0. Split up into groups of 5 team members.

1. Determine the target users for an application, their demographic characteristics, and identify the conditions under which the application will be used.

2.  Identify the major features of your video game application.

3. Develop a use case diagram for your video game application.

4. Identify external event triggers that influence work flow or user experience (represent it using a sequence diagram).

5. Determine the entities together with their attributes for your game and represent them using a class diagram.

6.  Have each of your team members submit a copy of ALL documents and diagrams under the D2L Dropbox Lab 3 folder.

1. The target user is the instructor for this course(Jean Filion) as he will be the one to evaluate the app that we create. This is a user who is knowledgeable about mobile devices and their uses. The game will be used as part of the evaluation for this class.
2. The major features will be a vehicle such as a plane and obstacles the user must navigate around. Successful navigation without a collision will result in a higher score.

3)

4)