

UML Worksheet II

Game Architecture and Engineering

Unified Modelling Language (UML) is a way of communicating the design of software using diagrams. It is a notation that built upon the work of Grady Booch, James Rumbaugh, Ivar Jacobson, and the Rational Software Corporation. It was originally developed to support the object-oriented paradigm, although has since been extended to accommodate a diverse range of projects. According to the Object Management Group (OMG), UML is the international standard for software modelling.

1 In-Class Task

In today's in-class task you will learn how to draw **UML Activity** and **UML State** diagrams. To complete this you will:

- **Organise** yourselves into your COMP130 project teams.
- **Watch** the video tutorial at <https://www.youtube.com/watch?v=XFTAIj2N2Lc>.
- **Read** <http://agilemodeling.com/artifacts/activityDiagram.htm>.
- **Draw** a UML Activity diagram to model ONE part (e.g. game flow) of your game.
- **Watch** the video tutorial at https://www.youtube.com/watch?v=_6TFVzBW7oo.
- **Read** <http://www.agilemodeling.com/artifacts/stateMachineDiagram.htm>.
- **Draw** a UML State diagram to model ONE part (e.g. an AI agent) of your game.

Use the white boards to draw your diagrams.

Alternatively, use Gliffy: <https://www.gliffy.com/uses/uml-software/>