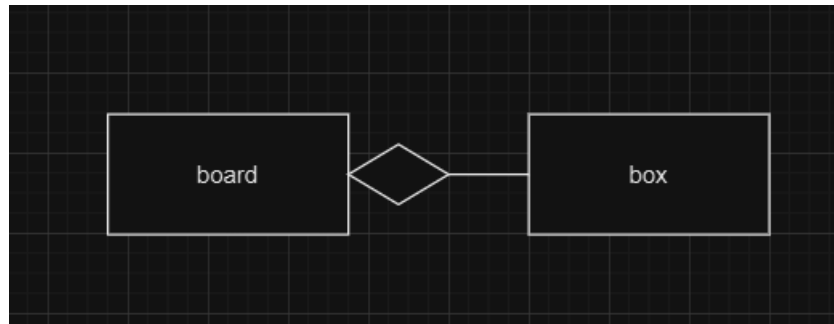


Software Engineering Exam documentation

Initial Class Diagramm

I initially thought, that I would have only two classes (board and box) and that they would have an aggregation as box is part of the board class, but can also exist on its own.



Changes of the initial class diagram

Apart from the board and box class, the program also includes the mark class which is used by both other classes. Board and box both have a composition towards the Mark class, as both of them would not work without the Mark class.

Technical decisions

For the naming conventions I kept with the normal ones (variables starting with small letters and every new “word” started with a big letter aka. camelCase) While classes and methods started with big letters and also used big letters for every word.

For curly brackets I always used a new line, while normal brackets are always directly attached to word before them without space between.

I used this

```
private void Awake()
{
    spriteRenderer = GetComponent<SpriteRenderer>();

    index = transform.GetSiblingIndex();
    mark = Mark.None;
    isMarked = false;
}
```

not this

```
private void Awake (){
    spriteRenderer = GetComponent<SpriteRenderer>();

    index = transform.GetSiblingIndex();
    mark = Mark.None;
    isMarked = false;
}
```

The Core parts of the game are build with the help tutorial:

<https://www.youtube.com/watch?v=t6rrTYR221w>