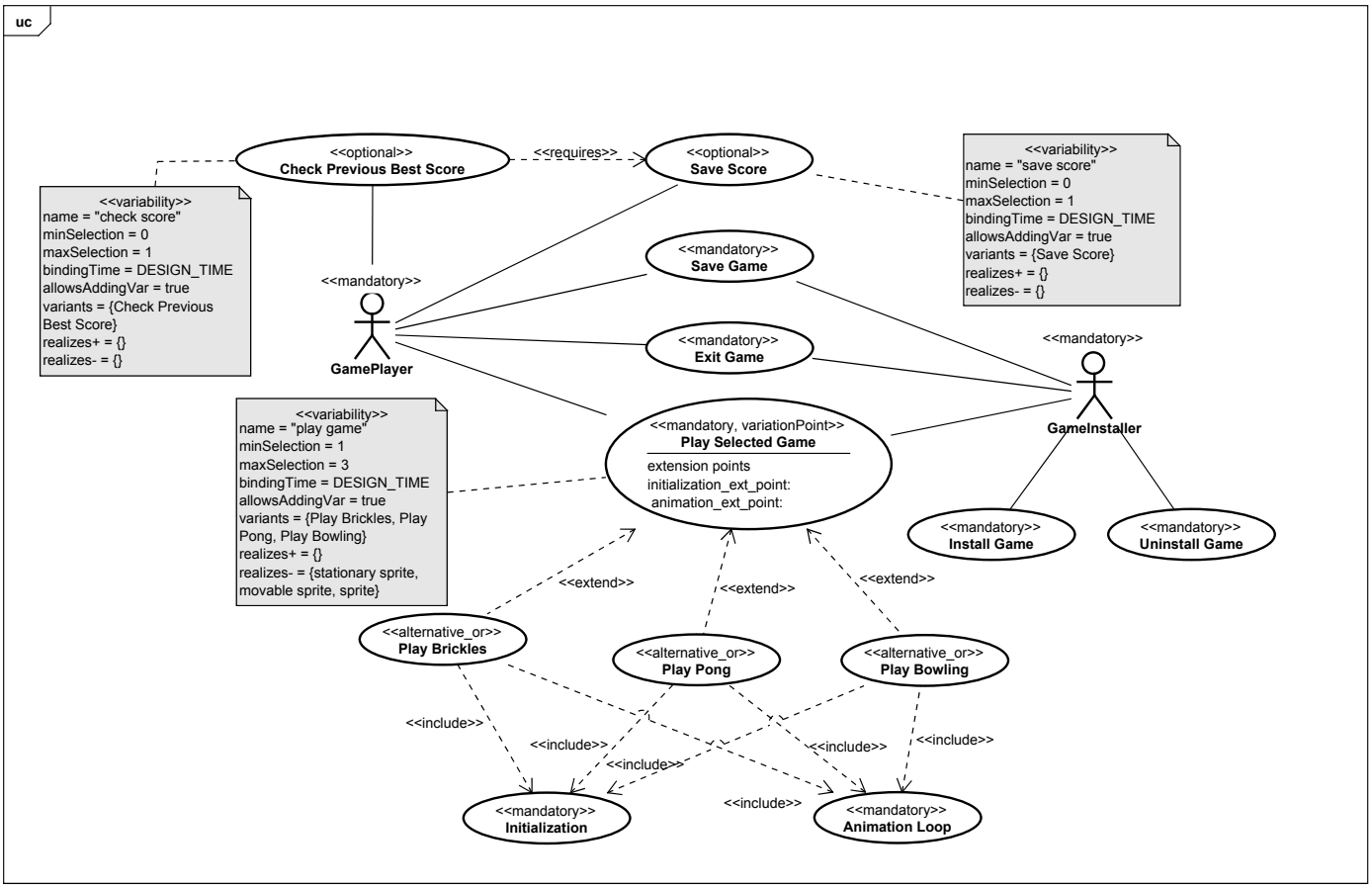
uc
<<optional>>
Check Previous Best Score
<<requires>>
<<optional>>
Save Score
<<variability>>
name = "check score"
minSelection = 0
maxSelection = 1
bindingTime = DESIGN_TIME
allowsAddingVar = true
variants = {Check Previous Best Score}
realizes+ = {}
realizes- = {}
<<variability>>
name = "save score"
minSelection = 0
maxSelection = 1
bindingTime = DESIGN_TIME
allowsAddingVar = true
variants = {Save Score}
realizes+ = {}
realizes- = {}
<<mandatory>>
GamePlayer
<<mandatory>>
Save Game
<<mandatory>>
Exit Game
<<mandatory>>
GameInstaller
<<variability>>
name = "play game"
minSelection = 1
maxSelection = 3
bindingTime = DESIGN_TIME
allowsAddingVar = true
variants = {Play Brickles, Play Pong, Play Bowling}
realizes+ = {}
realizes- = {stationary sprite, movable sprite, sprite}
<<mandatory, variationPoint>>
Play Selected Game
extension points
initialization_ext_point:
animation_ext_point:
<<mandatory>>
Install Game
<<mandatory>>
Uninstall Game
<<extend>>
<<extend>>
<<extend>>
<<alternative_or>>
Play Brickles
<<alternative_or>>
Play Pong
<<alternative_or>>
Play Bowling
<<include>>
<<include>>
<<include>>
<<include>>
<<include>>
<<include>>
<<mandatory>>
Initialization
<<mandatory>>
Animation Loop