Fire Simulator

Domain Analysis Report

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Overview:

The work we did in the use case phase helped us quickly work through the domain analysis of Fire Simulator. We easily converted all the details we had discussed into classes, methods, and attributes. However, this project's uniqueness means that we could not base our domain analysis on any other similar idea; we had to come up with all of the intra-class connections ourselves and completely engineer the structure. Despite this, we completed this phase with little difficulty.

Difficulties Faced and Overcome:

An important and challenging part of this phase compared to the previous one is the mental switch from user to designer that is required. Indeed, thinking as a designer brings up other technicalities that a user should not have to consider, for instance what variables need to be stored in which classes and what methods need to be called to complete a task. However, we quickly got accustomed to this way of thinking. What took the most time was the sheer amount of use cases we had to include. Each use case had many different classes attributed to it, so in the end our class diagram was huge.

Conclusion:

This phase was exciting because we really got to see our project get closer to being real. We worked as much as we could; whenever we had an hour or two of free time we would meet up to work. It was a hefty workload, but we completed it more smoothly than our conception of the use cases. The work we did in this phase is the true foundation of Fire Simulator, so we made sure to create a robust and maintainable domain, which in turn will make our work easier in the next phases.