

Deliverables for Iteration 1 – Domain Model, Constraints, GUI Mockup (8%)

The deliverables for Iteration 1 are due on **Sunday, February 9, 2020, at 23:30**. Initial group assignments will be posted on myCourses by **Sunday, January 19, at 23:30**. You are also required to sign up for your GitHub team by **Tuesday, January 21, 2020, at 23:30** (which is the course drop-off deadline).

The composition of some groups may be changed after the course drop-off deadline by **Wednesday, January 22, 2020, at 23:30**, but these changes will impose no penalties on the involved students if they signed up for their respective (original) GitHub team.

See the Project Overview document for a general description of the **Kingdomino** application, an overview of all deliverables, technical constraints, and general rules regarding project reports, submission of source code, and member contributions.

1 GitHub Team and Repository

After your complete group of six students have been published in myCourses, you also need to register yourself for the Github organization of the course. Go to https://classroom.github.com/g/8D5_pzl1 and select your McGill ID from the list. The first team member of your group will have to create a team. Make sure to use the same name for your GitHub team as the name of your group in myCourses. Subsequent team members will need to join the team.

Once you have completed the registration process, you will be added to our GitHub organization for the course (<https://github.com/McGill-ECSE223-Winter2020/>). A team will be created for you and a private repository will be assigned to you. You are required to use this repository to work on the **Kingdomino** application. The instructor and the TAs will also have access to your private repository.

2 Domain Model

Create a domain model of the **Kingdomino** application with Umple that is sufficiently detailed to **cover all features of the game** (see a complete list of features in the **Project Overview document** already shared with you). The domain model must show all the concepts, their attributes, and their relationships in a **UML Class Diagram** documented in the wiki of your GitHub repository using the Markdown language. You do not need to show any operations in your domain model

3 Domain Constraints

In the wiki of your GitHub repository, specify the 10 most important (interesting) constraints of the **Kingdomino** application, which are not covered by your domain model using a *structured natural language*. For navigation expressions, use the appropriate role names in your domain model precisely.

4 Generated Code

Create a project in Eclipse for your **Kingdomino** application. Place your Umple file in the root source folder of your project. Then, generate Java code from your domain model with Umple in the following package:

- `ca.mcgill.ecse223.kingdomino.model`

Commit your project including the Umple file and generated code to your repository in the GitHub organization of the course.

5 UI Mock-ups and Project Report

As a team, create a UI mock-up including all features which are linked to the user interface (UI). State explicitly in your project report if a feature will not be available from the UI. While each team member will be responsible for the UI of her/his assigned features in Deliverable 4, but since the features need to be **integrated into a common UI**, this is a shared responsibility for Deliverable 1. As a team, you also need to ensure that the look and feel of the application is uniform across all features.

You may choose your favorite drawing tool for the UI mock-up or a UI prototyping tool such as Pencil (<https://pencil.evolus.vn/>) and then import the mock-up into your project report. You may also draw the UI mock-up by hand, scan it (or take a photo), and include it in your report as long as the mock-up is clearly legible. Your GUI mockups shall be documented as part of your **project report** of Deliverable 1 on the **wiki page** with a uniform look and formatting.

Submission

Your team is required to follow the General Rules explained in the Project Overview document.

Marking Scheme

<i>Deliverables for Iteration 1 of Project</i>	<i>Marks</i>
Correctness and completeness of domain model (proper naming and use of classes, attributes, associations, composition, and inheritance as needed)	60
Correctness of domain constraints	10
Relevance of domain constraints	5
UML Class diagram for domain model	5
Correctness of generated code (matches domain model and no compilation errors, correct package structure)	5
Uniform look and feel of the GUI	5
Quality of project report	5
Sign-up and use of team repository in GitHub organization of this course	5
Total Marks:	100
The total mark may be adjusted based on the actual contributions of a team member to the deliverables.	