

CRC Cards

The CRC cards were originally done on paper during the design process but have been transferred on to Google Docs for clarity.

User Interface

GUI

Coordinator, controller, interfacier

Responsible for rendering the map of the game
Enables player to create move or destroy Buildings (Interact with CampusMap)
Provides a place for OnScreenDisplay to be rendered on and for Popups to be displayed on

Sound
OnScreenDisplay
CampusMap
Popup

OnScreenDisplay

Coordinator, controller, interfacier

Overlays the main game and provides options for the user to interact with
Knows and displays current budget, time and satisfaction value
Knows and displays the buildings that are available to buy as well as their prices

GameTimer
StudentSatisfaction
Budget
Building
PauseMenu
Sound

PauseMenu

Coordinator, controller

Uses Popup to display the pause screen
Provides a welcome message at the start of the game
Provides options to adjust sound volume
Communicates with Sound to adjust volume
Pauses the game when it is active by communicating with GameTimer

Sound
GameTimer
Popup

Popup

Service provider

Displays information on the screen when prompted
Provides win/lose information at the end of the game

GUI
EventManager
Sound
ControlGuide
StudentSatisfaction

Sound

Service provider, information holder

Knows the sound effects and game music
Plays the relevant sound effect when prompted
Plays the game music throughout the game
Controls the volume of sounds and adjusts this when prompted

GUI
OnScreenDisplay
Popup
PauseScreen

ControlGuide

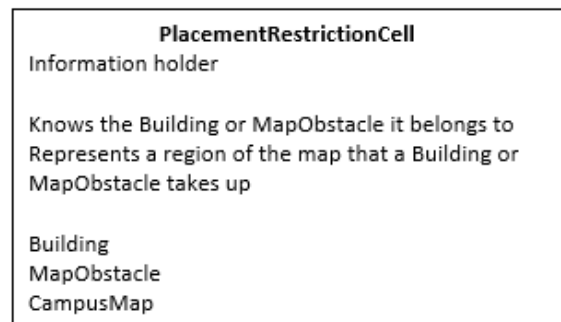
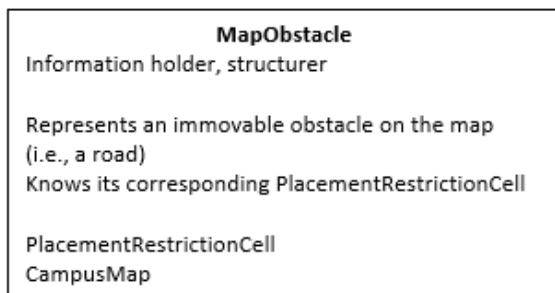
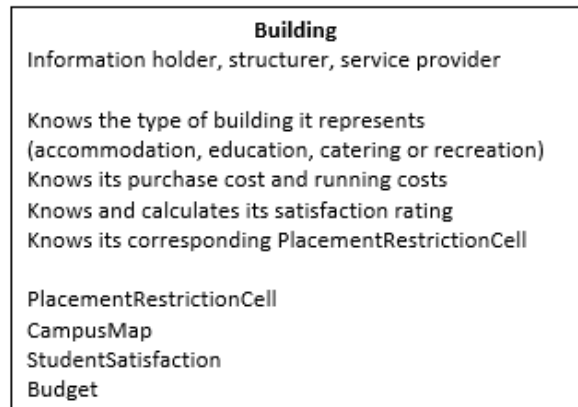
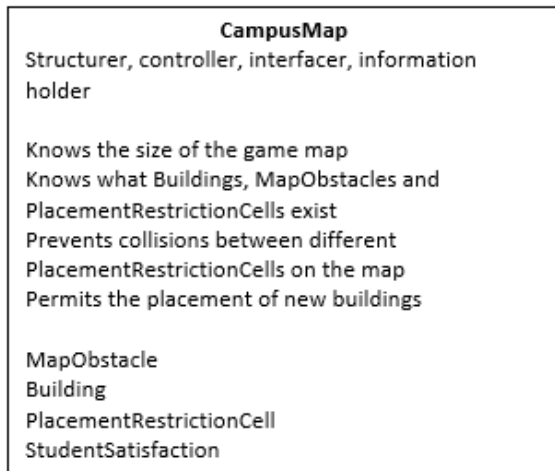
Information holder, service provider, coordinator

Knows tutorial information
Displays tutorial information on screen when prompted by using Popup

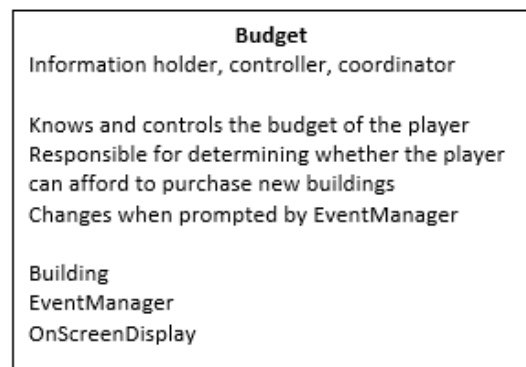
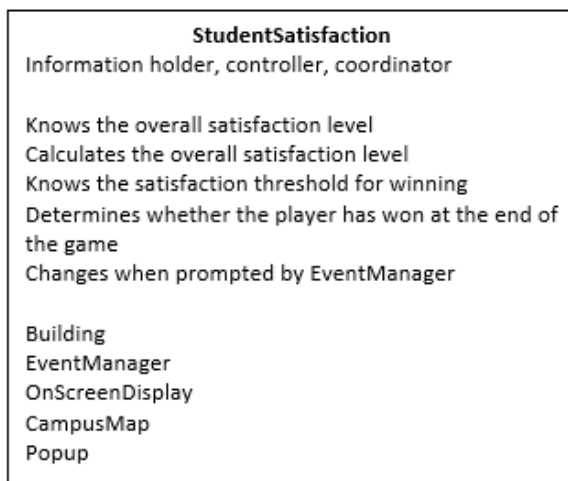
GUI
Popup
GameTimer

Game Logic

Map



Game metrics



Timer and event control

