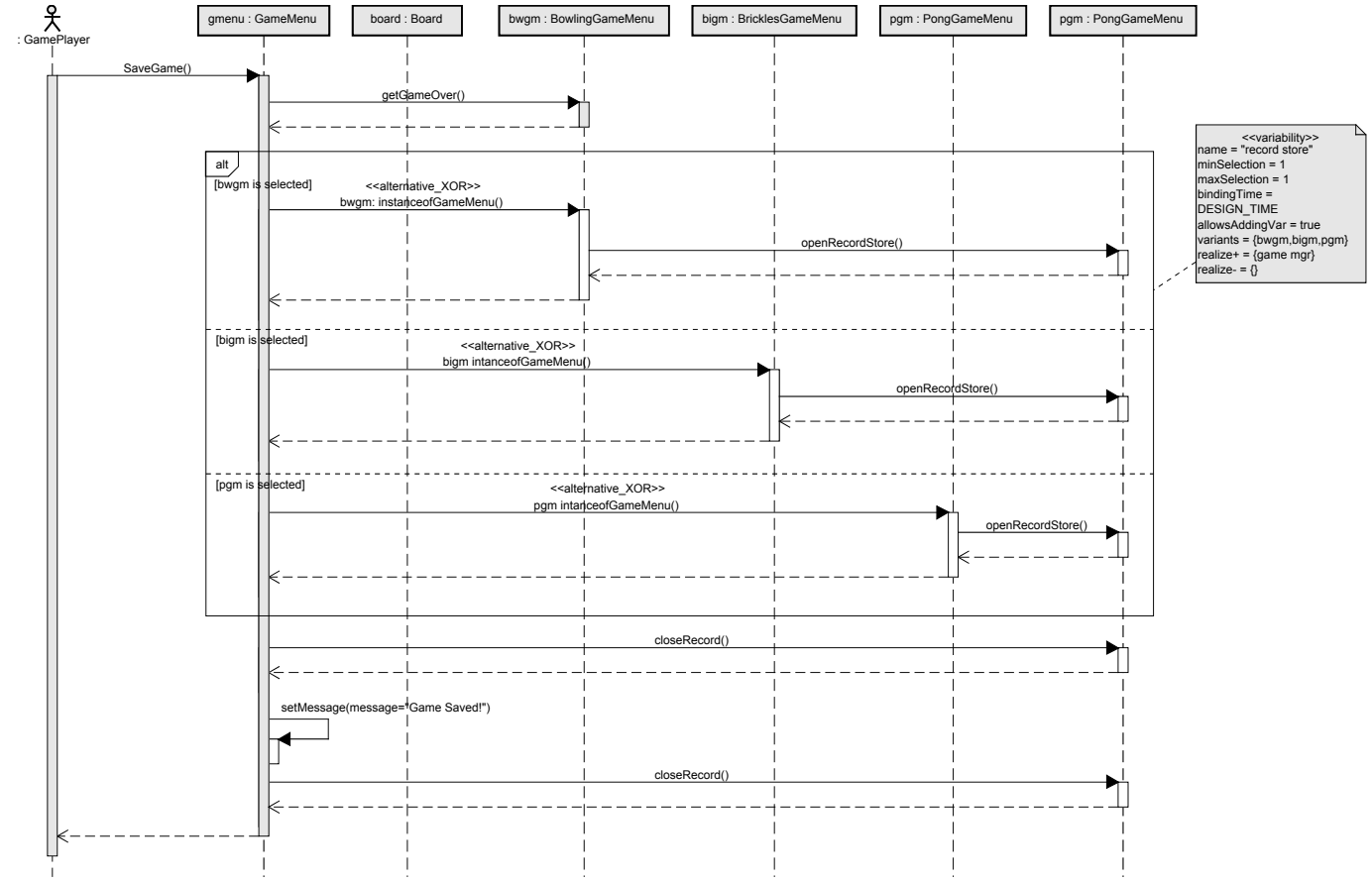
: GamePlayer
gmenu : GameMenu
board : Board
bwgm : BowlingGameMenu
bigm : BricklesGameMenu
pgm : PongGameMenu
pgm : PongGameMenu
SaveGame()
getGameOver()
alt
[bwgm is selected]
<<alternative_XOR>>
bwgm: instanceofGameMenu()
openRecordStore()
[bigm is selected]
<<alternative_XOR>>
bigm intanceofGameMenu()
openRecordStore()
[pgm is selected]
<<alternative_XOR>>
pgm intanceofGameMenu()
openRecordStore()
closeRecord()
setMessage(message="Game Saved!")
closeRecord()
<<variability>>
name = "record store"
minSelection = 1
maxSelection = 1
bindingTime =
DESIGN_TIME
allowsAddingVar = true
variants = {bwgm,bigm,pgm}
realize+ = {game mgr}
realize- = {}