

1.1 Domain model

Removed attributes that should have been associations in Game, Board, Player, Worker.

Changed owns to has.

1.2 System sequence diagram

Removed the endGame arrow pointing outside. Added the report of the winner from system back to user.

1.3 Contract

Added missing precondition: checking for completed towers.

2.1 Object Model

Removed the Owner attribute in Worker and made it into association. Removed “belongs to” association. Removed App. Changed the boxes regions for classes.

2.2 Interaction diagram

Added active player/action(checkBuildPointsAvailable) and occupancy check(validateBuild). Fixed the consistency for the interaction diagram with the object model. Interaction diagram now starts with a method call from an external method call.

2.3 Responsibility assignment for state

Adjusted the description to controller principle.

2.4 Responsibility assignment for building

Revised the description to explain the checks performed for a build. Improved the consistency between interaction diagram and description of validating and performing builds. Removed the “minimizing coupling” principle in the description.

3.1 Core functionality

Added the previous missing check: complete tower check inside the validateMove method in Worker class.

Added the previous missing check: checking whether the cell has a dome is done in validateBuild method in Worker class.

3.2 Model-implementation alignment

Improved the consistency between interaction diagram and in the implementation.

Added the movePoints, buildPoints to the object model.