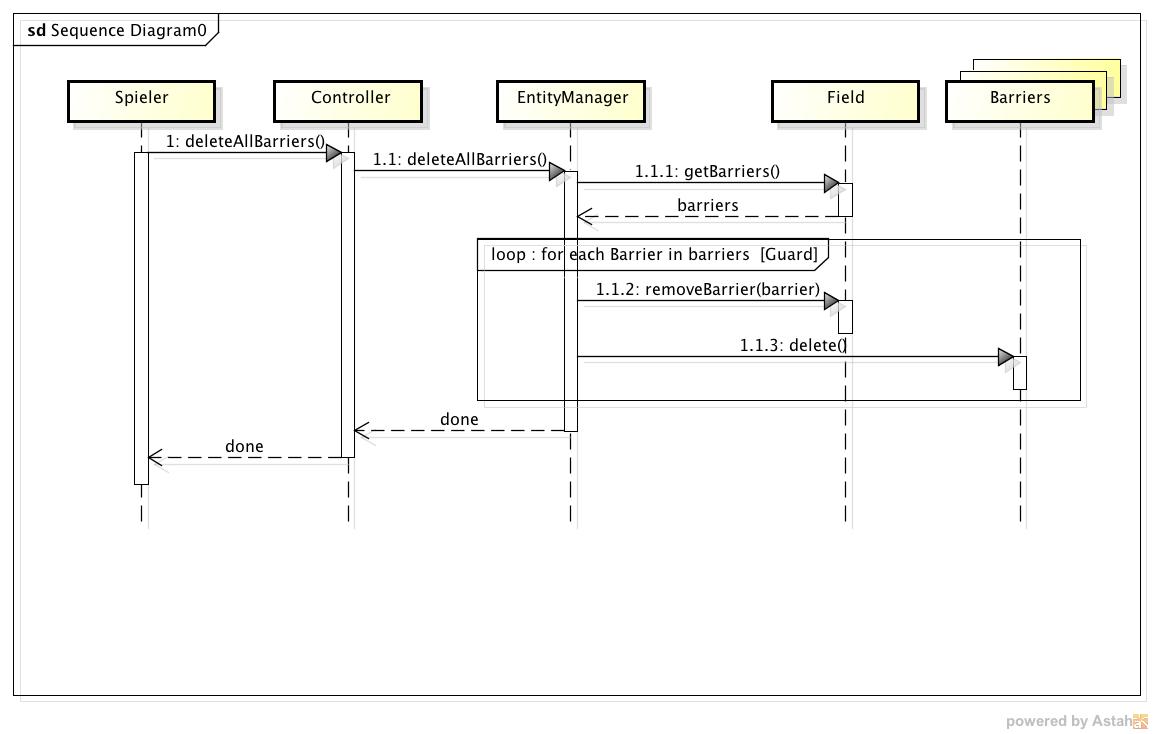


## Design Class

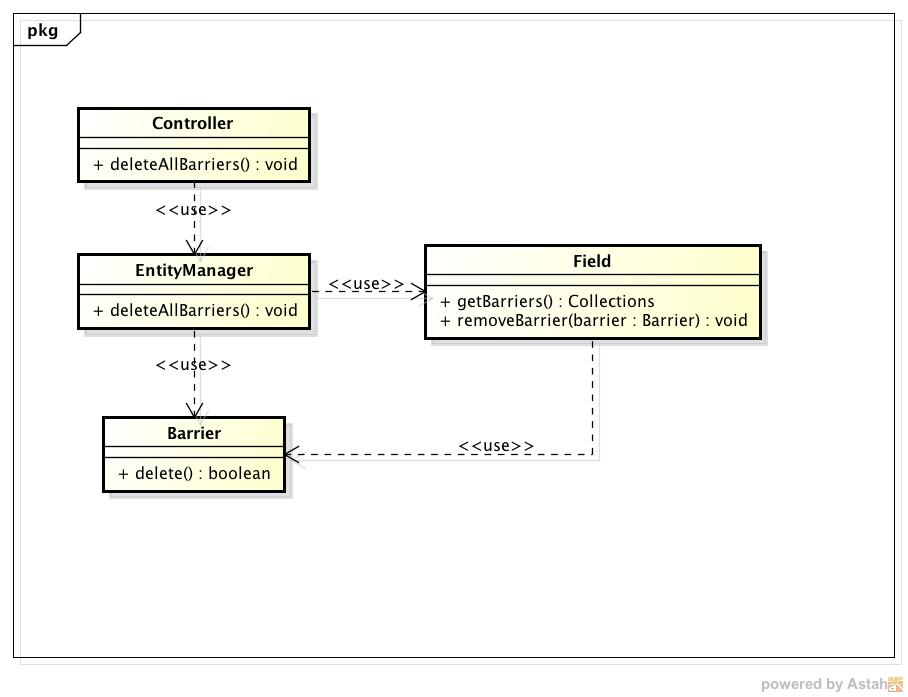


# Spielfeld löschen

## SD

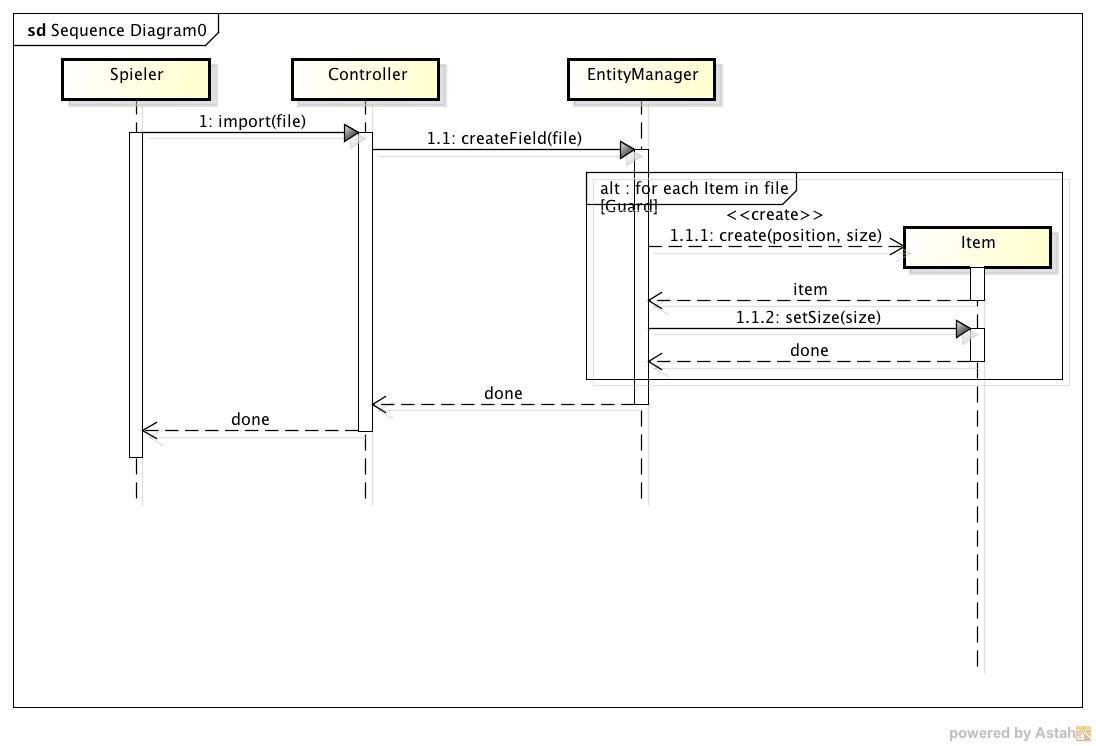


## Design Class

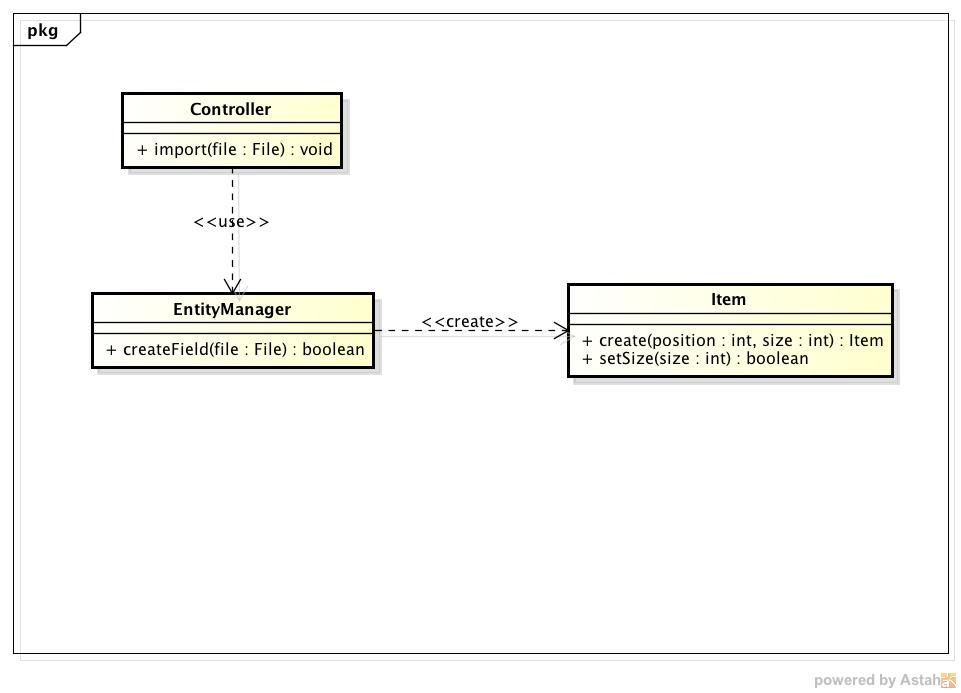


# Spielfeld importieren

## SD

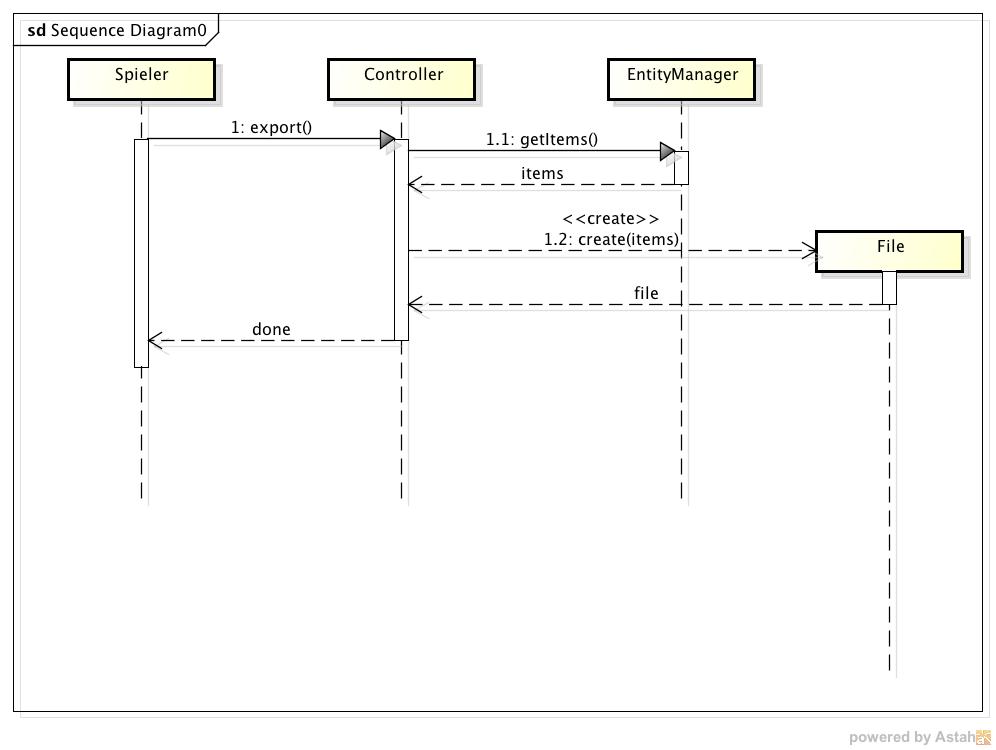


## Design Class



# Spielfeld exportieren

## SD



## Design Class

