

'Balls of Steel'

Group 4

John Laurin
Joakim Åkerlund
Milan Ivanovic
Daniel Öberg
Christoffer Lundell Johansson

5.1 Class Responsibility Collaborator (CRC) Cards

FileWrapper	
Responsibilities	Collaborators
Main task is to loads data from the file-system and then distribute it to the collaborators. It also handles saving of high-score and the currently active level and the remaining time.	Graphics Data Game Data Menu

Menu	
Responsibilities	Collaborators
Provides different options, including new game, continue game, view high-score, settings, exit, which the player can choose between.	FileWrapper Input

Input	
Responsibilities	Collaborators
Retrieves direct input from the mobile phone's key/touchpad.	Menu Game Logic

Game Logic	
Responsibilities	Collaborators
The game logic will be the central core of the game and will organize and call upon the other classes.	Input Rendering Audio Physics AI

Rendering	
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Responsibilities	Collaborators
Presents the graphic upon the screen.	Game Logic Graphics Data

Audio	
Responsibilities	Collaborators
Handles the sound and music output.	Game Logic

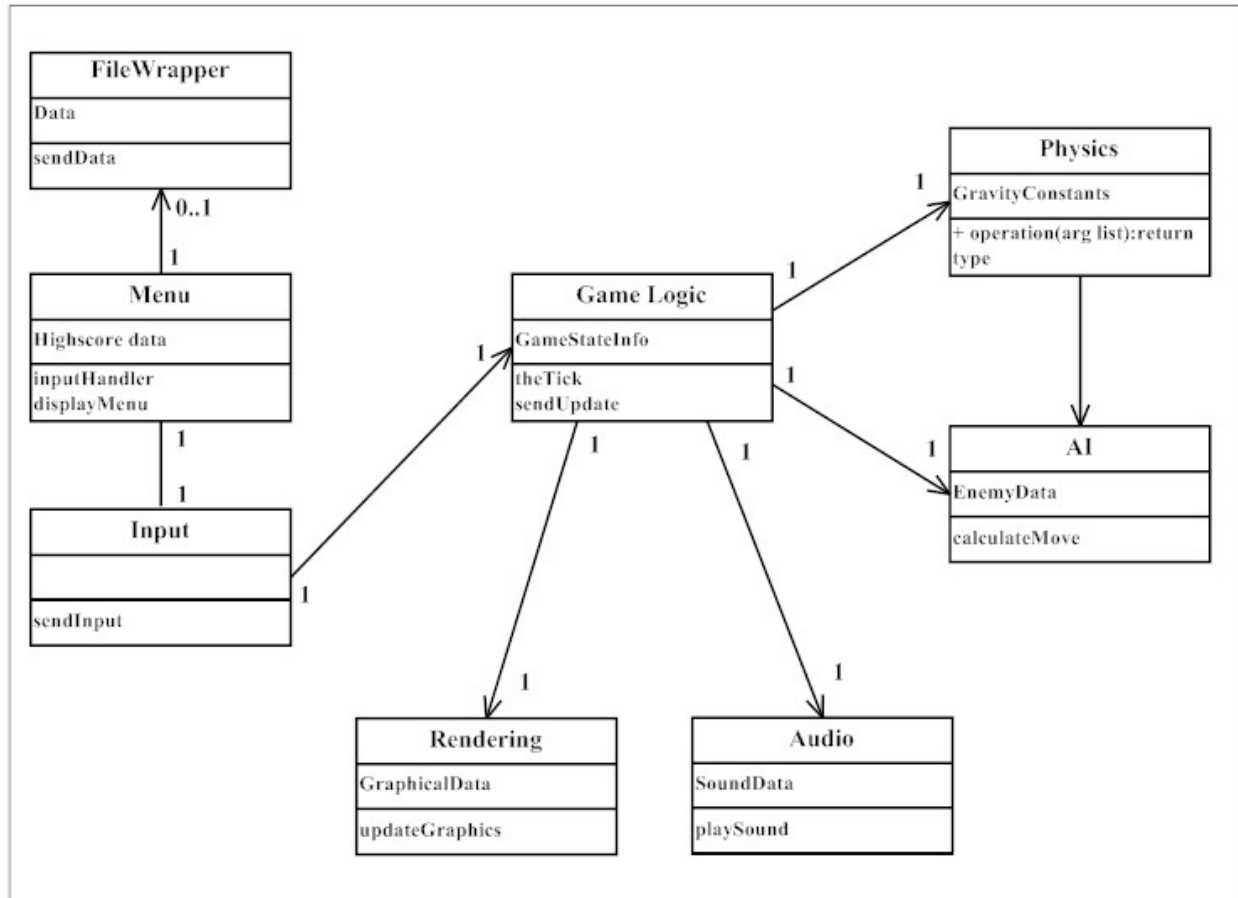
AI	
Responsibilities	Collaborators
Handles the movement and action of the obstacles and enemies.	Game Logic Physics Game Data

Physics	
Responsibilities	Collaborators
Handles the calculations for the gravity and collision detection.	Game Logic AI

Game Data	
Responsibilities	Collaborators
Organizes Game Data	

Graphics Data	
Responsibilities	Collaborators
Organizes Graphics Data	

5.2 Class Diagram

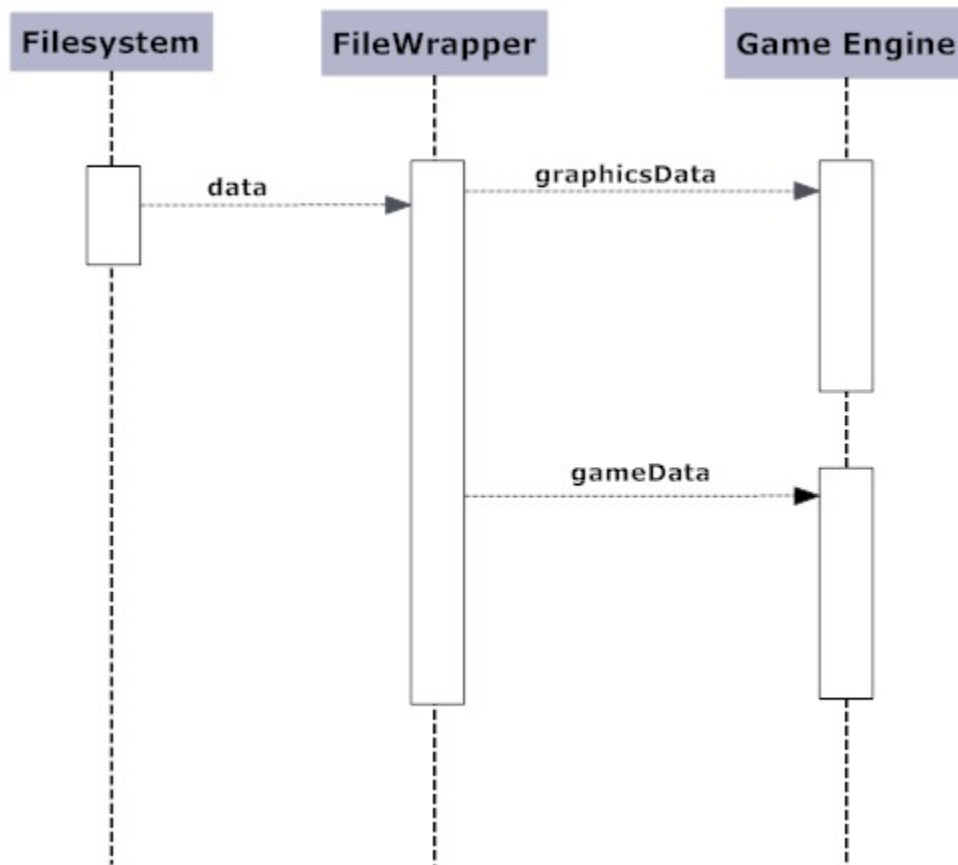


5.3 State Charts

Not appropriate for this project.

5.4 Interaction Diagrams

Loading data sequence diagram



Gameplay sequence diagram

