Assignment 2 (full SWE project)

**it is required to build a software application in one of the following domains**

1- embedded systems (microwave, washing machines) the system has safety consideration and switch from one state to another

2- social educational games each user has profile, score and history of games he participated in, there is a bank of Q and A each player can submit one question a day and question get reviewed by some admins and then published

3- Virtual Reality Educational game based on topics from one course, students have levels and the course is divided into stages and each student must complete all stages before he proceed to the final stage, the course stages can be edited and updated by course instructors

in teams of 1/2/3 create the following

1- user stories

2- functional and nonfunctional requirements

3- list all stakeholders and hence create a use case diagram

4- provide use case description for at least two use cases

5- create all required development UML models like

class diagram, time sequence diagram, state diagram,

6- provide short research about the main system users UX and design at least two UI screens.

**what to hand:**

a word document containing all text diagrams, models and

a presentation in ppt.pptx similar to the library case study

possibly use draw.io for your diagrams either copy and paste or have link for the diagram in your word document

**Deadline 14 January 2022**

Submission status

This assignment will accept submissions from **Monday, 10 January 2022, 12:00 AM**