Domain Model

Assignment in the course PA1415 Software Design

2017-04-29

Authors and Authors contribution

Author Name	Social Security Number	Thinking	Writing
Max Tlatlik	19940813-XXXX	-	-
Samuel Sarin Drysén	19950113-XXXX	-	-
Fredrik Olsson	19910114-XXXX	93.75%	6.25%

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

Game	Menu	Class	MapLevel	File

Character	Player	Item	Inventory	Room
Name			Items	

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