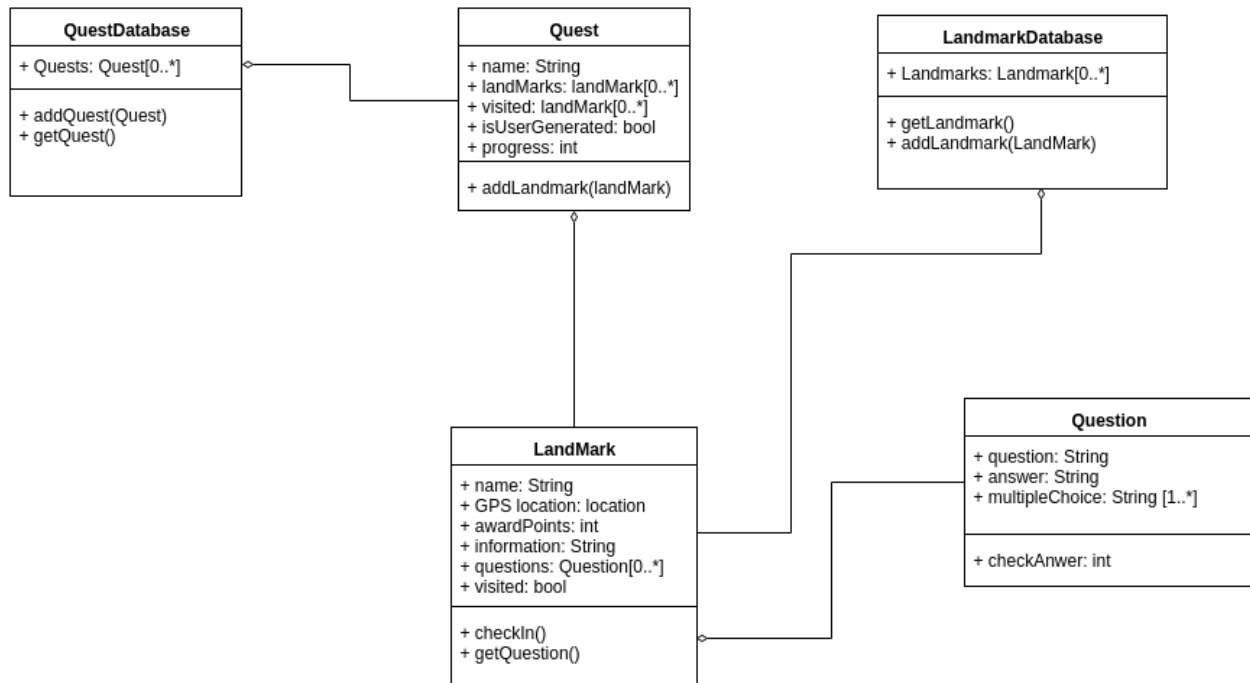# Software Engineering 1
Team 2
Project: Meet Groningen

Class Diagram

For our Minimal Viable Product, we have chosen to implement just the basic elements that constitute the basis of our project.

Our application starts with a start screen. It contains a button that will take the user to a list of all existing quests. Our idea is to implement a database of quests that the user can choose from, and that users can add to. However, at the moment we chose to hardcode a short list of potential quests.

Each quest will consist of landmarks. The landmarks will also be able to be selected from a database, but, same as quests, at the moment we chose to hardcode a landmark in one of our quests, just as an example of what we want our final product to look like.

Each landmark can have one or more questions (although it is not mandatory) that users can answer after they have checked in.