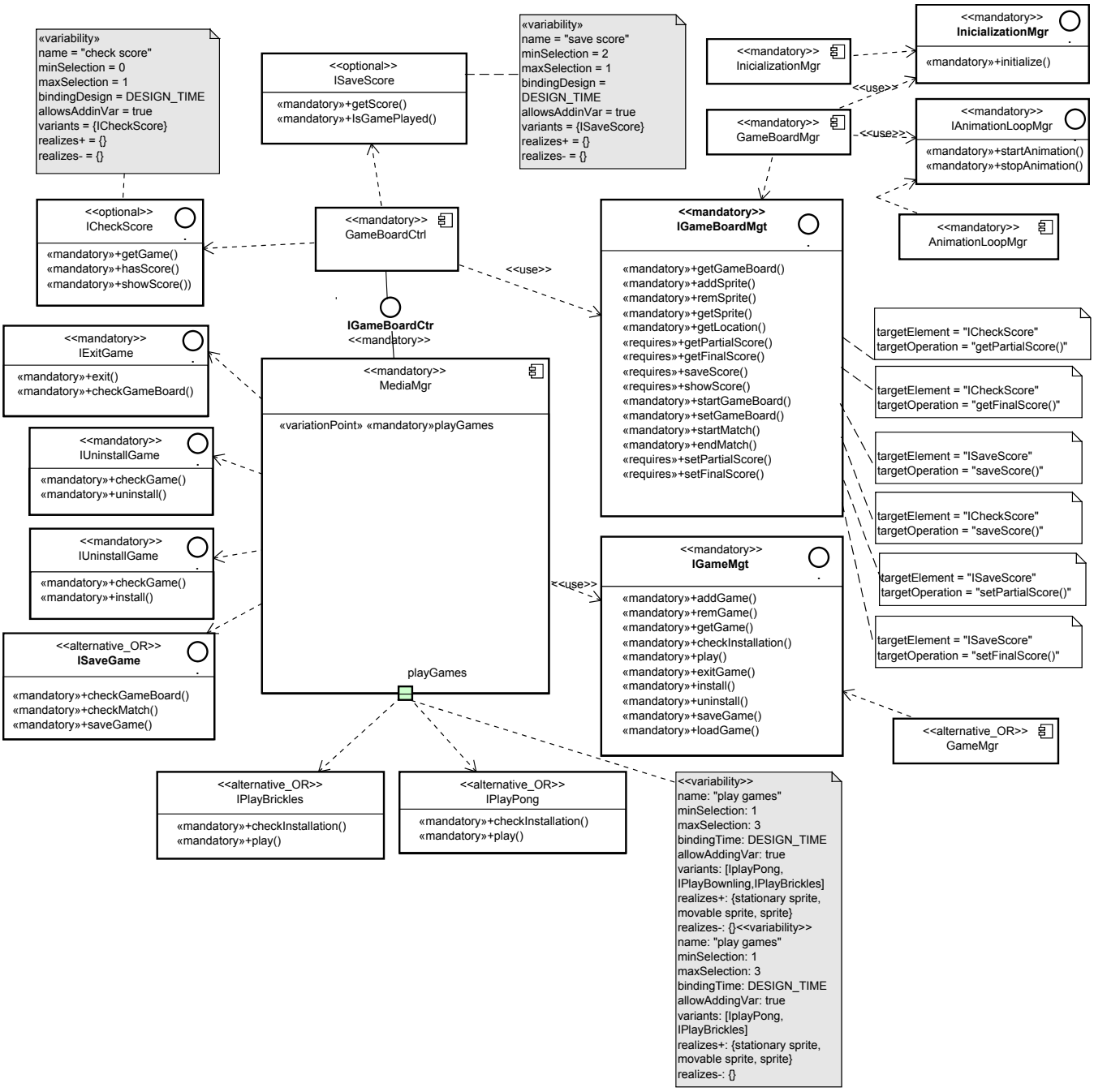
«variability»
name = "check score"
minSelection = 0
maxSelection = 1
bindingDesign = DESIGN_TIME
allowsAddinVar = true
variants = {ICheckScore}
realizes+ = {}
realizes- = {}
<<optional>>
ISaveScore
«mandatory»+getScore()
«mandatory»+IsGamePlayed()
«variability»
name = "save score"
minSelection = 2
maxSelection = 1
bindingDesign = DESIGN_TIME
allowsAddinVar = true
variants = {ISaveScore}
realizes+ = {}
realizes- = {}
<<mandatory>>
InicializationMgr
<<mandatory>>
InicializationMgr
«mandatory»+initialize()
<<use>>
<<mandatory>>
GameBoardMgr
<<use>>
<<mandatory>>
IAnimationLoopMgr
«mandatory»+startAnimation()
«mandatory»+stopAnimation()
<<optional>>
ICheckScore
«mandatory»+getGame()
«mandatory»+hasScore()
«mandatory»+showScore())
<<mandatory>>
GameBoardCtrl
<<use>>
<<mandatory>>
IGameBoardMgt
«mandatory»+getGameBoard()
«mandatory»+addSprite()
«mandatory»+remSprite()
«mandatory»+getSprite()
«mandatory»+getLocation()
«requires»+getPartialScore()
«requires»+getFinalScore()
«requires»+saveScore()
«requires»+showScore()
«mandatory»+startGameBoard()
«mandatory»+setGameBoard()
«mandatory»+startMatch()
«mandatory»+endMatch()
«requires»+setPartialScore()
«requires»+setFinalScore()
<<mandatory>>
AnimationLoopMgr
IGameBoardCtr
<<mandatory>>
<<mandatory>>
IExitGame
«mandatory»+exit()
«mandatory»+checkGameBoard()
<<mandatory>>
MediaMgr
«variationPoint» «mandatory»playGames
targetElement = "ICheckScore"
targetOperation = "getPartialScore()"
targetElement = "ICheckScore"
targetOperation = "getFinalScore()"
targetElement = "ISaveScore"
targetOperation = "saveScore()"
targetElement = "ICheckScore"
targetOperation = "saveScore()"
targetElement = "ISaveScore"
targetOperation = "setPartialScore()"
targetElement = "ISaveScore"
targetOperation = "setFinalScore()"
<<mandatory>>
IUninstallGame
«mandatory»+checkGame()
«mandatory»+uninstall()
<<mandatory>>
IUninstallGame
«mandatory»+checkGame()
«mandatory»+install()
<<use>>
<<mandatory>>
IGameMgt
«mandatory»+addGame()
«mandatory»+remGame()
«mandatory»+getGame()
«mandatory»+checkInstallation()
«mandatory»+play()
«mandatory»+exitGame()
«mandatory»+install()
«mandatory»+uninstall()
«mandatory»+saveGame()
«mandatory»+loadGame()
<<alternative_OR>>
ISaveGame
«mandatory»+checkGameBoard()
«mandatory»+checkMatch()
«mandatory»+saveGame()
playGames
<<alternative_OR>>
GameMgr
<<alternative_OR>>
IPlayBrickles
«mandatory»+checkInstallation()
«mandatory»+play()
<<alternative_OR>>
IPlayPong
«mandatory»+checkInstallation()
«mandatory»+play()
<<variability>>
name: "play games"
minSelection: 1
maxSelection: 3
bindingTime: DESIGN_TIME
allowAddingVar: true
variants: [IplayPong, IPlayBownling,IPlayBrickles]
realizes+: {stationary sprite, movable sprite, sprite}
realizes-: {}<<variability>>
name: "play games"
minSelection: 1
maxSelection: 3
bindingTime: DESIGN_TIME
allowAddingVar: true
variants: [IplayPong, IPlayBrickles]
realizes+: {stationary sprite, movable sprite, sprite}
realizes-: {}