Week 2 Agenda

Future Gadget Lab

# Progress

## System Analysis

We sat together and read the project description, and understood what we should do. This is to prepare for thinking about use cases.

## Use-Case Narratives

We found four use cases, one of which is a primary one, and the remaining three are secondary uses cases. We wrote a brief use case description for each one of them, each around a paragraph long. Then, we wrote a casual use case description for the primary use case (which is playing the game).

Then we thought about 12 use-case narratives together. And then we split the work to write about them among us. Each person wrote about 3 narratives.

Then, Orhan designed the UML use-case diagram based on our four use cases.

## Domain Model

We used the example table in the lecture notes to think about what to put in the domain model. We did the thinking together, while Orhan designed the model diagram. We produced a full domain model with 10 entities.

## System Sequence Diagrams

We created two system sequence diagrams for our project. One for the main use case narrative of the Building Mode, and the other is about picking the Plastic Bottle Powerup.

## Operation Contracts

We created one operation contract, so that we can get feedback on our style. It was about the *pickupPlasticBottle* operation.

# Meeting Plan

1. Discuss our use-cases, use-case narratives, and get feedback from TA.
2. **Question:** Is it fine to put arrows between use-cases in the UML diagram?
3. Discuss our domain models, and get feedback from TA.
4. **Question:** Is our style in defining relationships in domain models good?
5. Discuss our system sequence diagrams, and get feedback from TA.
6. Discuss our operation contract, and get feedback from TA.