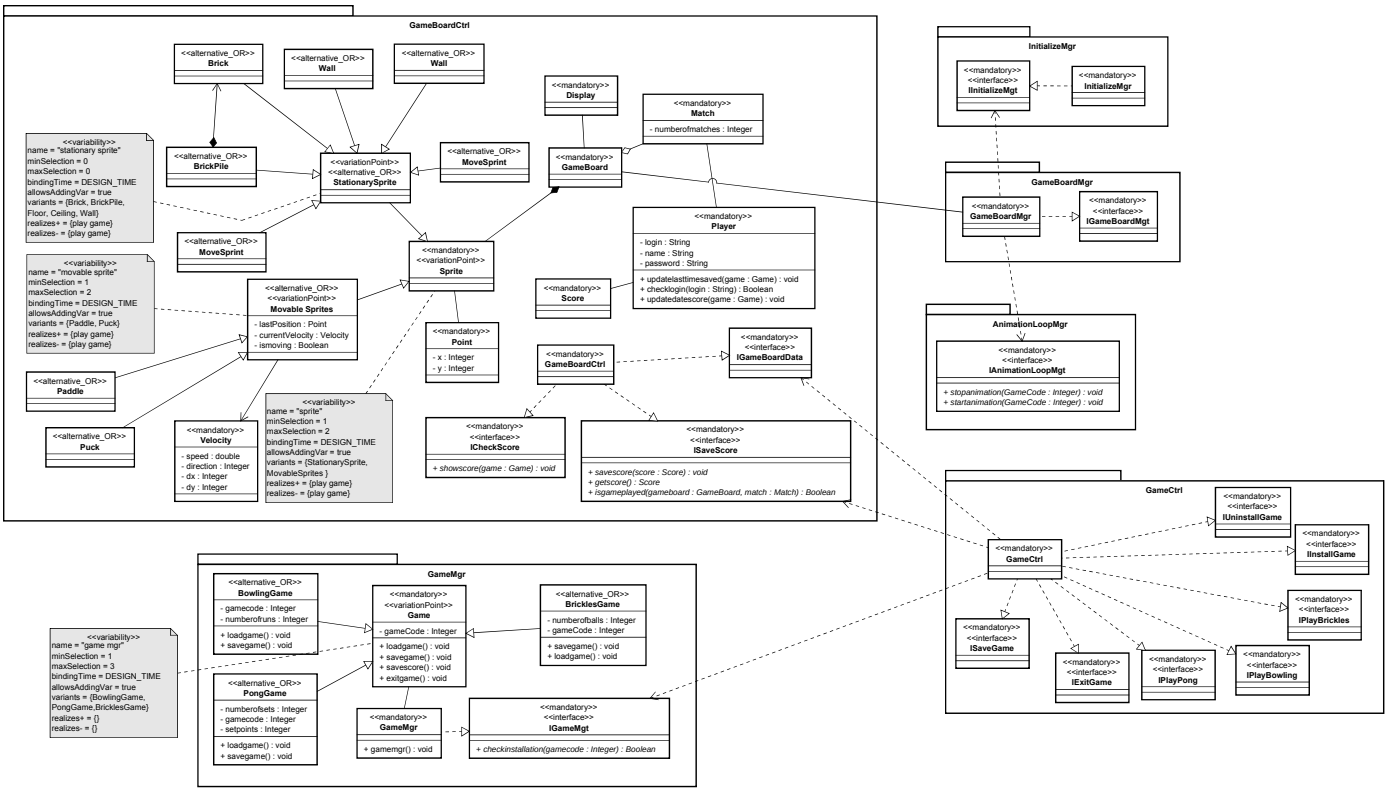
GameBoardCtrl
<<alternative_OR>> Brick
<<alternative_OR>> Wall
<<alternative_OR>> Wall
<<mandatory>> Display
<<mandatory>> Match
- numberofmatches : Integer
<<variability>> name = "stationary sprite" minSelection = 0 maxSelection = 0 bindingTime = DESIGN_TIME allowsAddingVar = true variants = {Brick, BrickPile, Floor, Ceiling, Wall} realizes+ = {play game} realizes- = {play game}
<<alternative_OR>> BrickPile
<<variationPoint>> <<alternative_OR>> StationarySprite
<<alternative_OR>> MoveSprint
<<mandatory>> GameBoard
<<alternative_OR>> MoveSprint
<<mandatory>> Player
- login : String
- name : String
- password : String
+ updatelasttimesaved(game : Game) : void
+ checklogin(login : String) : Boolean
+ updatedatescore(game : Game) : void
<<variability>> name = "movable sprite" minSelection = 1 maxSelection = 2 bindingTime = DESIGN_TIME allowsAddingVar = true variants = {Paddle, Puck} realizes+ = {play game} realizes- = {play game}
<<mandatory>> <<variationPoint>> Sprite
<<mandatory>> Score
<<alternative_OR>> <<variationPoint>> Movable Sprites
- lastPosition : Point
- currentVelocity : Velocity
- ismoving : Boolean
<<mandatory>> Point
- x : Integer
- y : Integer
<<alternative_OR>> Paddle
<<alternative_OR>> Puck
<<mandatory>> Velocity
- speed : double
- direction : Integer
- dx : Integer
- dy : Integer
<<variability>> name = "sprite" minSelection = 1 maxSelection = 2 bindingTime = DESIGN_TIME allowsAddingVar = true variants = {StationarySprite, MovableSprites } realizes+ = {play game} realizes- = {play game}
<<mandatory>> GameBoardCtrl
<<mandatory>> <<interface>> IGameBoardData
<<mandatory>> <<interface>> ICheckScore
+ showscore(game : Game) : void
<<mandatory>> <<interface>> ISaveScore
+ savescore(score : Score) : void
+ getscore() : Score
+ isgameplayed(gameboard : GameBoard, match : Match) : Boolean
InitializeMgr
<<mandatory>> <<interface>> IInitializeMgt
<<mandatory>> InitializeMgr
GameBoardMgr
<<mandatory>> GameBoardMgr
<<mandatory>> <<interface>> IGameBoardMgt
AnimationLoopMgr
<<mandatory>> <<interface>> IAnimationLoopMgt
+ stopanimation(GameCode : Integer) : void
+ startanimation(GameCode : Integer) : void
GameCtrl
<<mandatory>> GameCtrl
<<mandatory>> <<interface>> IUninstallGame
<<mandatory>> <<interface>> IInstallGame
<<mandatory>> <<interface>> ISaveGame
<<mandatory>> <<interface>> IPlayBrickles
<<mandatory>> <<interface>> IExitGame
<<mandatory>> <<interface>> IPlayPong
<<mandatory>> <<interface>> IPlayBowling
GameMgr
<<alternative_OR>> BowlingGame
- gamecode : Integer
- numberofruns : Integer
+ loadgame() : void
+ savegame() : void
<<mandatory>> <<variationPoint>> Game
- gameCode : Integer
+ loadgame() : void
+ savegame() : void
+ savescore() : void
+ exitgame() : void
<<alternative_OR>> BricklesGame
- numberofballs : Integer
- gameCode : Integer
+ savegame() : void
+ loadgame() : void
<<variability>> name = "game mgr" minSelection = 1 maxSelection = 3 bindingTime = DESIGN_TIME allowsAddingVar = true variants = {BowlingGame, PongGame,BricklesGame} realizes+ = {} realizes- = {}
<<alternative_OR>> PongGame
- numberofsets : Integer
- gamecode : Integer
- setpoints : Integer
+ loadgame() : void
+ savegame() : void
<<mandatory>> GameMgr
+ gamemgr() : void
<<mandatory>> <<interface>> IGameMgt
+ checkinstallation(gamecode : Integer) : Boolean