

Project Multitris
Group 23
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5. Design Details

5.1 Class Responsibility Collaborator (CRC) Cards

Class ApplicationStateManager	
Responsibilities - Redirects input depending on the current ApplicationState.	Collaborators InputManager ApplicationState

Abstract Class ApplicationState	
Responsibilities - Superclass for the different states.	Collaborators ApplicationStateManager

Class MenuState	
Responsibilities - Renders menu. - Handles menu actions.	Collaborators ApplicationStateManager

Class LobbyState	
Responsibilities - Renders the lobby. - Handles lobby actions.	Collaborators ApplicationStateManager ClientCommunication

Class GameSessionState	
Responsibilities - Renders the current game session. - Handles game session actions.	Collaborators ApplicationStateManager ClientCommunication

Class GameLogic	
Responsibilities - Handles game logic.	Collaborators Player Board

Class Board	
Responsibilities - Stores fixed Bricks.	Collaborators GameLogic Brick

Class Brick	
Responsibilities - Knows which player it belongs to. - Knows brick type (powerup?).	Collaborators Board

Class Piece	
Responsibilities - Has a list of bricks contained in the piece.	Collaborators Brick PieceGenerator Player

Class PieceGenerator	
Responsibilities - Generates pieces for players.	Collaborators Piece Player

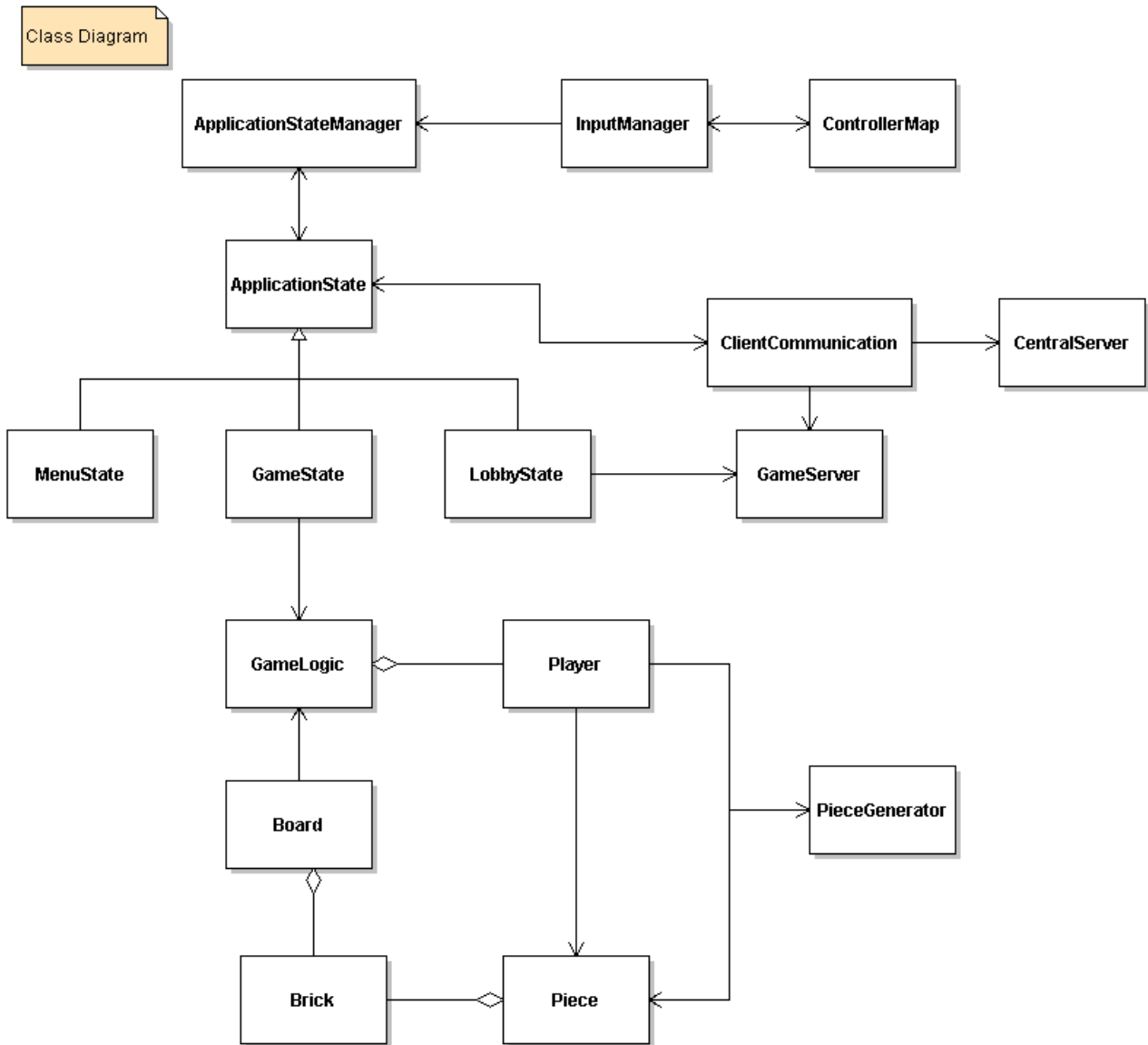
Class Player	
Responsibilities - Keeps track of the player's current piece. - Keeps track of the player's powerups. - Keeps track of player info.	Collaborators PieceGenerator GameLogic Piece

Class InputManager	
Responsibilities - Interprets and forwards player actions.	Collaborators ApplicationStateManager ControllerMap

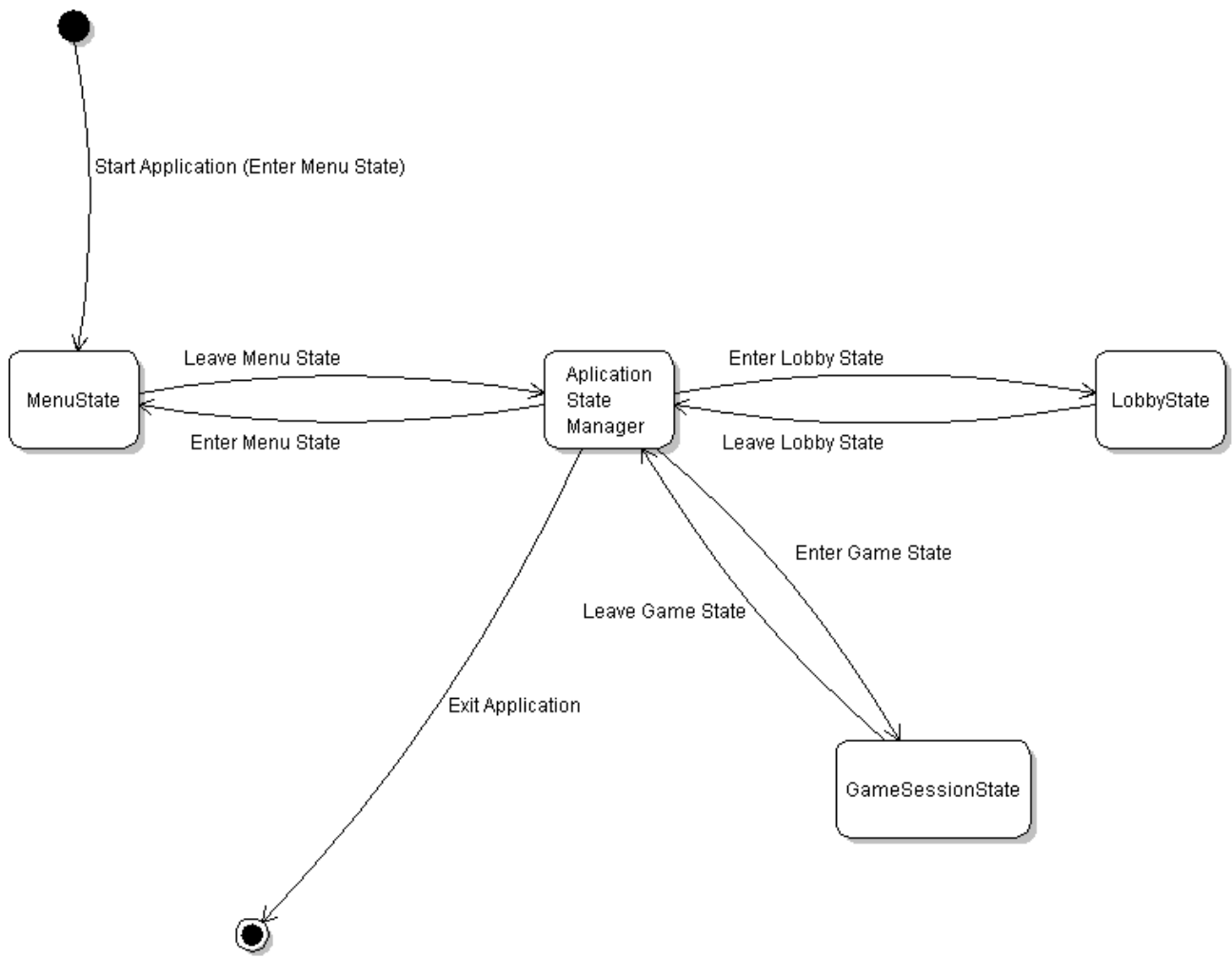
Class ClientCommunication	
Responsibilities - Handles network communication.	Collaborators GameServer CentralServer ApplicationState

Class ControllerMap	
Responsibilities - Translates player input into commands.	Collaborators InputManager

5.2 Class Diagram

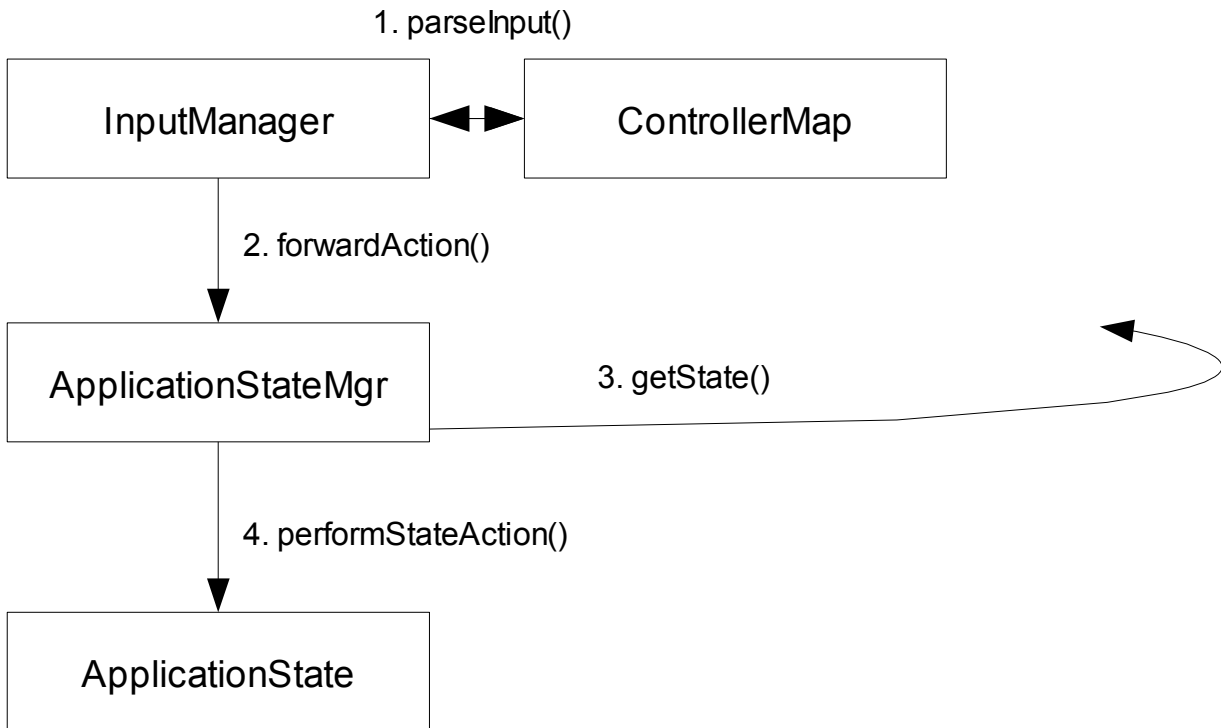


5.3 State Charts

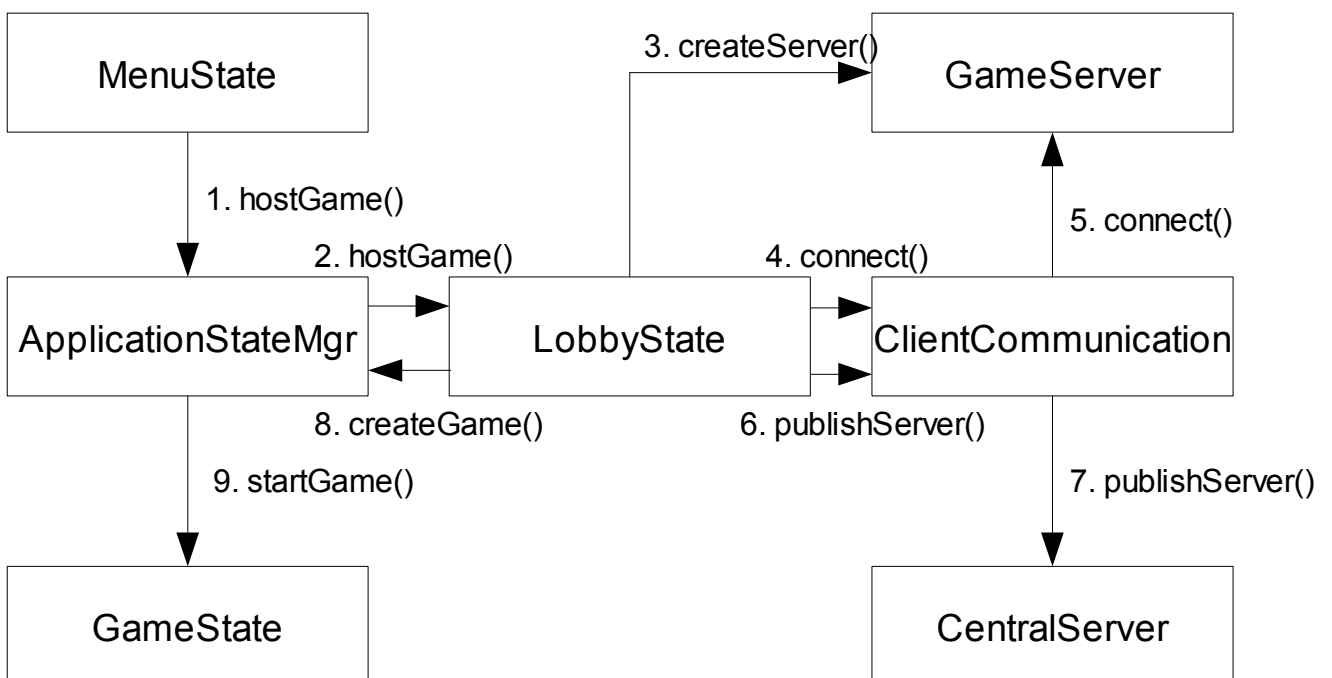


5.4 Interaction Diagrams

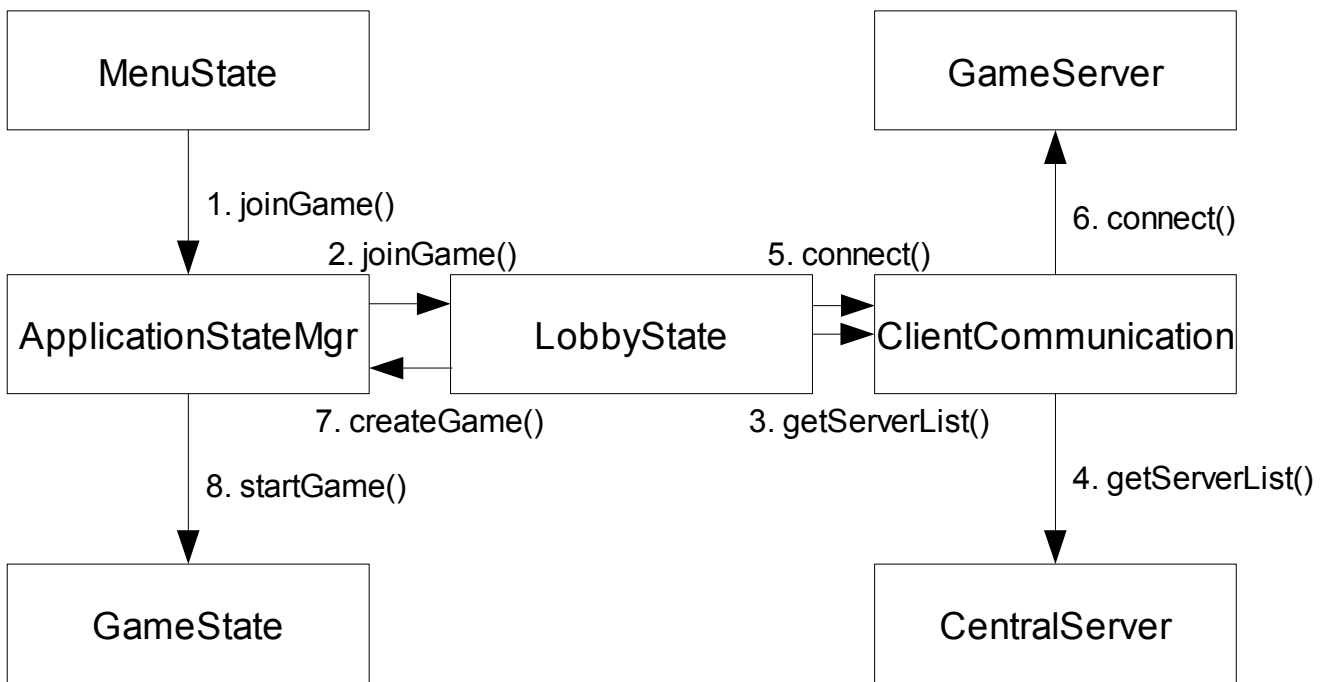
5.4.1 General Input Handling



5.4.2 Host Game



5.4.3 Join Game



5.4.4 Singleplayer game

