

- About 8 components and 8+ design pattern
- Sign up for a group
- 15/10/2024 – initial UML planning (no code)
- Demo 15/16th – ideally, mark. Write the feedback
- Hopefully work with the online visual paradigm
- List of design patterns to use
- Write a report – 1 page at the end
- Note: git and Doxygen
- Each member makes 15 commits, and 3 closed pull requests – significant differences in design patterns.
- Global method/variable determined by the functionality of the entire project

Planning for UMLs

Buildings (using utilities)

- Component
 - o composite (hierarchy)
 - o building -> different types -> specific
 - o decorator (added functionality of the building types)

Utilities (using resources)

- component
 - o adapter – adapting from the buildings to be able to grant buildings functionality

Transportation

- components
 - o template – for different modes of transportation

Citizens

- variables
- connections
- components
 - o factory
 - o prototype

Government (observes stats, members and rest of city)

- managers of buildings/utilities/transportation/taxes etc.
- makes decisions based on the characteristics of the city
- components
 - o +- mediator
 - o Observer

Resources

- Component
 - o State / ~~Strategy~~

Taxes

- Component
 - o Strategy

City growth

- Components
 - o Iterator – goes through all structures to populate the different member