

UML Worksheet III

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 Sequence** and **UML Interaction Overview** diagrams. To complete this you will:

- **Organise** yourselves into your COMP130 project teams.
- **Watch** the video tutorial at <https://www.youtube.com/watch?v=cxG-qWthxt4>.
- **Read** <http://agilemodeling.com/artifacts/sequenceDiagram.htm>.
- **Draw** a UML Sequence diagram to model ONE component (e.g. sprite control).
- **Watch** the video tutorial at <https://www.youtube.com/v/CJUc2crmrMs?version=3&start=108&end=163&autoplay=1>.
- **Read** <http://agilemodeling.com/artifacts/interactionOverviewDiagram.htm>.
- **Draw** a UML Interaction Overview diagram to model your main loop.

Use the white boards to draw your diagrams. Alternatively, use Gliffy.