

C Sc 335 Analysis and Design Artifacts for the Final Project, Spring 2013

Due Date: To be graded during your first PM meeting in the first week: 8- through 12-April

1. **Team Name:** _____

2. **Team Members:** _____

3. **Project Chosen:** Circle your team's choice of final project

TRPG

MUD

Tower Defense

4. **Classes:** List the seven most important objects and the single responsibility of each.

Candidate Object	Single Responsibility in 1 or 2 sentences
1	
2	
3	
4	
5	
6	
7	

These Class and Sequence Diagrams may be written by hand, captured as a picture on a white board, or drawn with a UML editor such as Violet <http://sourceforge.net/projects/violet/files/violetumleditor/>

5. Class Diagram: Your team UML Class Diagram must show at least all of your candidate objects from above. Show any relationships between them the classes such as inheritance or interface implementation. Draw general associations such as dependency or aggregation. Label some to help explain things. Add any multiplicity adornments that seem appropriate. Use notes to explain things if you feel it will help. Each UML class must show the class name. For full credit, each class must have an average of at least one attribute per class. There must be an average of at least 2.0 methods per class, which may be implicit (no need to repeat methods) if the class implements a Java interface with methods shown there.

6. Sequence Diagram: Your team UML Sequence Diagram should show the most important scenario you can think of. Your sequence diagram should show most of your objects from above and how they communicate with each other.