



COMP160: Software Engineering

2: Unified Modelling Language

Learning Outcomes

- ▶ **Illustrate** software architecture using UML
- ▶ **Assess**, at a basic level, the effectiveness of object interaction using a UML diagram
- ▶ **Apply** knowledge of UML to **describe** game architecture

Workshop — UML



Unified Modelling Language

Review the UML Diagrams on the Agile Modeling website.
(10 minutes)

Then, complete the three worksheets:

- ▶ UML1: Use-case and Class Diagrams
- ▶ UML2: Activity and State Diagrams
- ▶ UML3: Sequence and Interaction Diagrams

Each worksheet should take no longer than 40 minutes.

Permit at least 5 minutes for your tutor to review your work.

Projects



Research Essay

- ▶ There is no session in Week 4 — you are to focus on your 200-word research essay proposal.
- ▶ Make a pull-request by 5pm on Tuesday 14th February.
- ▶ The themes your essay may focus upon include:
 - ▶ Engineering Software for Accessibility
 - ▶ Engineering Software for Portability
 - ▶ Engineering Software for Localisation
 - ▶ Incorporating Specialist Algorithms and Systems into Software
- ▶ You will need to coordinate your selection with your team, as each team member must focus on a different theme.

Unreal Projects

- ▶ You **must** attend product owner meetings. Not only are they **compulsory**, they are also **mark bearing**.
- ▶ You need to evidence your individual contributions for COMP130/GAM130. Product owners are tracking this.
- ▶ You need to prioritise the user stories and components to maximise your contributions. You cannot spend weeks making things that are not being used. You must deliver something every single sprint.
- ▶ You **must** engage with and communicate with your team **on a daily basis**. Even if you can't make the daily stand-up meeting because of classes, you are still expected to check in with your team.