C Sc 335 Analysis and Design Artifacts for the Final Project, Fall 2015

1. Team Name: SucKeRS

2. Team Members: Sarina White, Ryan Kaye, Browning Smith, and Sujan Patel

3. Candidate Objects or Class Hierarchies

List the seven most important objects, or the name of a hierarchy, and the main responsibility of each

Candidate Object	Single Responsibility in 1 or 2 sentences
1 Pokemon	The parent of all Pokemon including the three rarities: Legendary, Uncommon, and Common. This sets all the characteristics of the different Pokemon. (Model)
2 Item	The parent of all possible item types. This sets the characteristics and function of the different available items (fatigue cure, step increase, teleporter, and junk collectibles). (Model)
3 Map	This controls the two maps for the different game types. One map for Maze map, and one map for Catch Em' All. (Model)
4 Game Mode	Game mode has two subclasses that are the game modes. It sets the win conditions and uses the corresponding map objects. (Controller)
5 GUI	This is the view that uses the user selected game mode to create a display (View)
6 Trainer	Keeps track of all trainer stats including caught pokemon, steps left, and other conditions like fatigue. (Model)
7 Tile	Superclass that defines different types of tile types for the map objects. This includes various types of obstacles and terrains. Each type of tile may contribute some different function to the game. (Model)

These Class and Sequence Diagrams may be written by hand and scanned or drawn with a UML editor such as Violet *http://sourceforge.net/projects/violet/files/violetumleditor/* *and / or the sequence diagram editor or* *https://www.websequencediagrams.com/#*

4. Class Diagram: Your team UML Class Diagram must show at least all of your candidate objects from above. Show any relationships between them the classes such as inheritance or interface implementation. Draw general associations such as dependency or aggregation. Label some to help explain things. Add any multiplicity adornments that seem appropriate. Use notes to explain things if you feel it will help. Each UML class must show the class name. For full credit, each class must have an average of at least one attribute per class. There must be an average of at least 2.0 methods per class, which may be implicit (no need to repeat methods) if the class implements a Java interface with methods shown there.

5. Sequence Diagram: Your team UML Sequence Diagram should show the most important scenario you can think of. Your sequence diagram should show most of your objects from above and how they communicate with each other.