Report Workshop 1

Miguel Sanabria - 20231020153

1) User Stories

1. As a customer I want to choose material of the arcade machine, so that my arcade machine can be more customizable.
2. As a customer I want to choose the color of the buttons of the arcade machine, so that my machine can be more customizable.
3. As a customer I want to see the list of available games of the arcade machine. So that I know what games I'm going to buy with my arcade machine.
4. As a customer I want to add new games to the list of games in the arcade machines, so that I can have more games of my taste.
5. As an Admin I want to add the customer information for the delivery, so that I know where to deliver the machine and the information of the one buying it.
6. As an Admin I want to have a log with the data of the clients, so that the business can keep a follow-up of who are the customers.

2) Object-Oriented principles analysis

In this software is used the OOP because the program itself works with various classes that each of them have methods that together allows the program to work, in the main of the program the object of each class is created to access the methods in them, in the main there's only the menu of the program and the rest of the program is made mostly by the method on the objects.
Also it makes use of the encapsulation principle with the validate class that instead of having the same method repeated in various classes it is present only in the validate class and the class that needs to do a validation can extend from validate class.

3) CRC Cards

Game	
• Allow to see the list of games available on the machine • Allow add games to the list of games of the machine	• GameList

Customer	
• Allow to add customer information • Save the customer information	• Class Customer

Admin	
• Allow to generate the log when a purchase is done	• Class Order

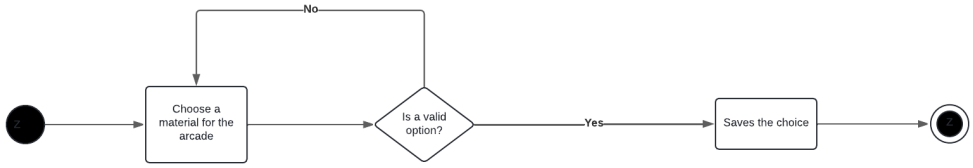
Order	
• Allow to save the order of the arcade machine • Allow to see the history of the orders made	• Class ArcadeMachine • Class Customer • Class Game

ArcadeMachine	
• Generates the cost of the machine depending of the color, material choices and the games available	• Class Game

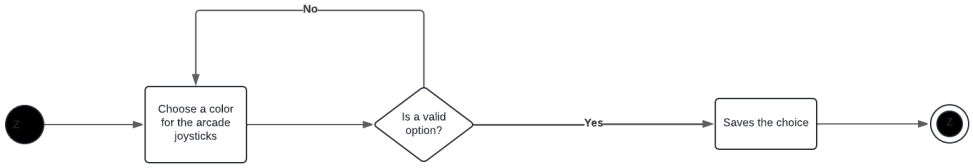
Validate	
• Has the method to allow to validate an option	• Class Admin • Class ArcadeMachine • Class Game

4) Activity Diagrams

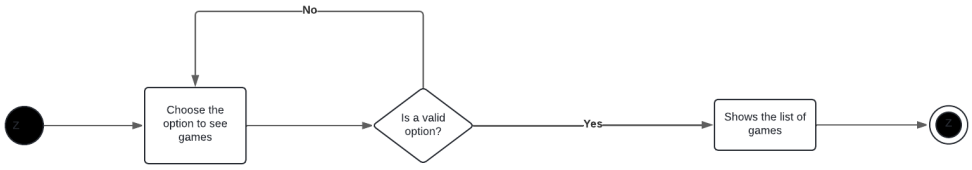
User Story 1:



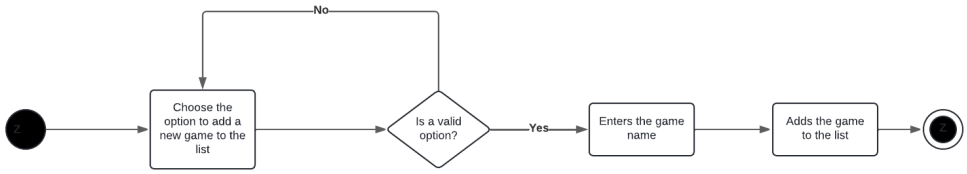
User Story 2:



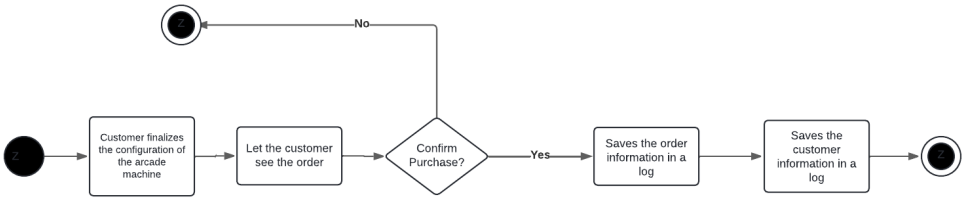
User Story 3:



User Story 4:

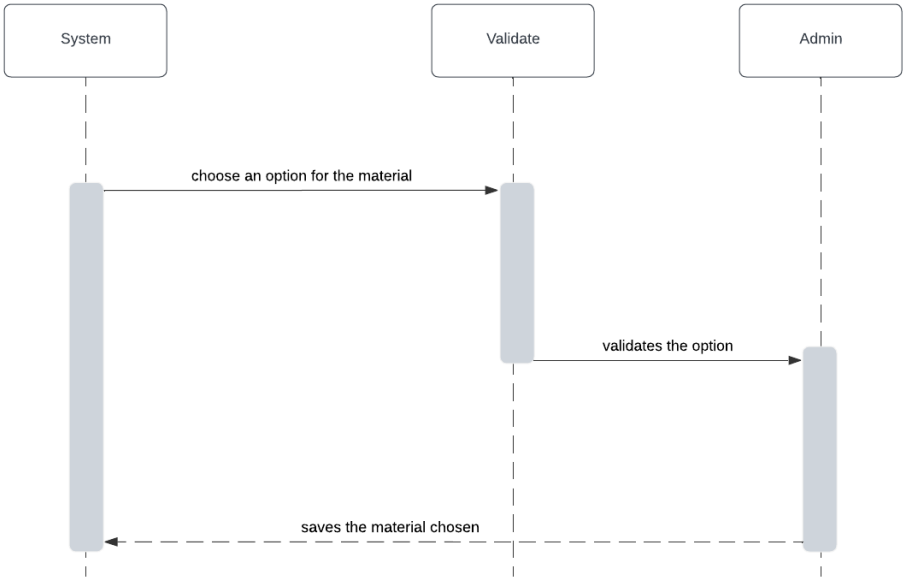


User Story 5 & 6

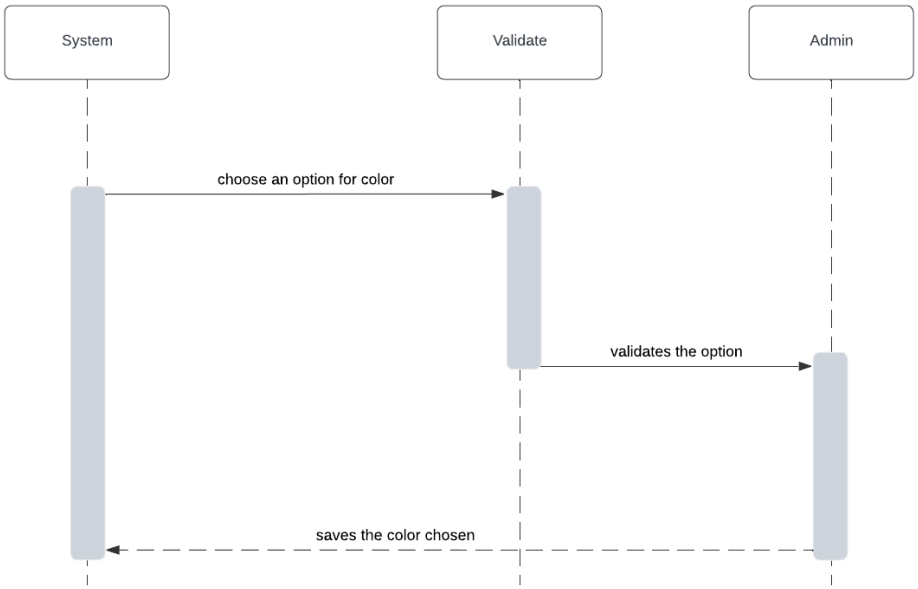


5) Sequence Diagrams

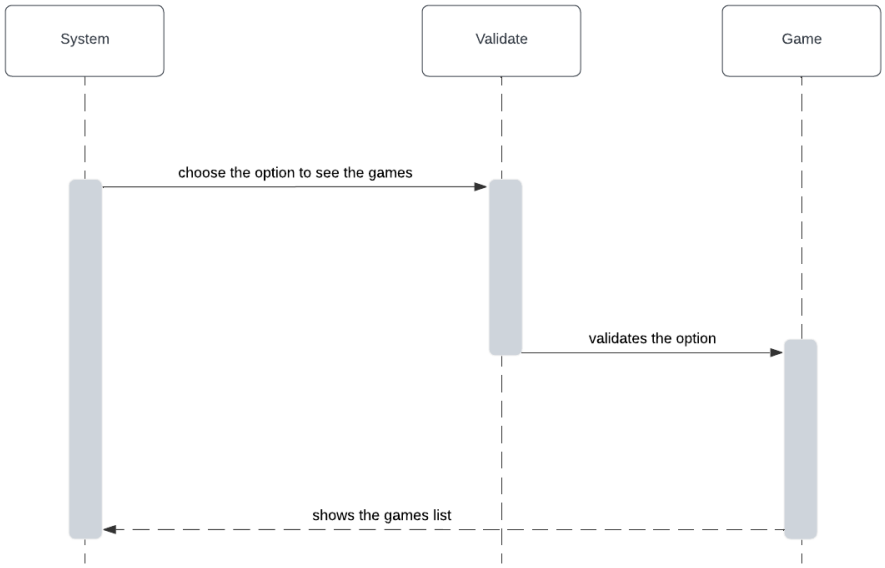
User Story 1:



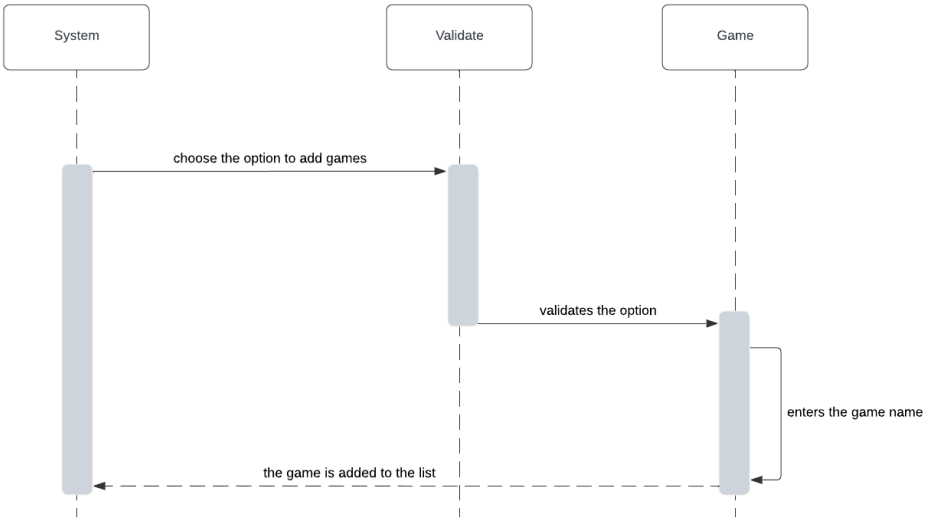
User Story 2:



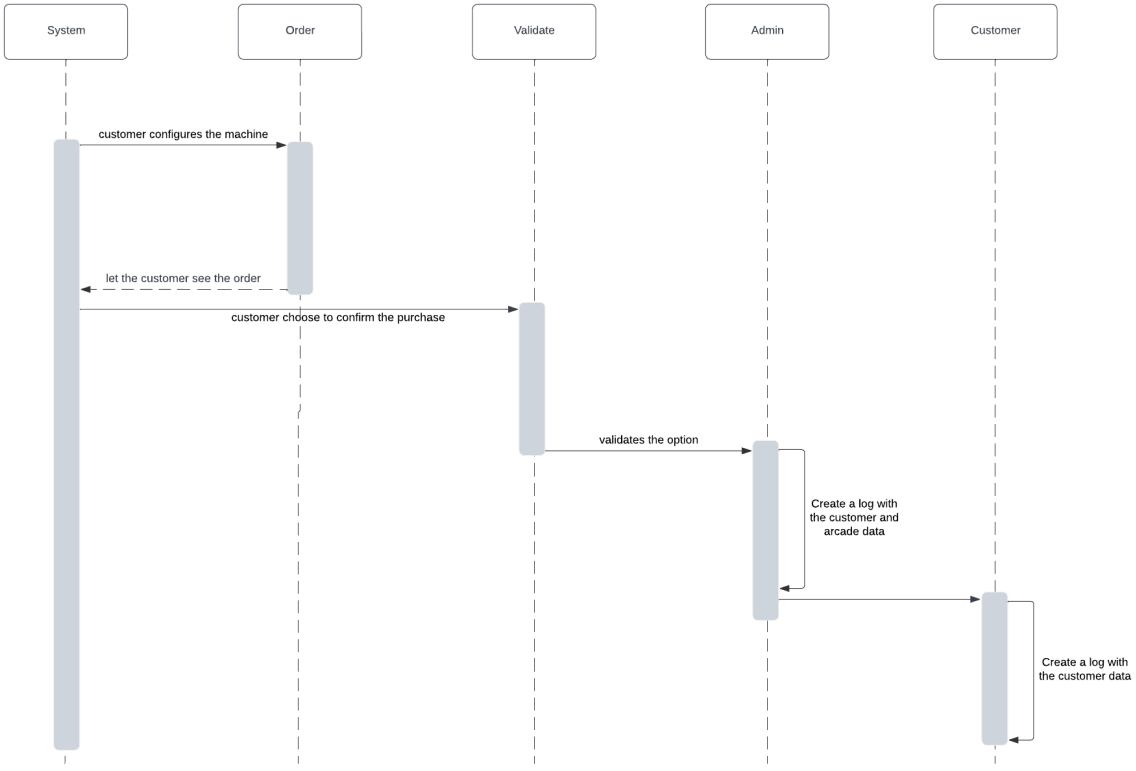
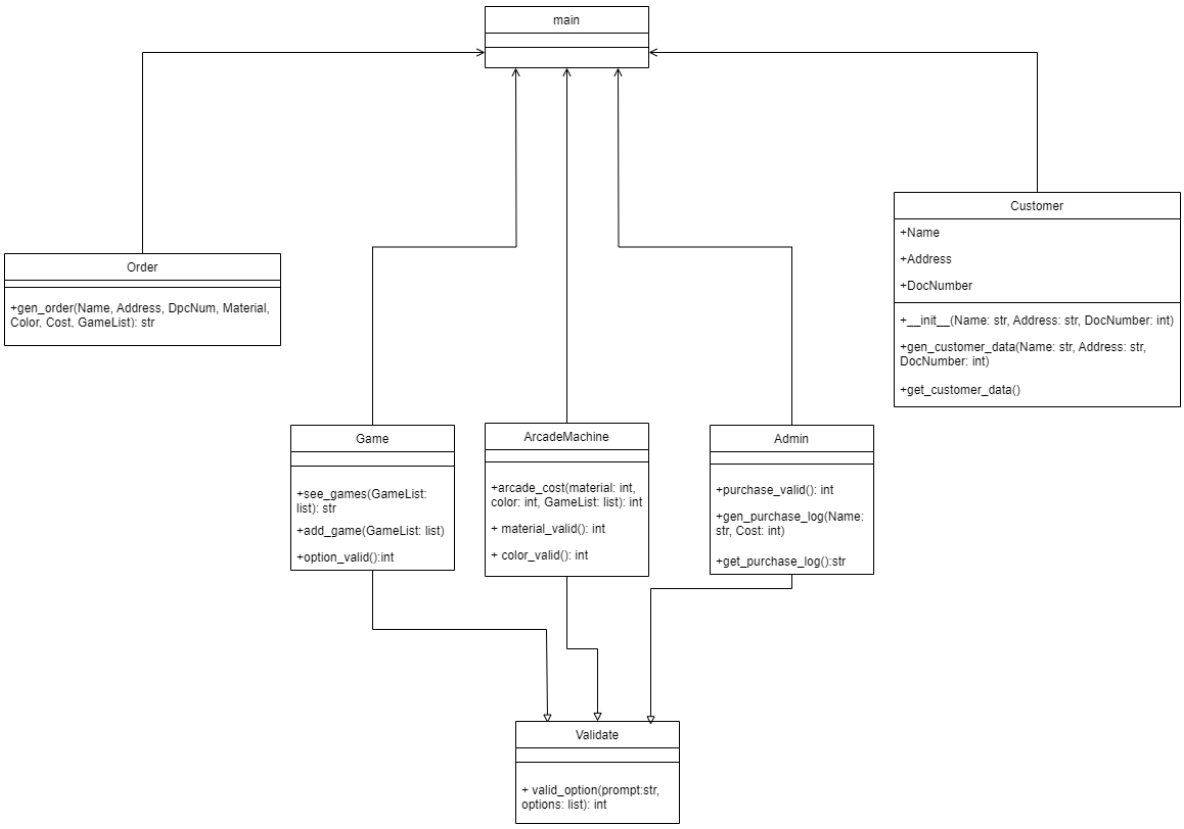
User Story 3:



User Story 4:



User Story 5 & 6:



6) Class Diagram