1 CRC Cards

Player

| Player is a user in the game. | | |
|-------------------------------|-----------------|--|
| Responsibility | Collaborators | |
| Name | | |
| Rank | Get rank | |
| Cash | Calculate score | |
| Credits | Get role | |
| Role | | |

Board

| Board is a class that contains board specific information | | |
|---|------------------------|--|
| Responsibility | Collaborators | |
| Day | Return available roles | |
| Cards | Return day | |
| Roles | Return player position | |
| Positions | Randomize board | |
| | Fill sets | |

Gamemaster

| Gamemaster contains information pertinent to game operation and also acts as | | |
|--|-----------------------|--|
| a general main. | | |
| Responsibility | Collaborators | |
| Active Player | End turn Begin day | |
| Card amount | | |
| Deck | | |
| Play options | | |

Note: as I wrote these, I realized that some of my sequence diagrams could be conflicting. My sincerest apologies!

2 Sequence Diagrams

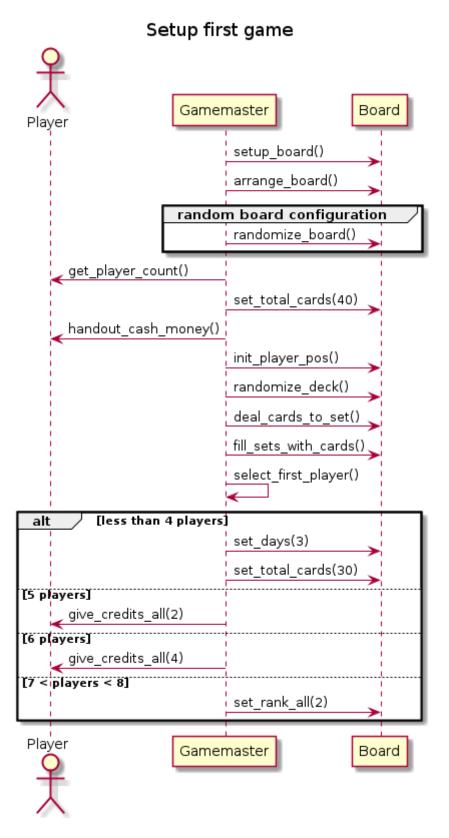


Figure 1: Setup first game

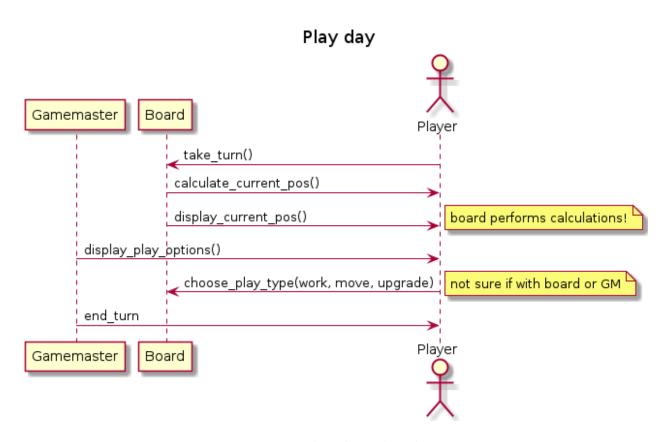


Figure 2: Play through a day

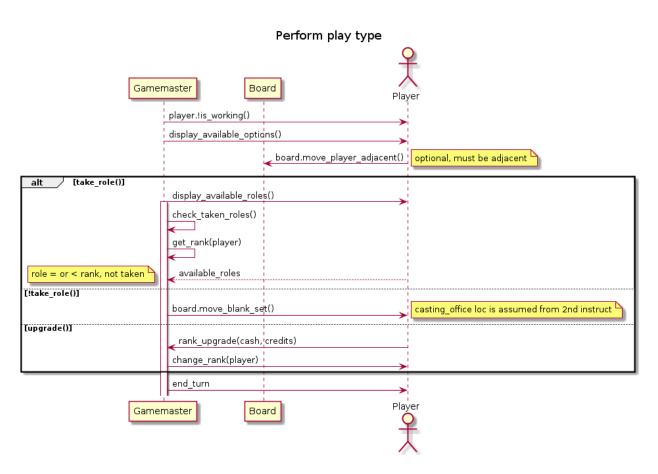


Figure 3: Perform a move from playing through a day

Perform work Board Gamemaster player.has_role determine budget choose_work(act, rehearse) check_if_wrap() roll(1d6) success = success_of_roll() [if success] success() [if !success] failure() player.get_practice() [if player.get practice() ⊨= guaranteed success] success() [else] add_practice(1) end_turn Player Gamemaster Board

Figure 4: Perform work action from playing through a day

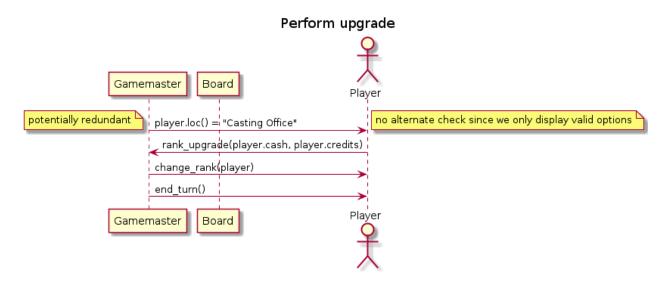


Figure 5: Perform upgrade action from playing through a day

Acting work resulted in success

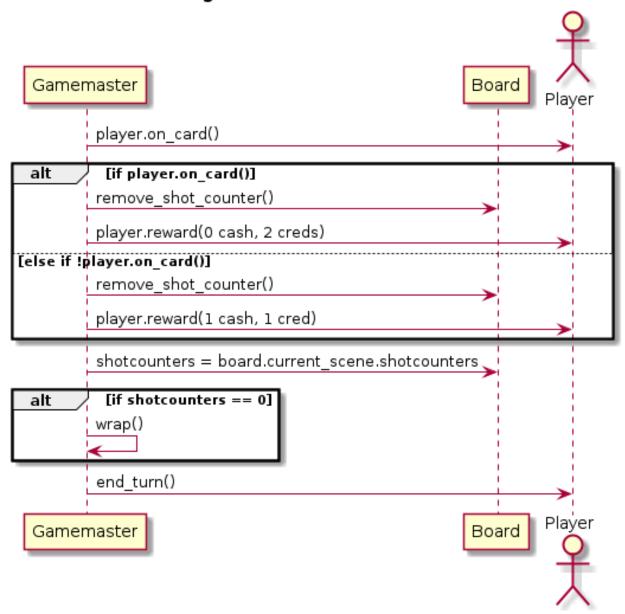


Figure 6: Acting resulted in success

Acting work resulted in failure

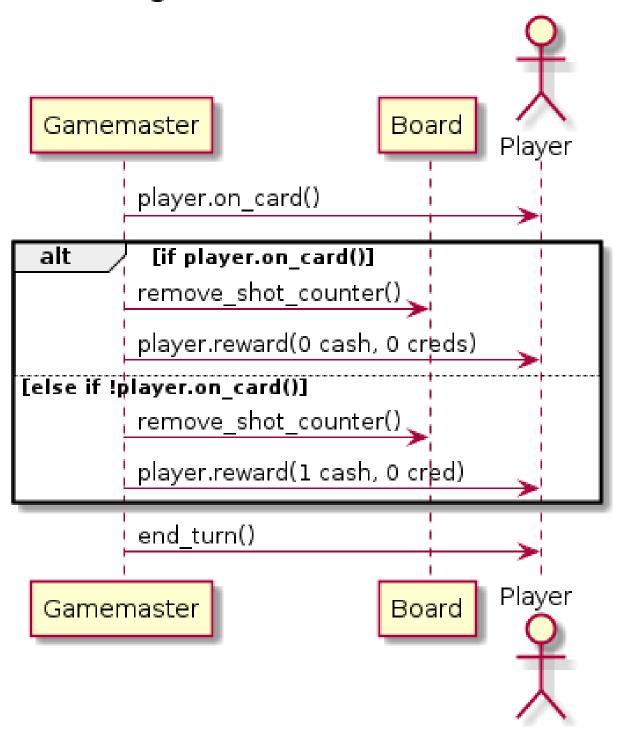


Figure 7: Acting resulted in failure

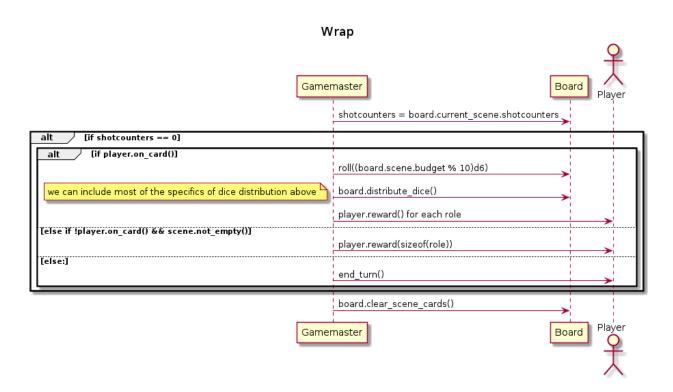


Figure 8: Wrap up scene

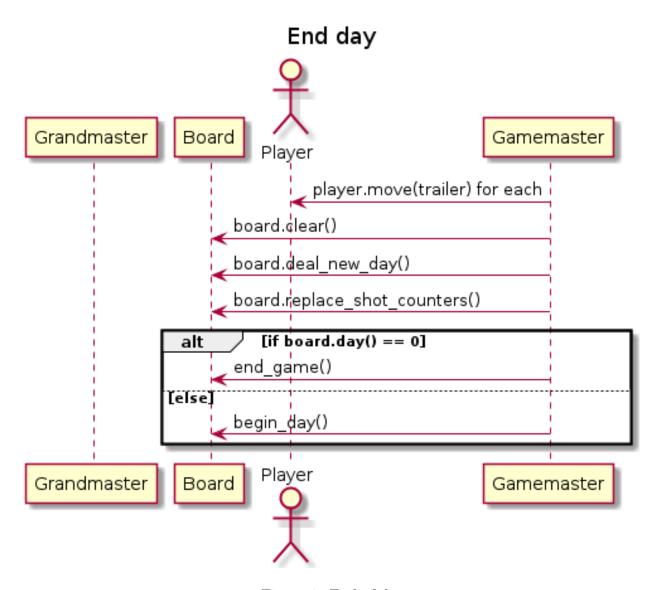


Figure 9: End of day

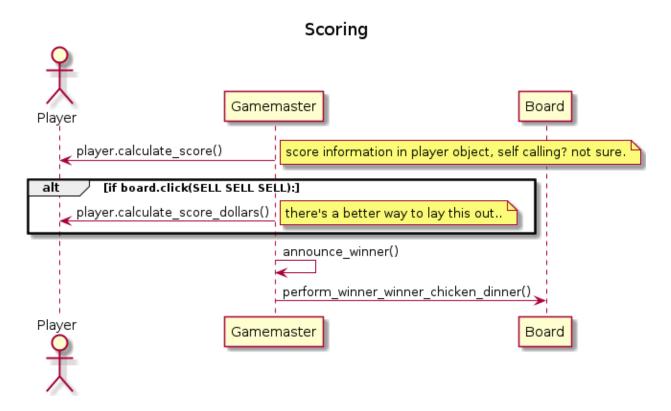


Figure 10: Scoring after end of game