

# Lab 3: Conceptual Models

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## Group: 13

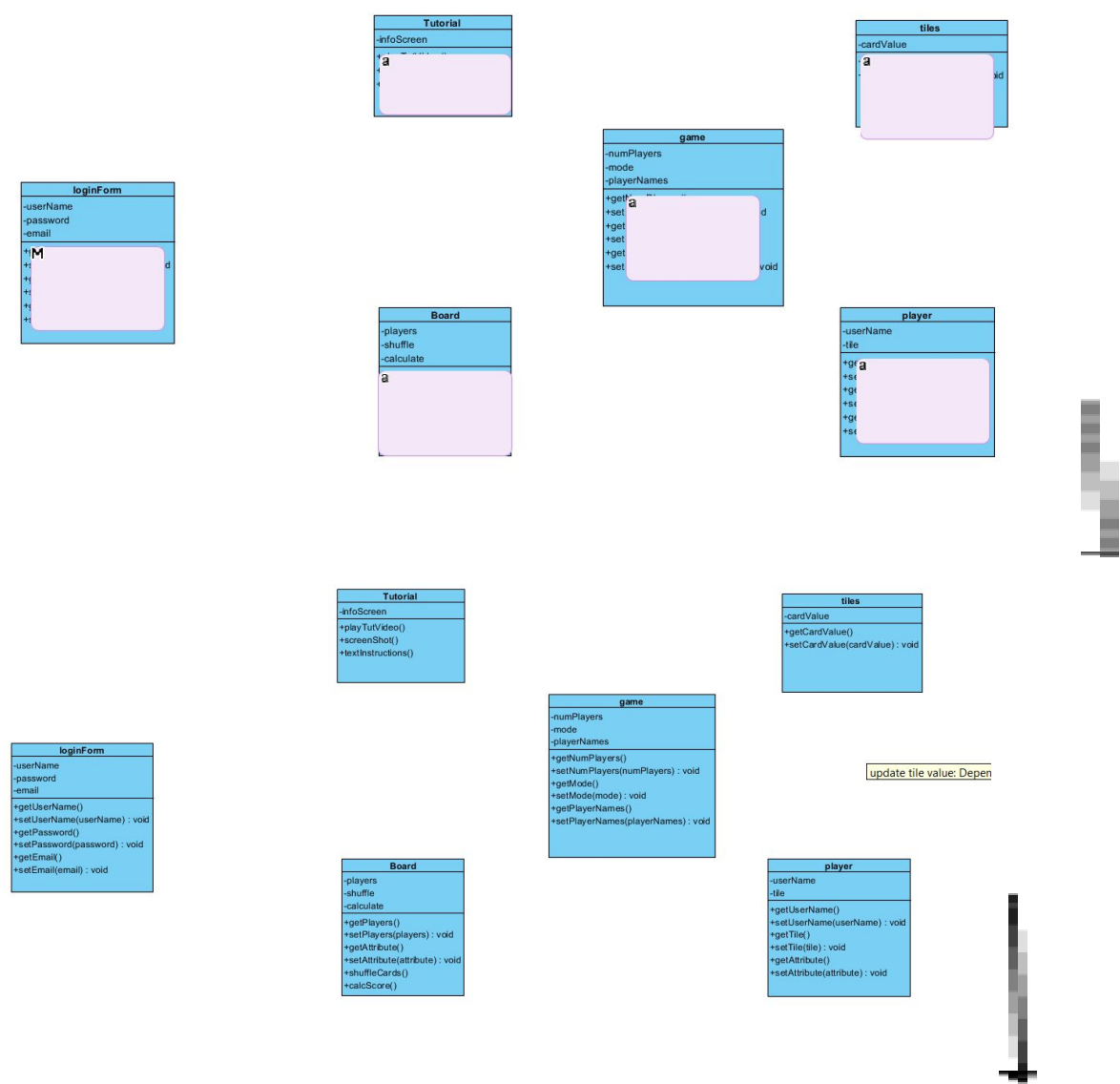
Scenario: Gameplay

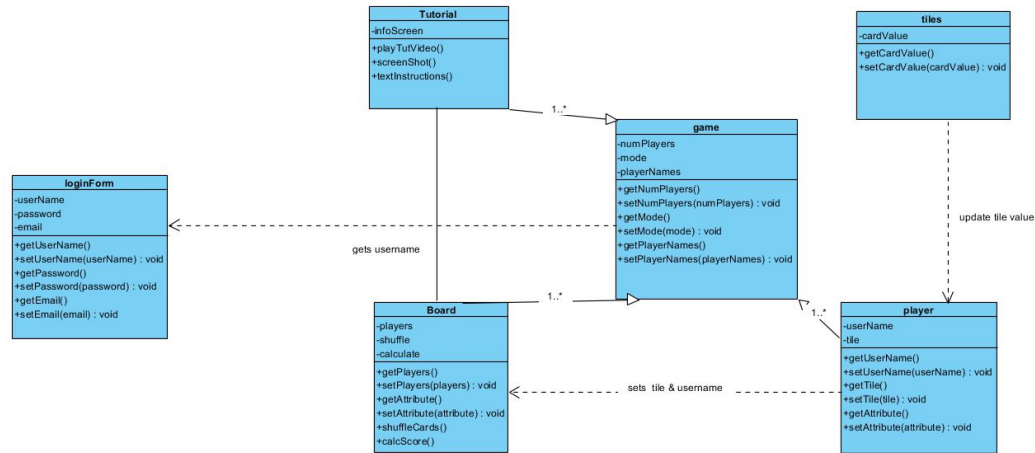
If a registered end user wants to return to the game another time, he must first login. The database will check if the form submitted corresponds to any login info in the database. Then if correct, he will login and be prompted to play a tutorial. He can either skip the tutorial and go right into gameplay or play the tutorial and then go to gameplay

Noun phrases table:

Noun phrases	Objects	Attributes	Actors	Irrelevant
Player, Database			Important Actors	
Login Form, Board, Tiles, Tutorial	Important concepts			
Shuffle, starter, Calculations		Attributes of Board		
Video Playback, Screenshots with Instructions		Attributes of Tutorial		
Card Values		Attribute of tiles		
Fields, conflict, Username,				x

Password, Email				
Gameplay				Irrelevant Noun Phrases (Parts of Login Form, Examples, etc.)





Class	Responsibilities
Tutorial	Play the tutorial video, screenshot/text instructional page
Game	Num & names of players, Game Mode,
Board	Players, Shuffle tiles, Calculate tile values/scores
Tiles	Get and Set card values
Login Form	Username, email, password
Tiles	Get and set tiles as well as their values