1. Identify and list at least ten potential nouns which could be used in your project
   - Example: player, ship, region
   1. Player
   2. Ship
   3. Credit
   4. NPC
   5. Price
   6. Region
   7. Weapon
   8. Trade Goods
   9. Market
   10. Health
2. Sort the ten nouns into two categories (a minimum of 5 nouns must be classes)
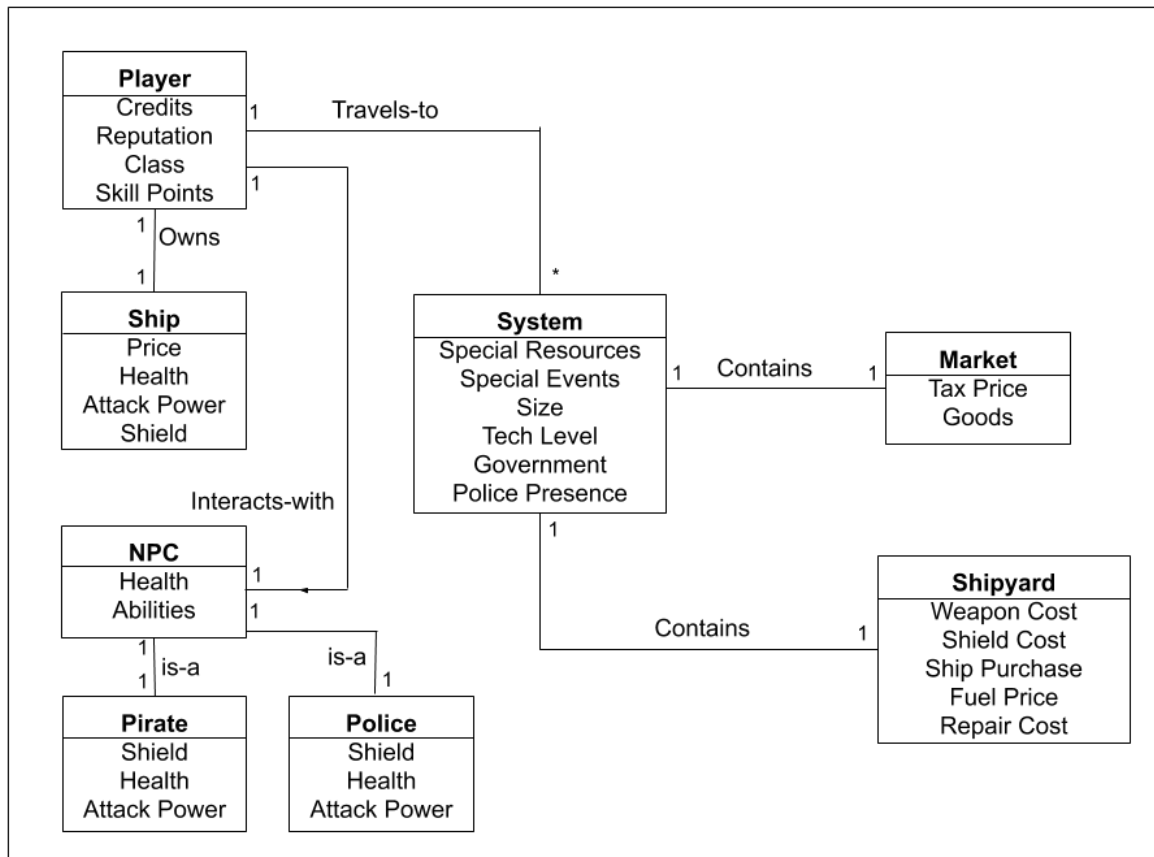   - Game Objects (classes): require their own methods and attributes
     1. Player
     2. Ship
     3. NPC
     4. Weapon
     5. Market
     6. Trade Goods
     7. System
     8. Shipyard
   - Attributes: do not require a whole class
     1. Credits
     2. Price
     3. Galaxy

3. Draw a Domain Model for the nouns you brainstormed

4. Connect each class within your Domain Model to at least one other class using associations
   ● Example: Player "travels-to" Region
5. Include multiplicities for each association – one on each side of the association