



Tecnológico de Monterrey

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Explicación del UML

Construcción de software y tomas de decisiones

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For the Cards entity it contains all the necessary information for it and it is connected one to many with Hand to know all of the cards that are available in a turn, Played to know when a specific card has been used and Inventory.

Which brings us to Player, detecting many things such as its username and password allowing players to access the game, it also includes the npc player. Player is connected to different things to keep track of its progress, such as the connection with Level to know what levels has the player beaten. It is also connected to Inventory, Reward that lets us know the cards won by the player, Hand to know what cards were available to a different player at any given time and similarly to Turn that saves many of the statistics in a certain turn of the match.

Level is connected to turn to know the turns made in a Level. This works similar to match to match where the turns of the match are saved through the connection with Turns.

Deck is connected with hands since many decks can be connected with one Hand and depends on which deck the player has to decide its hand. It is also connected with Match to know what decks were played on how many matches.

The Inventory is an intermediate entity between player, cars, deck and reward. This way the UML fills the necessary requirements.

There is also Turns that it also serves as an intermediary between a lot of things regarding what happens during a turn in a match and connects to Played which are all of the cards played within a turn.