

# COMP140 – Workshop Week 4

Version 1.0  
Individual Creative Computing Project  
COM140

Brian McDonald

## Exercise 1: UML Diagrams – Game Controller Project

For this exercise you should use the appropriate UML Diagrams to create an initial design of your controller. **Please note this will feed into Assignment 1 and 2, so please keep a copy of the diagrams you create.**

Points to consider:

1. What diagram can be used to document the high-level usage of the system?
2. What diagram can be used to model the user's interaction with controller?
3. What diagram can be used to model the systems inside the game?

## Exercise 2: UML Diagrams – Group Game Project

For this exercise you should use the appropriate UML Diagrams to document the design of your group project. You should consider splitting into your project teams