TMP 3413 Software Engineering Lab Project (Mario Game)





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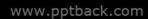
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Overview

1. Problem

- Development and enhancement of the information technology have introduced a lot of games in the market.
- Mario will be forgotten and disappear one day.





Overview (Cont.)

2. Objective

- Improve the popularity and quality of Mario.
- Build a game that is suitable for everyone regardless of age.





Overview (Cont.)

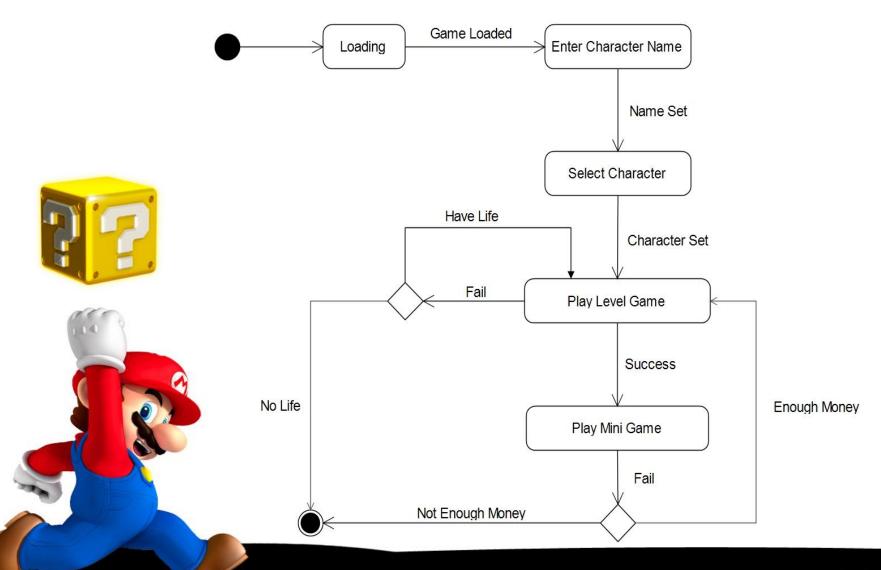
3. Method

- Add feature into the game: Mini game
- Develop it in platform independent

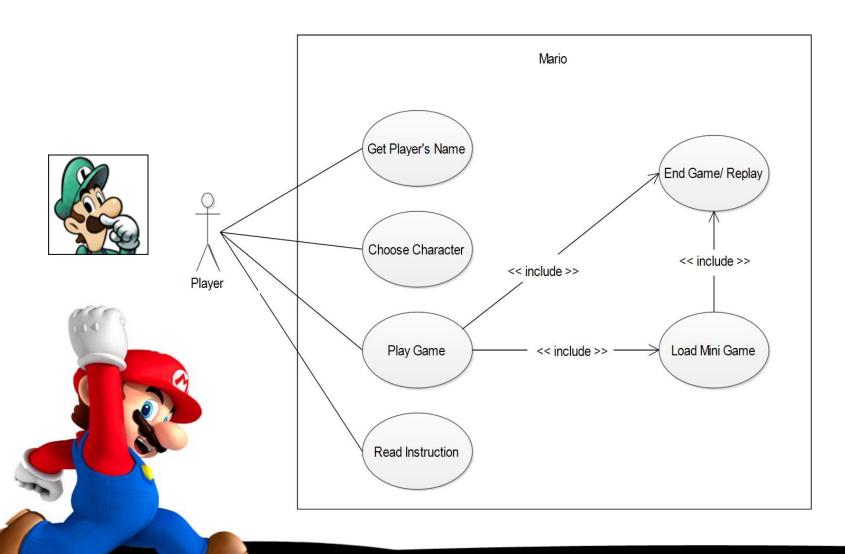




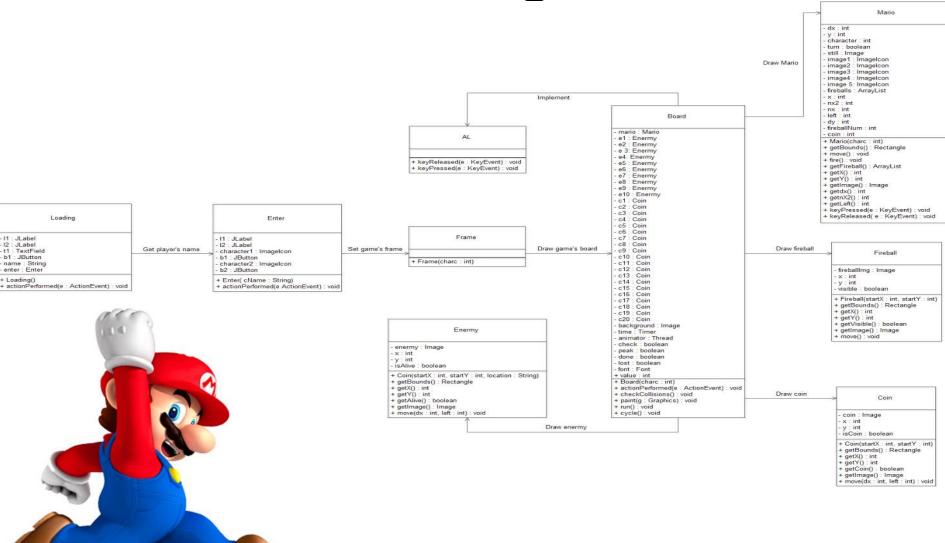
Activity Diagram



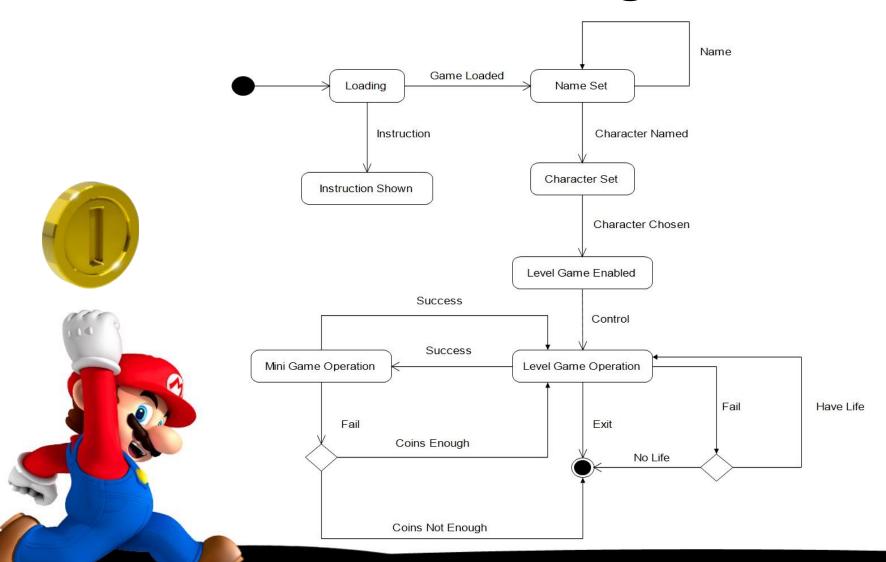
Use Case Diagram



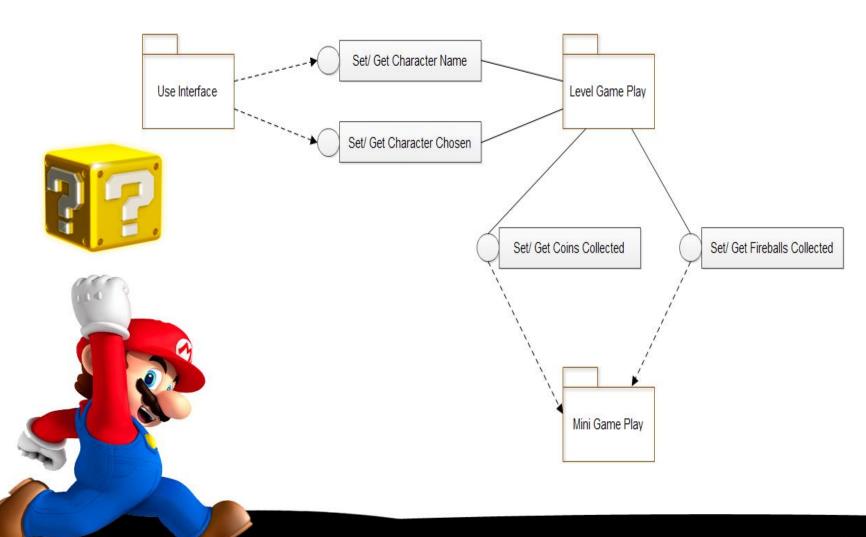
Class Diagram



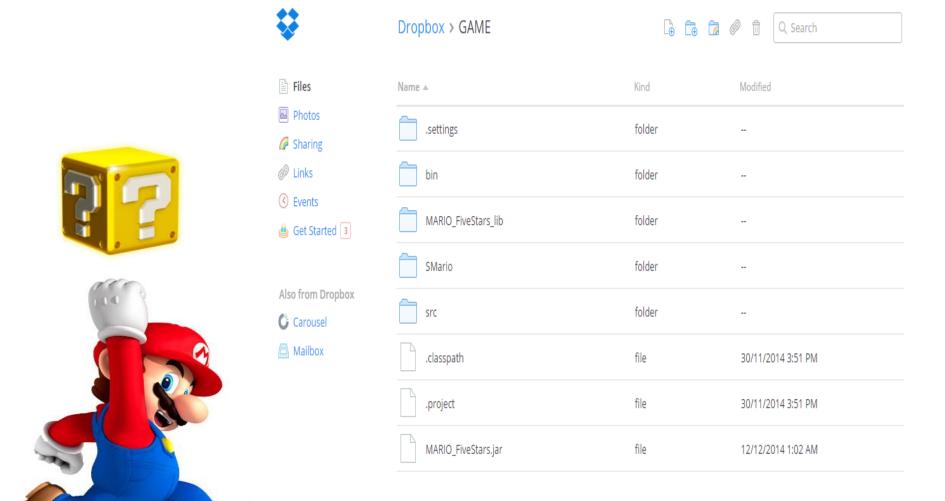
State Transition Diagram

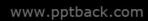


Component Diagram

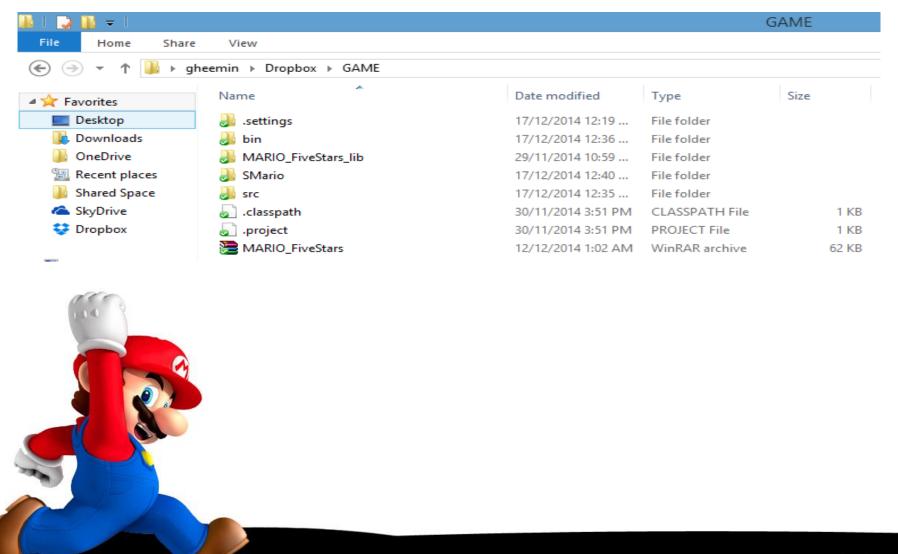


E-Archive





E-Archive (Cont.)



E-Archive (Cont.)









Questions



Thank





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