



Domain Model

Assignment in the course PA1415 Software Design

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System Description

The goal of this system is to create a game based on the idea of the game NetHack. The system shall adopt the rules of the original NetHack to keep its flare.

The most interesting feature for the system is the map generation where the maps can be generated with the Twitter API. The map generation can also work offline without the usage of the Twitter API.

The system also includes multiplayer support. Users are able to access games online via the internet or offline via a LAN.

Initial Domain Model

The initial domain model made out of the basic requirements for the game



Guidelines Applied

Guideline: Use a Category List

| Category | Identified Concepts |
|------------------------------------|---|
| transaction/decision | Conversation |
| where is the transaction recorded? | ConversationHistory |
| roles of people | Host |
| events | Quest, MapExploration |
| description of things | ClassDescription |
| catalogs | ClassCatalog |
| things in a container | Tile, JoinableGames |
| other collaborating systems | TwitterAPIConnection, LoginAuthentication |

Guideline: Look for Nouns

| Noun | Identified Concepts |
|--------|---------------------|
| entity | Entity |
| map | Map |

Completed Domain Model

The first version of the domain model after applying the guidelines and associations

