This week, we’re going to do some design work. Below is a fairly simple case study, but the resulting system design has lots of complexity in it, so pay close attention.

**Case Study:**

Matt is a lover of all things gaming. When not teaching or studying, you can find him killing time with Mass Effect, Assassin’s Creed or Super Mario. One day he decided to find out what other people do with their spare time, so he conducted a survey of his friends. He found out some pretty shocking information:

* Video games aren’t the only type of game in the world!
* Some people play games involving a ball, like Tennis, Football, Soccer
* Some people play card games like Poker, Blackjack or Cards Against Humanity
* Some people go outside (I know, weird) and play games like Hopskotch and Evolution
* Some games, like Football and Soccer, are team based
* Some games, like Cards Against Humanity and Hopskotch, have no winner!

Using this information, we’re going to build a class design for the survey results.