**CS 491.001 —— Software Engineering 1**

**Phase 2: Rapid prototyping**

**Summary**

The total point for this phase is 40.

1. Build a prototype for your game using Java and NetBeans. The prototype should include all the graphical user interfaces that the user needs to interact.
2. Revise your phase 1 SRS document. Update your SRS document and include state machine diagram, sequence diagram and class diagram.

Presentation will cover the prototype; elaborate how you implement this prototype and new update of the SRS. Presentations will be on Monday. Less contribution or absent of presentation will result in a lower grade than your team partner.

1. **Deliverable**

**Submissions from the team leader:**

The team leader will submit the source code (a .zip file) for the prototype produced as the team work and the revised SRS from phase 1, a contribution sheet.

**Submission from other members in the team:**

A contribution sheet.