

UML Worksheet I

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 Use-Case** and **UML Class** diagrams. To complete this you will:

- **Organise** yourselves into your COMP130 project teams.
- **Watch** the video tutorial at <https://www.youtube.com/watch?v=0kC7HKtiZC0>.
- **Read** http://www.tutorialspoint.com/uml/uml_use_case_diagram.htm.
- **Draw** a UML Use-Case diagram to model ONE part (e.g. AI agent) of your game.
- **Watch** the video tutorial at <https://www.youtube.com/watch?v=3cmzqZzwNDM>.
- **Read** http://www.tutorialspoint.com/uml/uml_class_diagram.htm.
- **Draw** a UML Class diagram to model the intended outcome of the FIRST sprint.

Use the white boards to draw your diagrams.

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