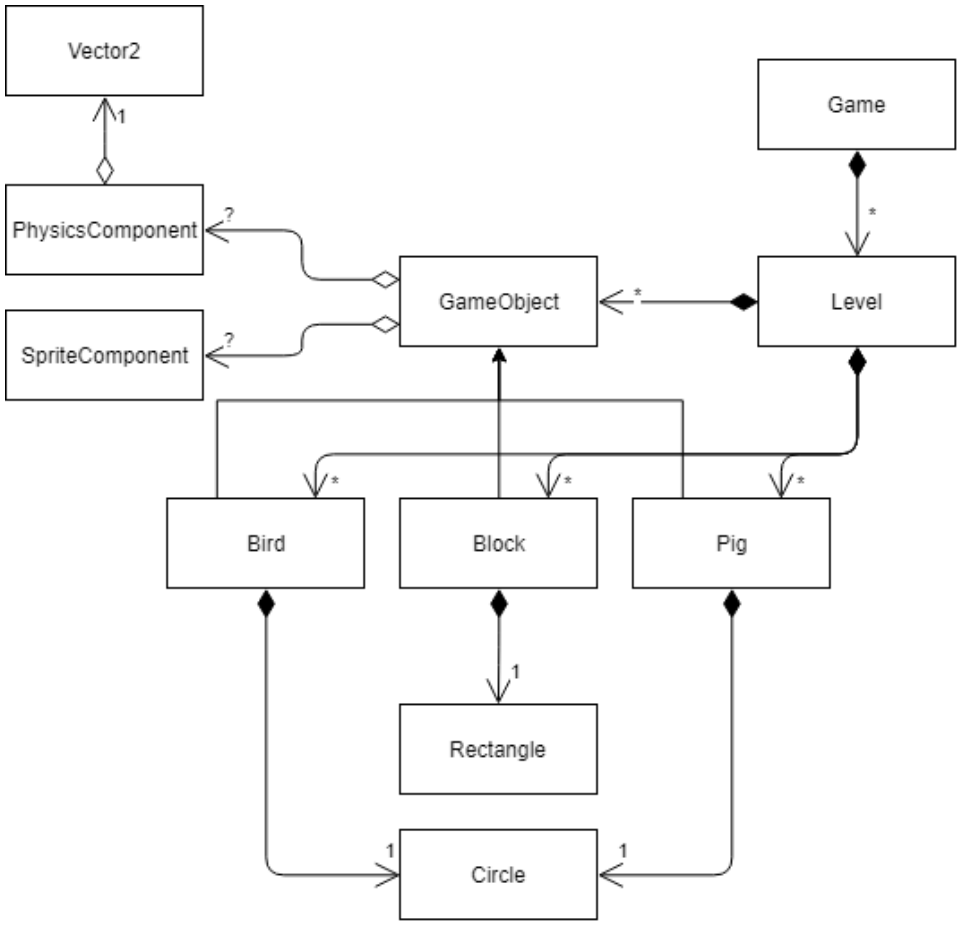
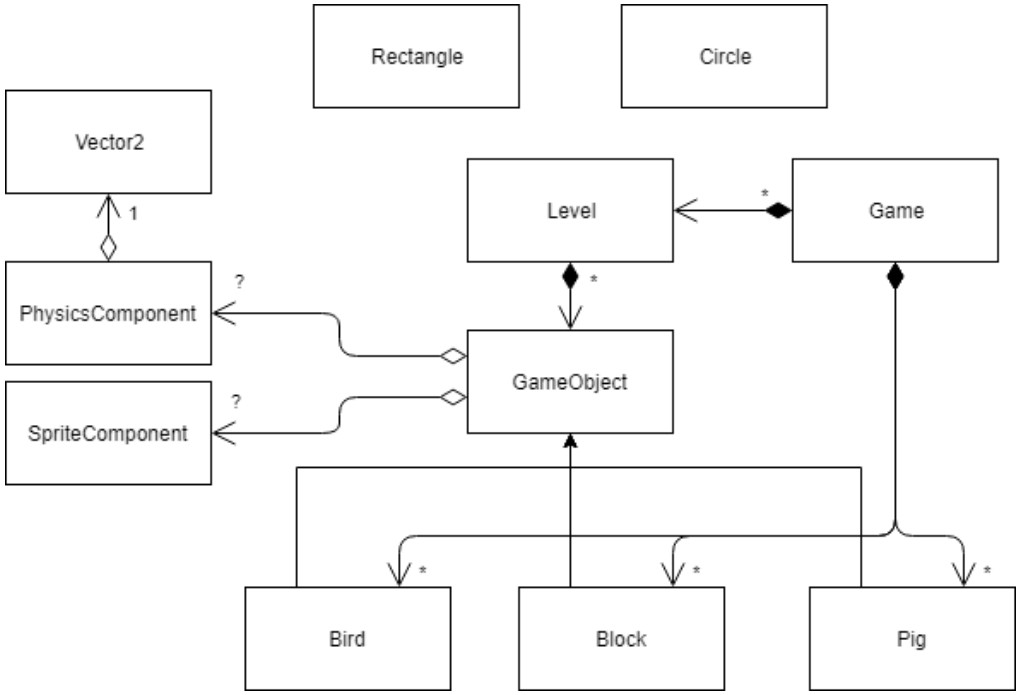
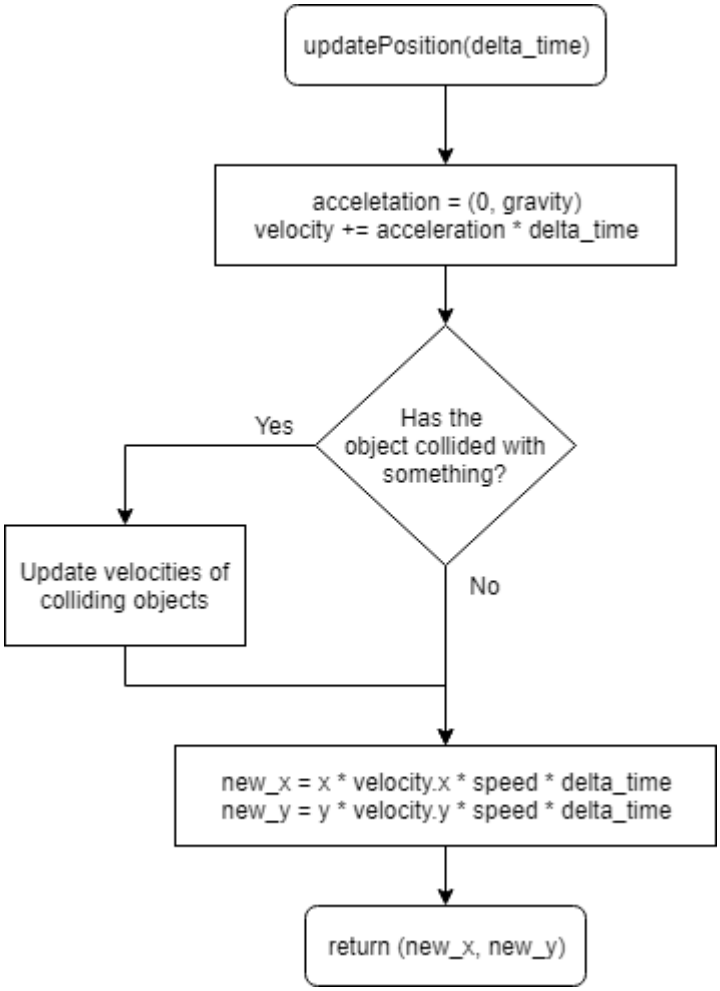
Angry Birds UML – Before Implementation



Angry Birds UML – After Implementation



- Instead of having the Circle and Rectangle as attributes of the different GameObjects, I used the getBoundingBox function in SpriteComponent when they were needed. This eliminated the duplicated data of and x, y variables in both the shape class and SpriteComponent.
- Bird, Block and Pig are attributes of Game instead of Level. Level stores the starting positions and numbers of different GameObjects. Since the GameObjects are mainly dealt with in Game, I didn't deem it necessary for Level to know about and store the game objects themselves.

Angry Birds Curved Trajectory Flow Chart