

Report: Workshop 1

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#### **History users**

#### Materials:

- As a user I want the machine to be made of durable plastic, so that it does not rust over time and its cleaning is easy.
- As a user I want the machine to be made of wood.
- As a user I want the machine to be made of metal so it will last longer.

#### Games:

- As a user, I want you to have lots of variety of platform games and fights.
- As a user I want to know what types of games can be added and played on the machine
- As a user I want you to have classic games, racing and shooting.
- As a user I want you to have modern games.

## **Functionalities:**

- As a user I want the machine to have good storage capacity.
- As a user I want to be able to save the games in an internal memory.
- As a user I want you to have the option to play in multiplayer mode (not online).
- As a user I want your charge to be by a permanent charge or has a rechargeable battery.
- As a user I want the controls to be comfortable, have good mobility, are of good quality, so that they last a long time and there are several types (such as buttons and levers) to play the different types of video games.
- As a user I want the machine to be resistant to handle all kinds of ages.
- As a user I want the cost to be medium/high to ensure durability.
- As a user I want it to have protection against liquids.

- As a user I want to be able to pay with coins in the machine with configurable input value.
- As a user I want the top 10 scores to be stored.
- As a user I want the machine to have difficulty levels for all games.
- As a user I want the image quality to be good.
- As a user I want to be able to save and delete scores.
- As a user I want to be able to save my games.

## **CRC Cards**

Game	
Responsability	Collaborators
- String name - Game_Category category - Game_Type type - boolean multiplayer - int nbCoins + toString()	Machine «Game_Type» Enum «Game_Category» Enum

Customer	
Responsability	Collaborators
- String name - String lastname - String adress - String phone	Machine

«Game_Category» Enum	
Responsability	Collaborators
FIGHTING(1, "Fight") PLATFORM(2, "Platform") RACING(3, "Racing") SHOOTING(4, "Shooting") - final int index - final String value	Game «IEnumeration» Interface

«Machine_Storage» Enum	
Responsability	Collaborators
ONE_GB(1, "1 GB", 16000) THREE_GB(2, "3 GB", 30000) FIVE_GB(3, "5 GB", 50000) - final int index - final String value - final int price	«IEnumeration» Interface Machine

«IEnumeration» Interface	
Responsability	Collaborators
+ int getIndex() + String getValue	«Game_Category» Enum «Game_Type» Enum «Machine_Material» Enum «Image_Quality» Enum «Machine_Storage» Enum

Machine	
Responsability	Collaborators
- final int BASE_VALUE_WITH_GAMES = 50000 - final int WITH_BATTERY = 100000 - final int NO_BATTERY = 50000 - Machine_Material material - int price - Machine_Storage storage - boolean battery - Game game - Image_Quality imageQuality + estimatedPrice() + toString()	Game Customer

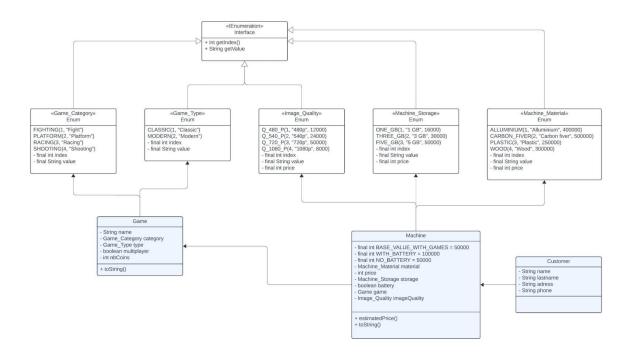
«Game_Type» Enum	
Responsability	Collaborators
CLASSIC(1, "Classic") MODERN(2, "Modern") - final int index - final String value	«IEnumeration» Interface Game

«Image_Quality» Enum	
Responsability	Collaborators
Q_480_P(1, "480p", 12000) Q_540_P(2, "540p", 24000) Q_720_P(3, "720p", 50000) Q_1800_P(4, "1080p", 8000) - final int index - final String value - final int price	«IEnumeration» Interface Machine

«Machine_Material» Enum	
Responsability	Collaborators
ALLUMINIUM(1, "Alluminium", 40000) CARBON_FIVER(2, "Carbon fiver", 500000) PLASTIC(3, "Plastic", 250000) WOOD(4, "Wood", 30000) - final int index - final String value - final int price	«IEnumeration» Interface Machine

https://lucid.app/lucidchart/5a9ca218-8f08-4342-82dd-7580669d5978/edit?viewport\_loc=-1186%2C-196%2C5710%2C2769%2CHWEp-vi-RSFO&invitationId=inv\_4cd1655c-d08b-43e6-85d3-4d4d120b79b2

# Class diagram



https://lucid.app/lucidchart/9aa2d452-f424-40fb-ae91-1ba7fa9db7db/edit?viewport\_loc=-13%2C-1213%2C4992%2C2421%2CHWEp-vi-RSFO&invitationId=inv\_18cf52bd-cdfc-4c81-a89f-e31e66d8e326