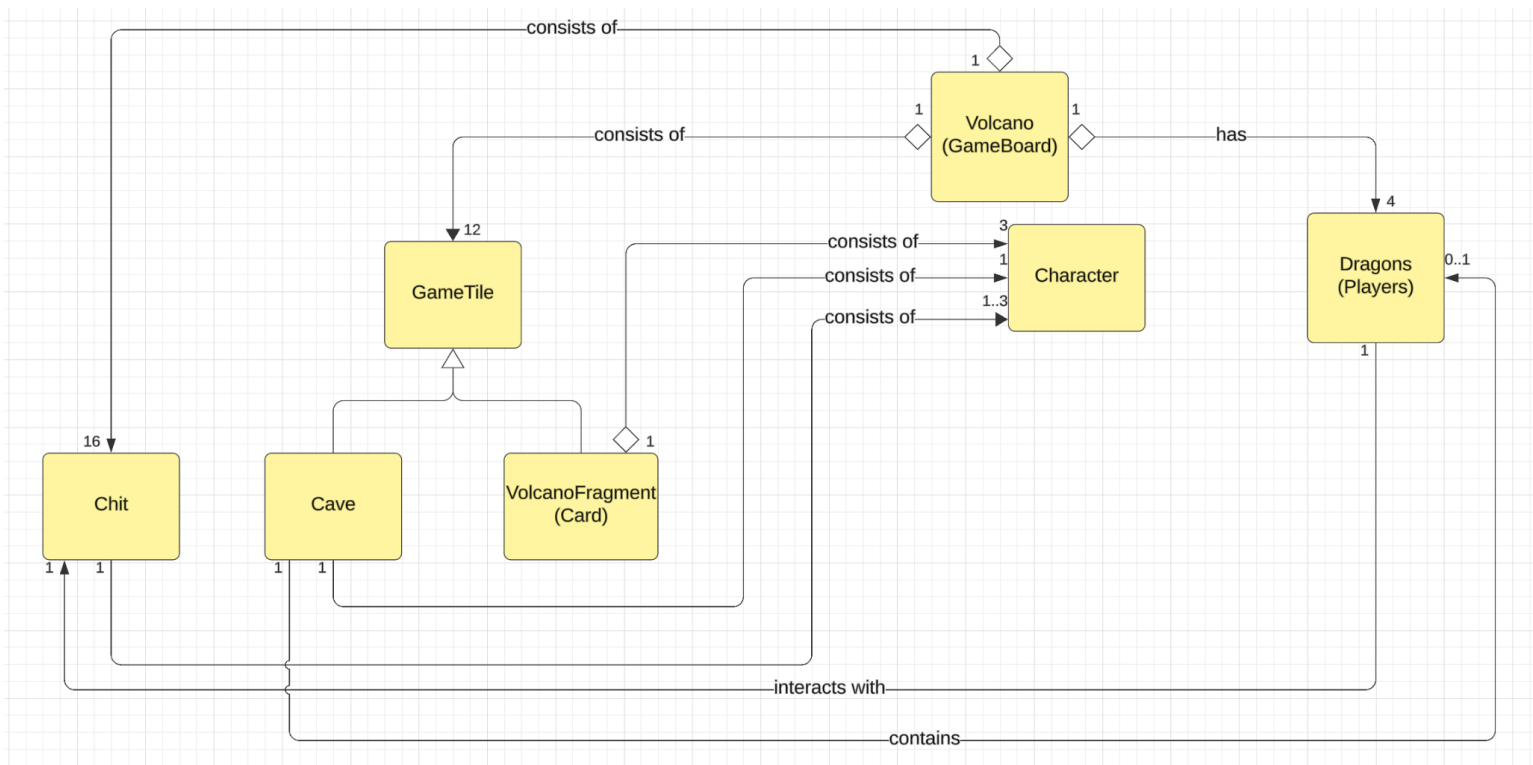


First Draft:



The first draft massively misrepresented the concept of a domain model. It doesn't include all the entities that are involved in the problem space. Entities like the different characters (baby dragon, dragon pirate, spider, bat) were completely omitted even though they play a significant role in the game space. The cardinalities between different entities were hardcoded under the false pretence that the game will never have a situation where these cardinalities will change.

Entity Explanations:

Volcano (GameBoard): The gameboard that all entities exist on. The players interact with all game objects through the game board. The GameTiles, Characters, Chits all exist on the game board.

GameTile: An abstraction for the entities that the player entity can walk on. This entity forms the basis for what the Cave entity and Volcano Fragment entity are.

Chit: A pickable entity that exists in the centre of the gameboard that determines the amount of steps that the player moves. They are the only entity that the player can interact with.

Cave: The starting and ending game tiles for the players. The win condition for a player is to start at a cave and end at the same cave.

VolcanoFragment: The tiles that the player will have to traverse to reach the ending cave. They contain 3 characters that determine if the player can move forward the current turn.

Dragons (Players): The player entity of the game that users will use to determine their current standing in the game.

Character: An abstraction for the different entities (baby dragon, dragon pirate, spider, bat) that appear on the game board on chits, caves and volcano fragments.

