**Domain model**

**Graphical user interface, application, Teams

Description automatically generated**

**CVA scheme**

|  |  |
| --- | --- |
| Commonality | Variations |
| Board | 8 holes, 6 holes, n holes |
| Stone | White stones, black holes |
| Starting N.O. stones | 4, 6, n |
| Rules for win | Ruleset 1, 2 3 |
| Rules for move | Ruleset 1, 2 3 |

**Analysis matrix**

|  |  |  |  |
| --- | --- | --- | --- |
| Use-case | Ruleset 1 | Ruleset 2 | Ruleset 3 |
| Score is calculated | Score equals to number of stones in Basehole |  |  |
| Determine winner | Player with highest score wins |  |  |
| Perform next move | Spread the stones in selected hole over the next (CCW) holes, where every hole receives one stone |  |  |

The number of stones, holes and color of said stones are not determined by the ruleset but by the player and can be changed per game. Thus, it is not included in the analysis matrix.

In our class diagram we have chosen to apply a strategy pattern to IRuleSet, the ruleset of the game. This way we allow the Game class to use RuleSet methods without depending on a specific implementation.