

Project Hellknöw

Group 3

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5.1 Class Responsibility Collaborator (CRC) Cards

Class Display

Responsibilities

Displays graphical information in a frame.

Collaborators

Graphics
Game Engine
Object
Images

Class Graphics

Responsibilities

Provides methods for displaying information on the screen.

Collaborators

Display

Class Images

Responsibilities

Store images in the memory.

Collaborators

Display
Object

Class Game Engine

Responsibilities

Handles game flow. Contains main game loop.

Collaborators

Display
Object
Communication
Input
Sound
Physics

Class Object

Responsibilities

Store information about the object itself.

Collaborators

Game Engine

Class Stationary

Responsibilities

Have properties that stationary objects have.

Collaborators

Object

Class Movable

Responsibilities

Have properties that movable objects have.

Collaborators

Object

Class Physics

Responsibilities

Handles the interaction between the objects and the Game Engine world.

Collaborators

Class Communication

Responsibilities

Communicates with the other server.

Collaborators

Game Engine

Class Input

Responsibilities

Parse input from the user.

Collaborators

Game Engine

Class Sound

Responsibilities

Provides methods for playing sound in the user's speakers.

Collaborators

Game Engine
Sounds

Class Sounds

Responsibilities

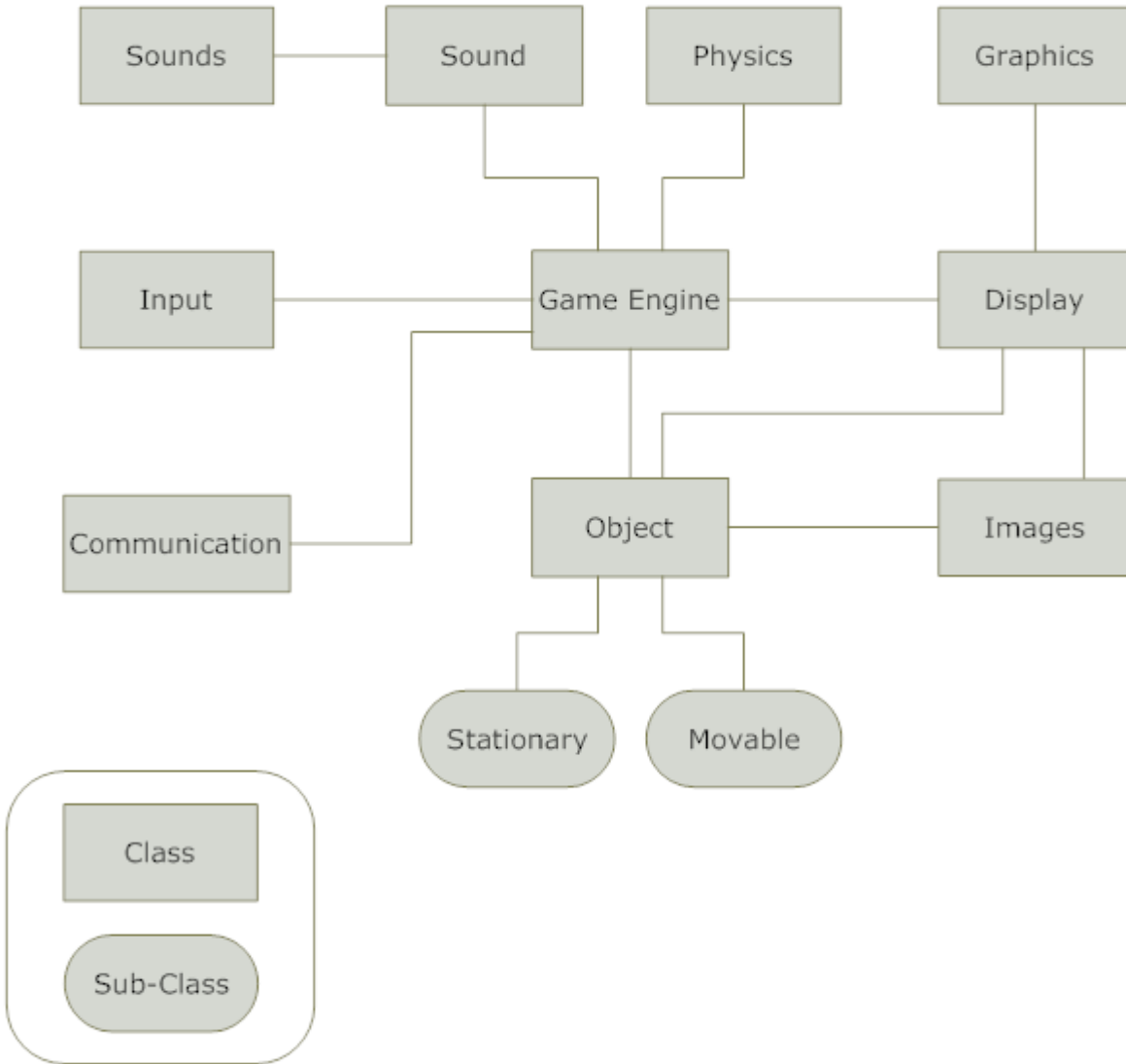
Store all sounds in memory.

Collaborators

Sound

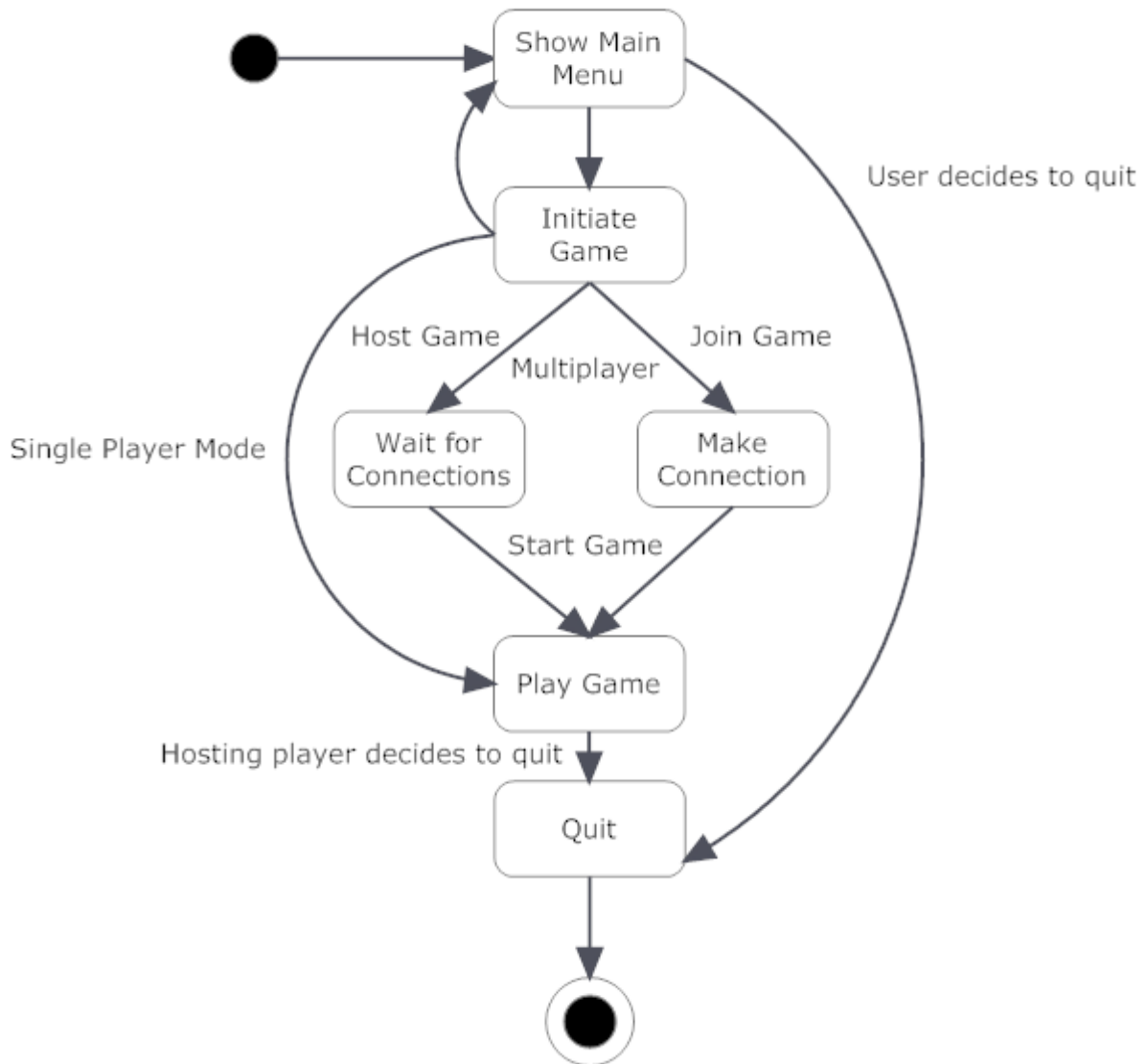
5.2 Class Diagram

Class Structure for Hellknöw



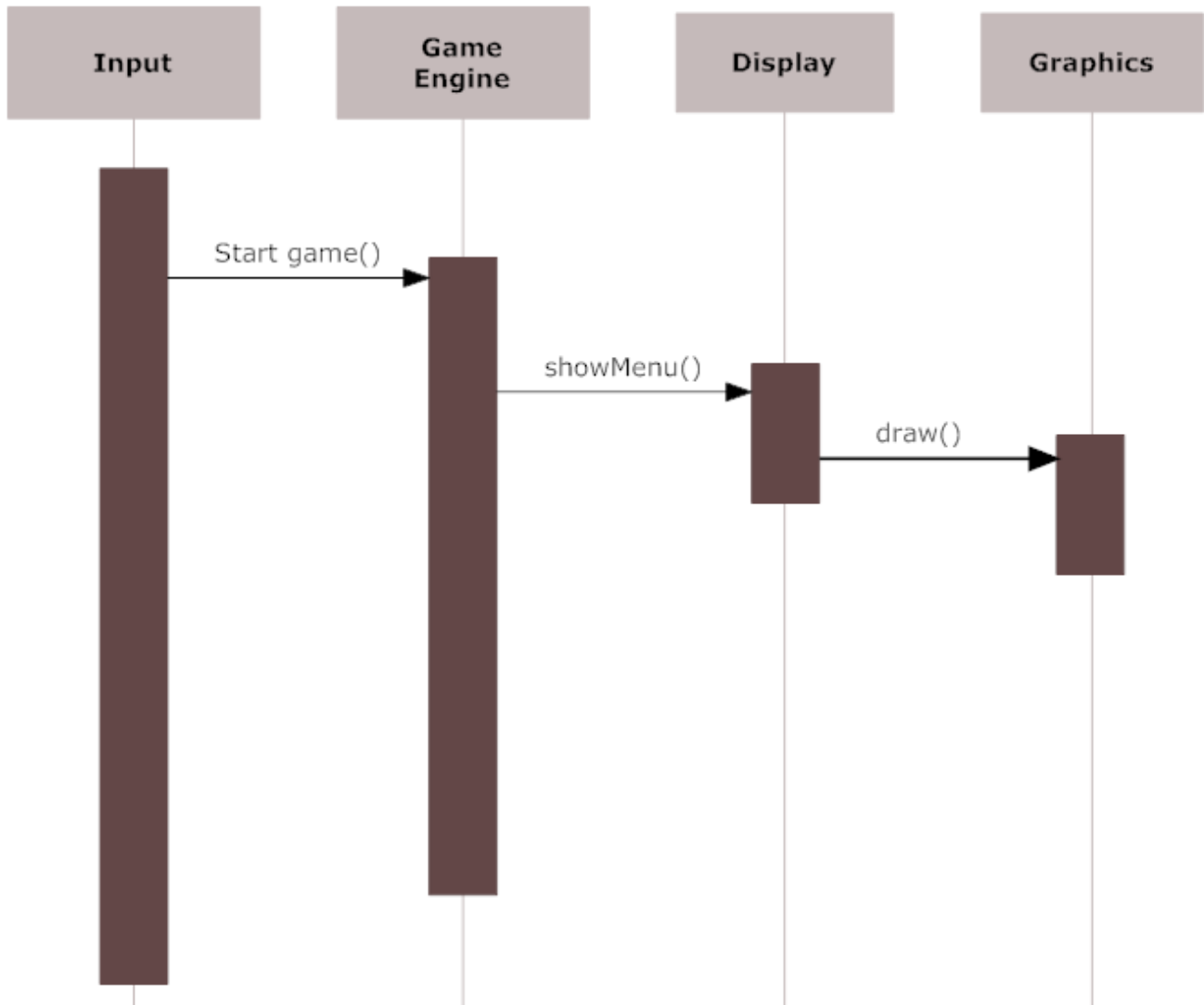
5.3 State Chart

State Chart for a game session

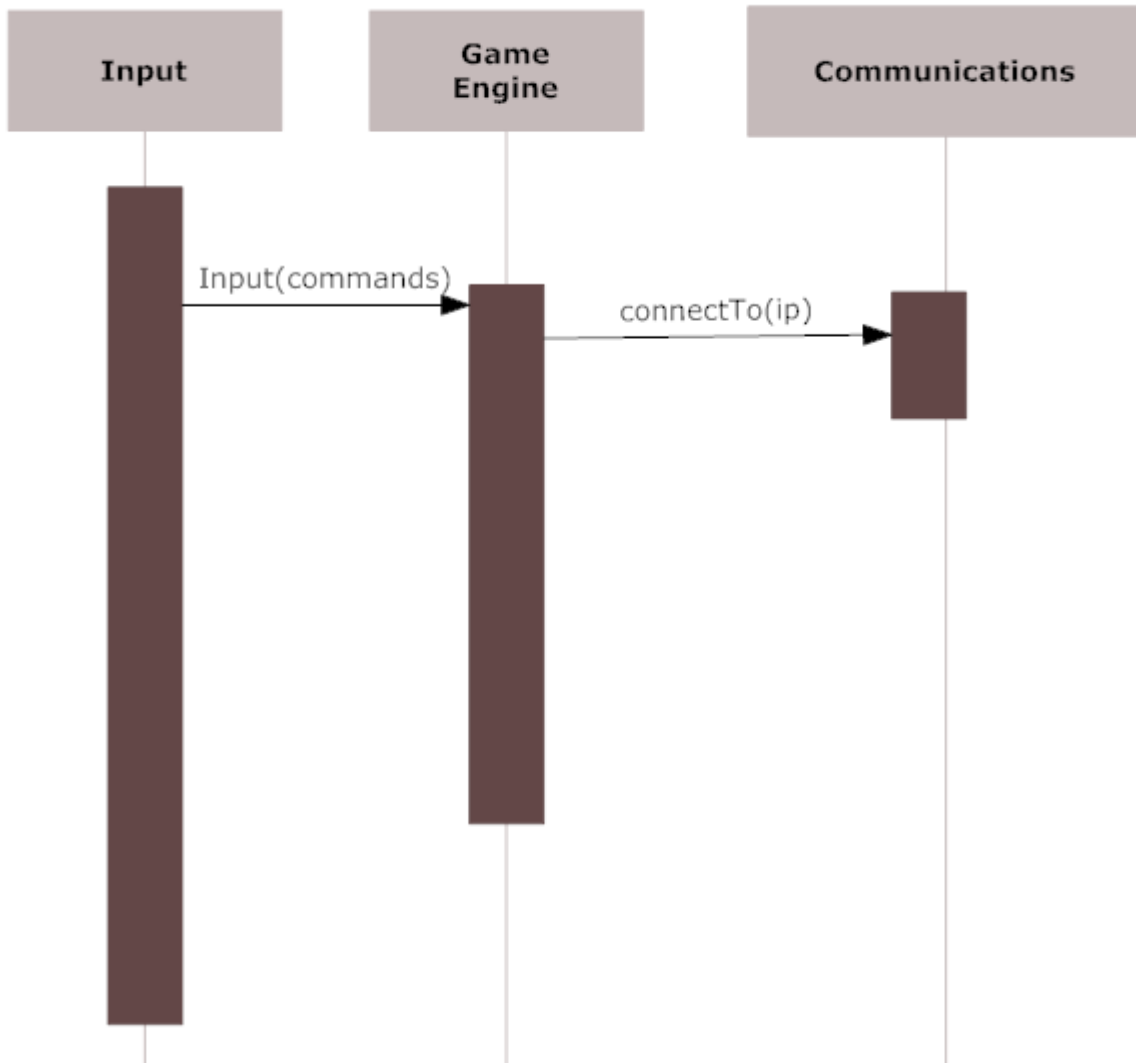


5.4 Interaction Diagrams

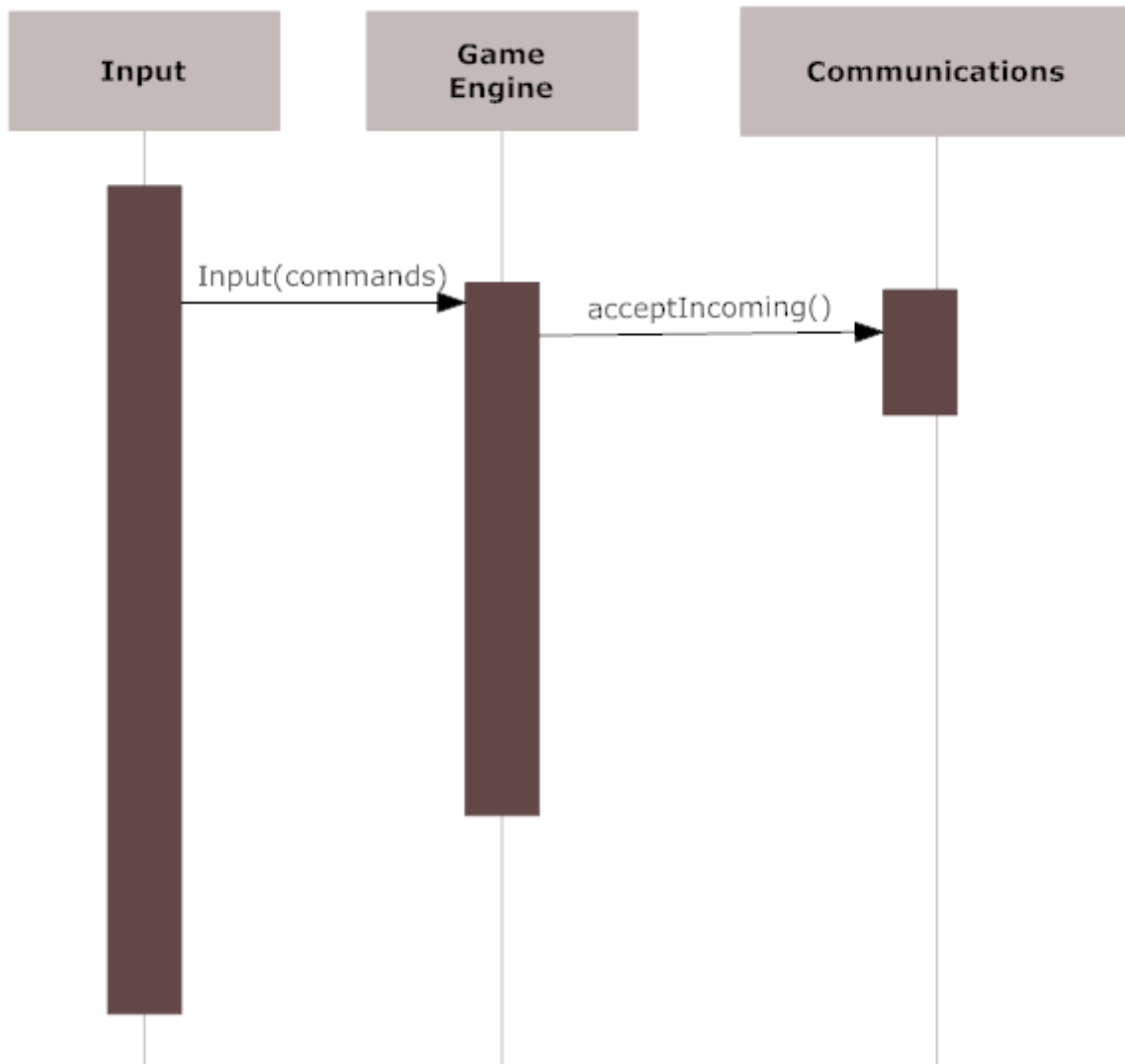
Start the game



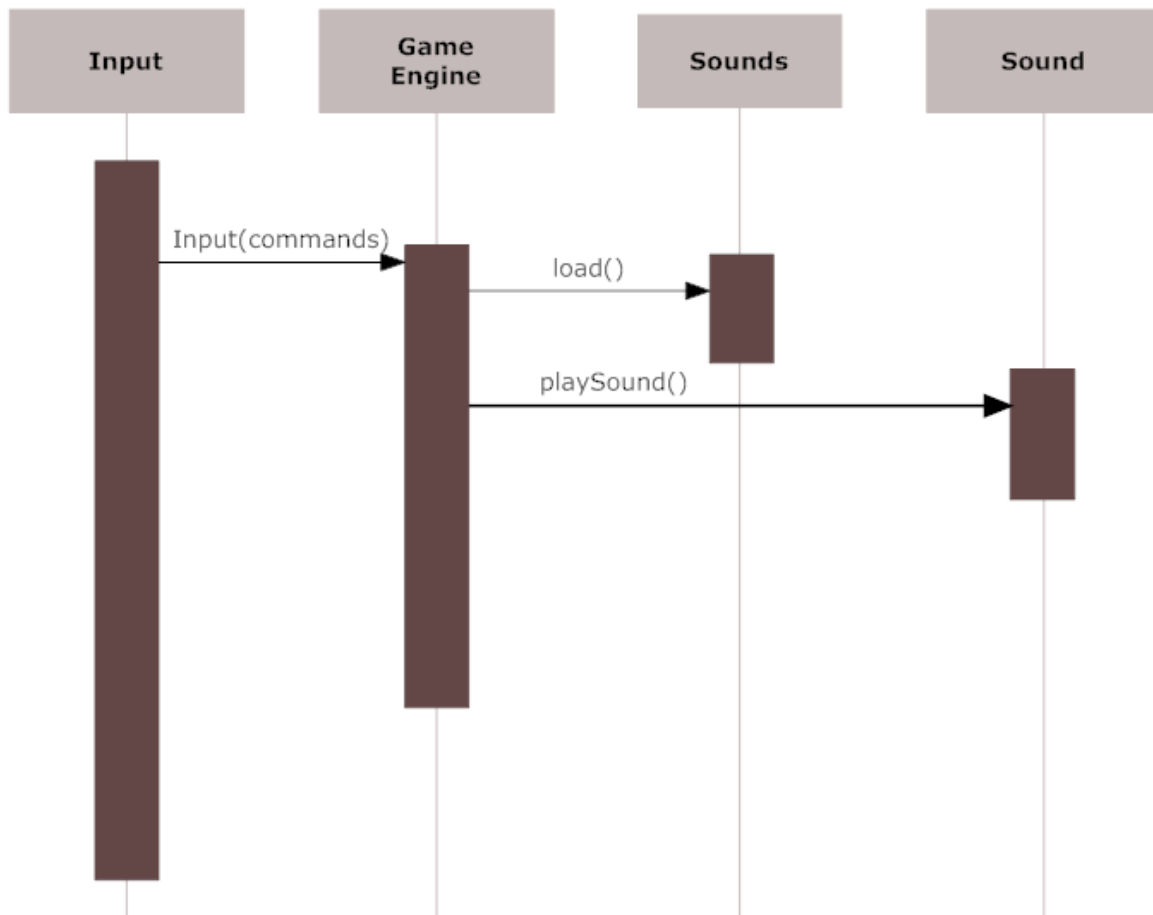
Join a game



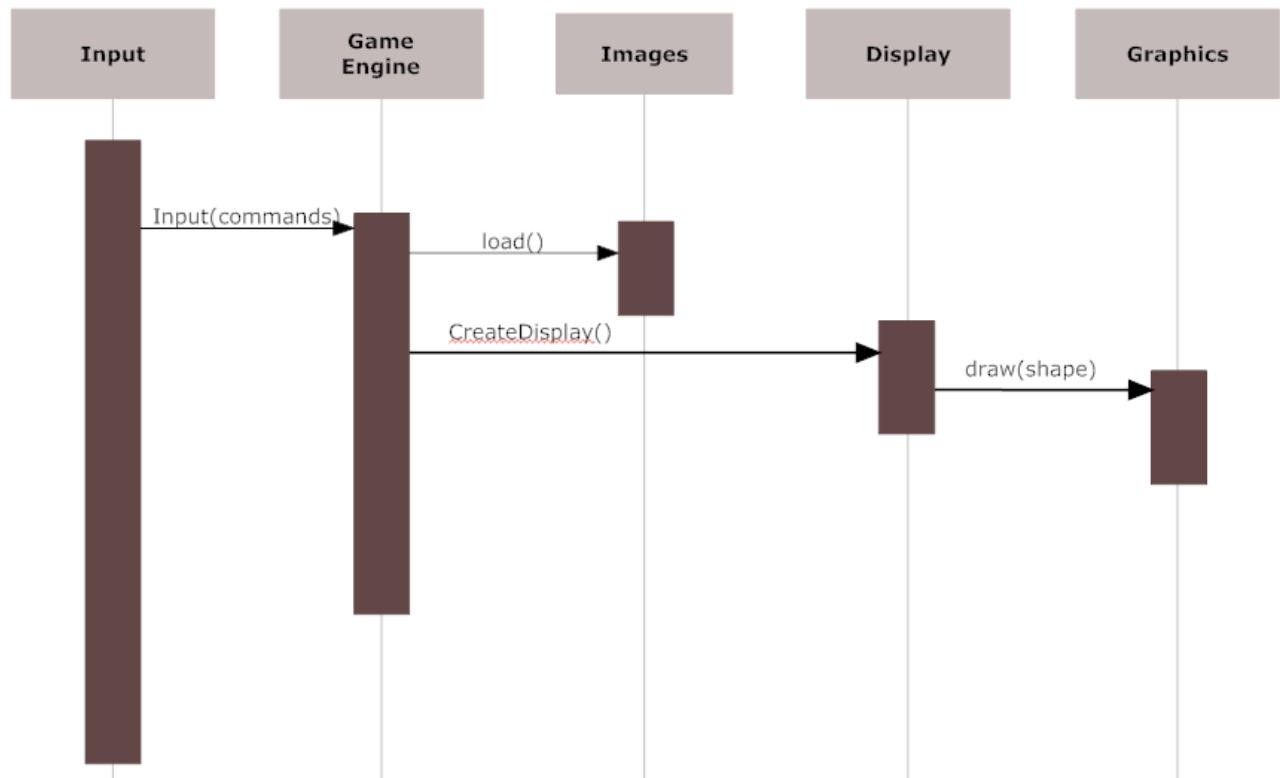
Host a game



Play sound



Display graphics



Update object

