

Assignment 3

You have formed a team: “a rag tag band of module creating misfits” who will surely make money off this client. But first: Design.

The client wants you to create, create the design for your part of the application, integrate all your modules:

- Create a use case diagram based on your requirements.
- Create a class diagram for your entities. It may not be generated from code.
- Create a design for how your GUI would look like, if implemented on a desktop or mobile platform. All features with a GUI element must be included.
- The other team in the subgroup must use the same platform as you.
- Create Tasks / Epics / Stories in a project management software for the implementation of your application and any other task related to completing assignment 4. All team members must have access to the software. Each task represents at most 15 minutes of work, has a relevant name and description. So, if you have 4 tasks that means that all of them can be done in an hour. Pro-tip: Start with a generic huge task, then break it down into smaller ones, then delete the big one, keep doing this until you end up with tasks that are <15 minutes to complete.
- Do not write any code at this time. This assignment is all about design and planning.
- When you are done, go to <https://github.com/imre-zsigmond/UBB-SE-2024-Designs.git> and:
 - Create a folder with your team’s name,
 - Upload your designs (diagram+GUI), both the project files (e.g. .mdj for staruml) and pictures for easy viewing
 - Pdf version of your requirements

Deadline: lab 3