

## 1. User Stories

- Juan Bejarano: "I would like to see a list of classic games available, such as Pac-Man and Space Invaders."
- María Aldana: "It would be great to be able to customize the exterior design of the machine with different colors and graphics."
- Julián Forero: "I wish the machine had connectivity options, like Wi-Fi for software updates."

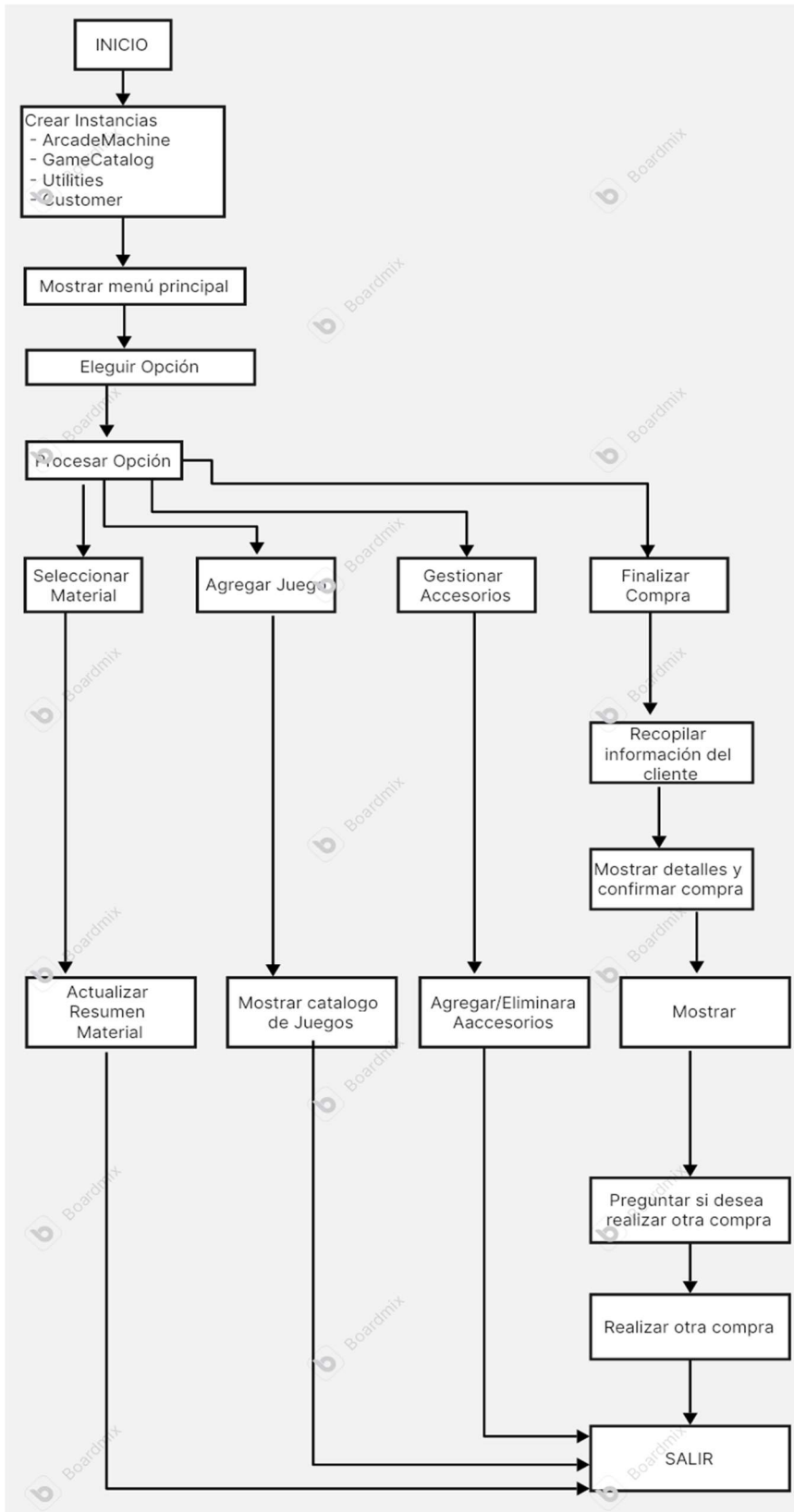
## 2. Object-Oriented Principles Analysis

- 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.

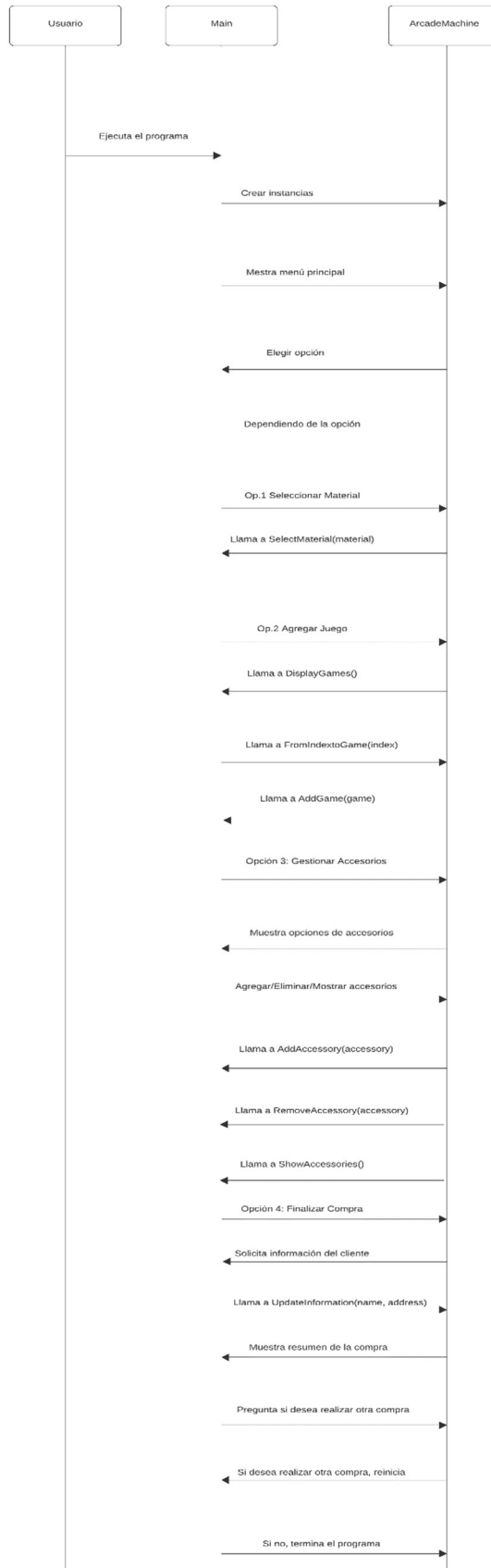
## 3. CRC Cards (Class-Responsibility-Collaborator)

- 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.

