

## **P2: Feedback Implementation - Notes**

We split the original, overloaded sequence diagram into multiple diagrams. This allowed us to focus on a single scenario rather than the entire system at once. One diagram now focuses on the core game flow, such as stats, leaderboard, matching games, etc. The other diagram focuses on login and matchmaking. We also made the lifelines more consistent with the class diagram, which made the system much easier to understand.