C Sc 335 Analysis and Design Artifacts for Final Project

1. Team Name: fgrep

2. Team Members: Katie Pan, Niven Francis, Vinit Patel, Nick Forbes

3. Candidate Objects or Class Hierarchies

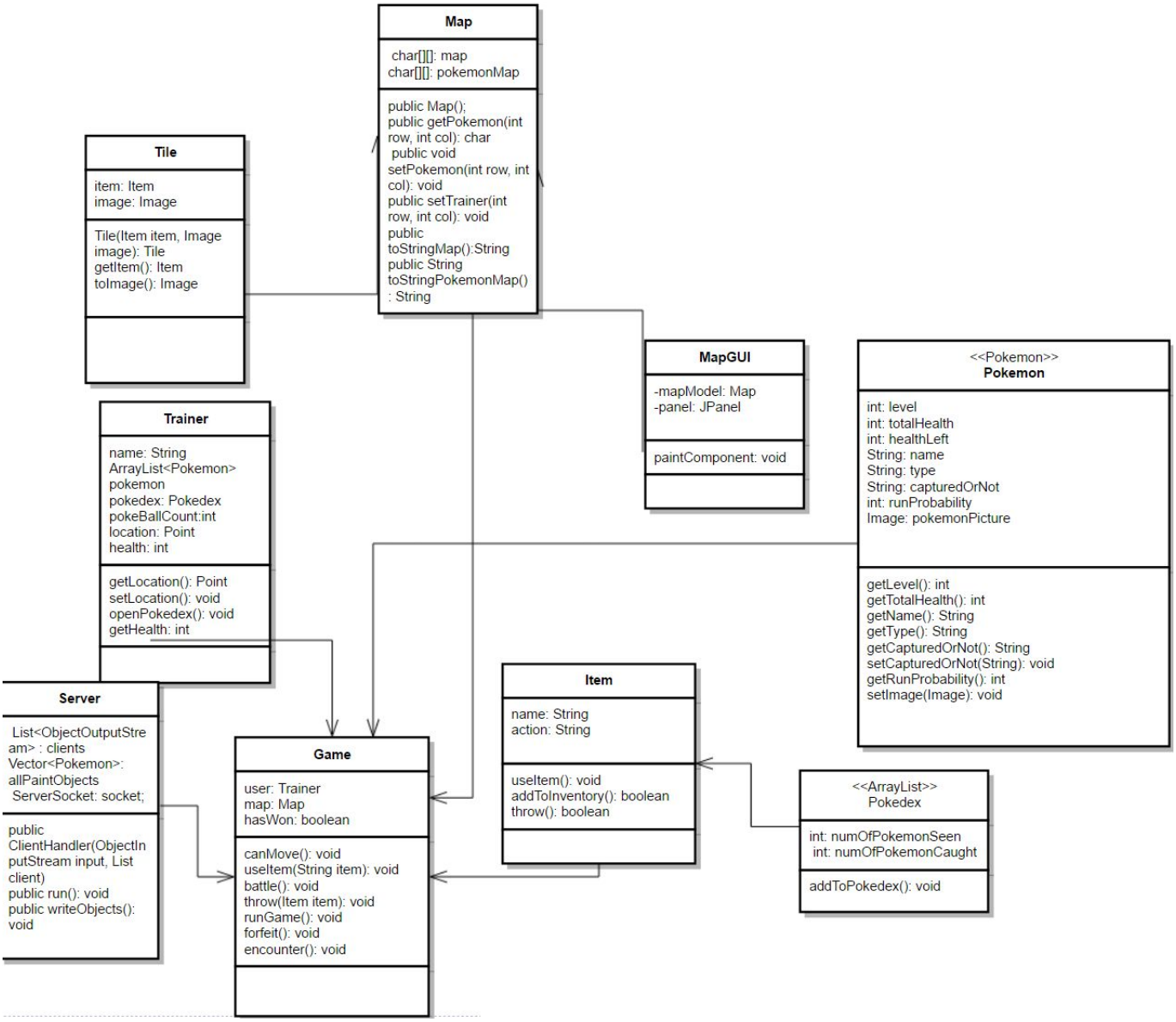
4.UML: https://www.gliffy.com/go/share/saqomygli9c3cxnoa1r1

List the most important objects, or the name of an inheritance hierarchy, and the main responsibility.

Candidate Object	Single Responsibility in 1 or 2 sentences
Pokemon (Abstract)	Gives a template for each pokemon.
Game	Holds map and player objects. Allows moving around and holds networking logic.
Map	A 2d array of game tiles. Each tile holds information about what is in it. i.e Pokemon, item, pictures.
Tile	Holds information for a specific part of the map whether a square is movable, what pokemon is held on a sqaure etc.
Item	A superclass for information on items such as name and picture.
MapGUI	A class which holds the gui for the map. Can be passed a Map model and will draw the map on screen.
Trainer	A class which holds the trainer. Will contain information about the items and pokemon the trainer currently has.
Server	A server which holds the state of the game and passes it back and forth between the client.
Pokedex	Holds the pokemon and which have been seen and caught.

4. Class Diagram: Your team UML Class Diagram must show at least all of your candidate objects from above. Show any relationships between them the classes such as inheritance or interface implementation. Draw general associations such as dependency or aggregation. Label some to help explain things. Add any multiplicity adornments that seem appropriate. Use notes to explain things if you feel it will help. Each UML class must show the class name. For full credit, each class must have an average of at least one attribute per class. There must be an average of at least 2.0 methods per class, which may be implicit (no need to repeat methods) if the class implements a Java interface with methods shown there.

This class diagram may be written by hand and scanned or drawn with any UML editor or drawing program



5. <u>Sequence Diagram:</u> Your team UML Sequence Diagram should show the most important scenario you can think of. Your sequence diagram should show most of your objects from above and how they communicate with each other.

This Sequence Diagram may be written by hand and scanned or drawn with any program or sequence diagram editor such as https://www.websequencediagrams.com/#

Acquiring Pokemon