

## **Object Oriented Design and Design Rationales**

- Class Diagram( including attributes, methods, cardinalities)
- Sequence diagrams (setup initial board, all functionalities: flipping chit cards, move dragon token, change of turn to next player, winning game)
- Design rationales
  - 2 classes (why not methods)
  - 2 relationships (why aggregation not composition)
  - Inheritance why used or not used
  - 2 cardinalities
- Minimum 3 Design patterns used(or why not used)

## **Video demonstration (Add timestamps for references to game rules)**

Talking points:

- Setup of board. All chit cards covered, indistinguishable. The volcano cards segments are random. Message indicating player's turn.
- Flipping chit card (explaining current animal versus chit card animal, dragon token movement). Encounter mismatch, so go to next player's turn (see displayed message)
- Winning the game when reach cave
- If have time
  - cannot go back further from cave, i.e. only move back further if have moved out of cave
  - if destination exceeds the initial cave position, turn ends
  - cannot use a dragon card that has already been flipped