

Report

Maiker Alejandro Hernández Archila-2023202002

Joan Sebastián Duran Pradilla-20232020019

1. User Stories

Juan: "I would like to see a list of available classic games, like Pac-Man and Space Invaders."

María: "It would be great to customize the exterior design of the machine, with different colors and graphics."

Carlos: "I wish the machine had connectivity options, like Wi-Fi for software updates."

Ana: "I would love it to include a section for multiplayer games to play with friends."

Luis: "It would be useful to have a detailed description of each game, including the story and instructions."

Sofía: "I would like to see options for the size and dimensions of the machines to know which one fits best in my space."

Pedro: "I wish the machine had an option to add new games in the future."

Laura: "It would be great if the machine had a touch screen to facilitate menu navigation."

Jorge: "I would like to see a section of reviews and ratings from other users about the games."

Elena: "I wish the machine had a high-quality sound system for a better gaming experience."

Andrés: "It would be useful to have an installation and maintenance guide for the machine."

Paula: "I would like to see financing options or payment plans to buy the machine."

Diego: "I wish the machine had an option to save game progress."

Natalia: "It would be great if the machine had a virtual reality option for a more immersive experience."

Ricardo: "I would like to see a section of additional accessories, like extra controllers or special seats."

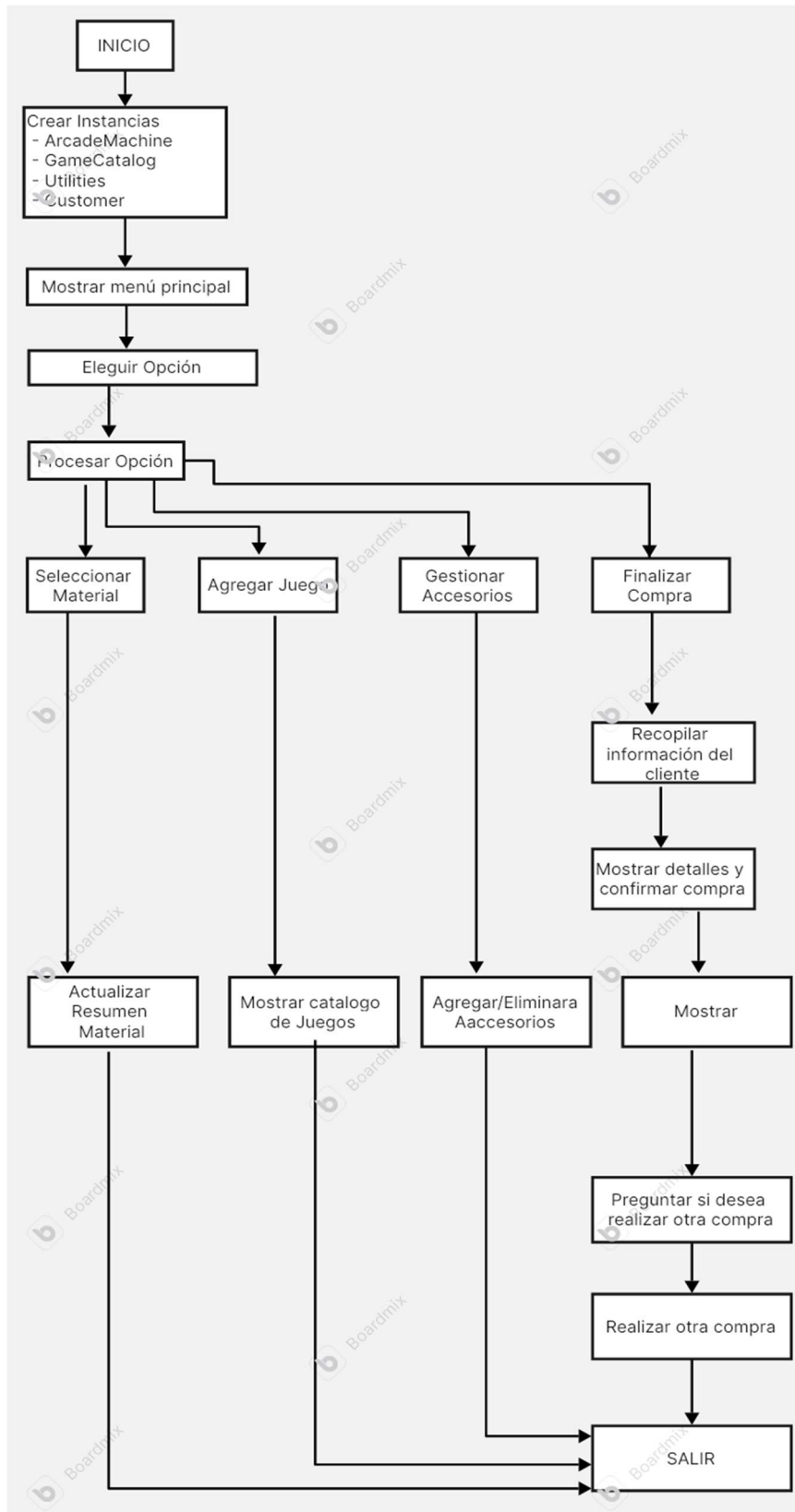
2. Object-Oriented Principles Analysis

- **Encapsulation**
 - The ArcadeMachine class encapsulates the attributes material and gamesadded.
 - The Customer class uses encapsulation to store personal customer information.
- **Abstraction**
 - The Utilities class provides an abstraction for clearing the console.

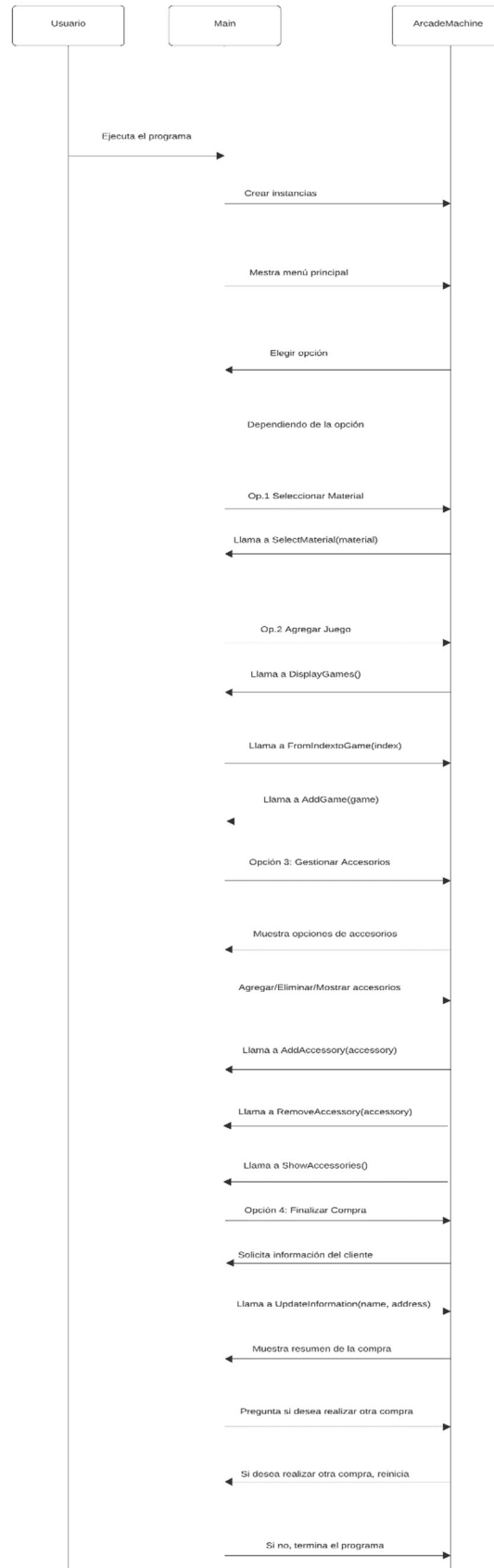
3. CRC Cards (Class-Responsibility-Collaborator)

- **ArcadeMachine Class**
 - **Responsibilities:**
 - Store the selected material.
 - Maintain a list of added games.
 - Display the chosen games.
 - **Collaborators:**
 - GameCatalog class to obtain the list of available games.
 - Customer class to store customer information.
- **GameCatalog Class**
 - **Responsibilities:**
 - Maintain the list of available games.
 - Display the list of games.
 - Convert indices into game names.
 - **Collaborators:**
 - ArcadeMachine class for adding games to the machine.

4. Activity Diagrams



5. Sequence diagrams.



6 Class diagram.

