

Name: \_\_\_\_\_

Andrew ID: \_\_\_\_\_

## Trouble Rules:

2-4 players are trying to move their pieces from their home to their finish zone. Players roll a D6 and move their pieces clockwise, rolling a 6 lets them roll again. To exit their home zone, they must roll a 6 and move a piece from their home to their start position. Landing on an opponent's piece sends it back to the opponent's home zone. Players may not have two of their pieces in the same position. Exact rolls are required when moving to the finish zone. The first player to have all of their pieces in their own finish zone is the winner.

1. Circle the nouns and verbs in the above description.
2. Draw a domain model using the verbs and nouns that you circled.
3. Draw a system sequence diagram for the interaction *player takes a turn*.

4. Draw an object model for this game.

5. Draw an interaction diagram for this game.