Project Phase 1: Deadline - 28 October 2019

**Evaluation: group + individual marks**

Prepare following for your project:

1. Project description. Describe purpose and functionality of your project in two to three paragraphs. Also identify types of users and their characteristics.  
2. Class diagram (including essential attributes and functions)  
3. Usecase diagram (total 15 use cases, 3 use case per group member - identify your individual use cases)  
4. Usecase description of all use cases as per the template provided in the book.  
5. Activity diagrams related to use cases. Prepare activity diagrams where needed. One usecase can have zero or more activity diagrams. Each group member should prepare at least 3 activity diagrams related to his/her assigned usecases.

Submit a well formatted word document with 5 sections as identified above. Section 4 and 5 should have further sub-sections for each group member

# Project Phase 2: Deadline - 15 November 2019

Evaluation: group + individual marks

Prepare following for your project:

1. Updated Class diagram (design level) including all attributes and behavior based on sequence diagrams (collective responsibility)  
2. Document your design decisions for assigning responsibilities to classes. Describe responsibilities of classes as per your design. Who is doing what and why?  
3. Sequence diagrams for the respective use cases showing objects interactions. (individual responsibility - 3 sequence diagrams one for each use case)

Submit a well formatted word document

# Project Phase 3 (implementation of Java desktop application) : Deadline - 1 December 2019

Evaluation: group + individual marks

Following needs to be done for your project:  
1. {group} Implement classess as per Phase 2 design  
2. {group} Implement "driver module" that will load the application, UI and main objects on startup  
3. {individual} Implement your respective use-cases and integrate with the main program  
4. Final Deliverable: Executable Jar file with all the usecases in working condition.  
5. You are required to respect SOLID design principles during implementation.   
6. You are also required to identify two design patterns from the book that you have used in your implementation.

good luck!