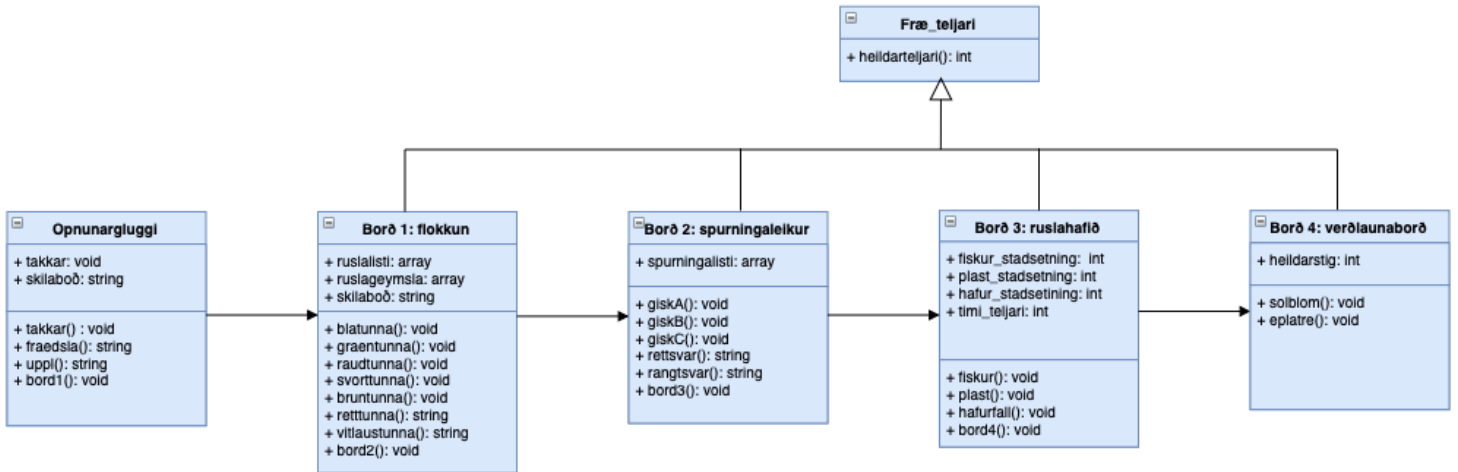


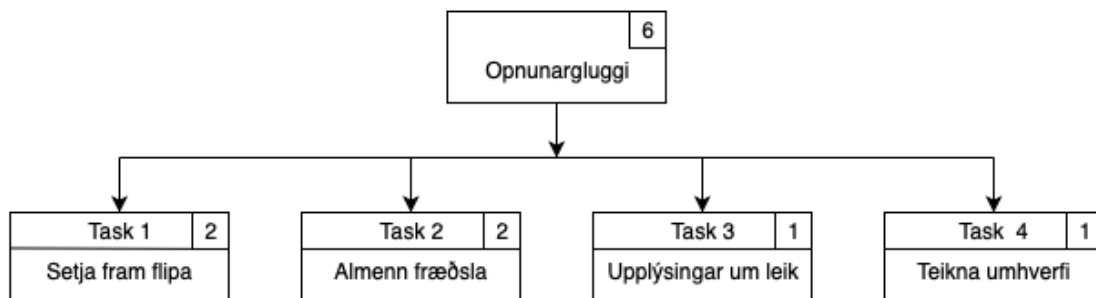
## UML rit:

Við forritun leiksins var UML klasaritið hér fyrir neðan notað til viðmiðunar en vegna tímaþröng tók verkefnateymið þá ákvörðun að notast ekki við klasa í forritun leiksins.

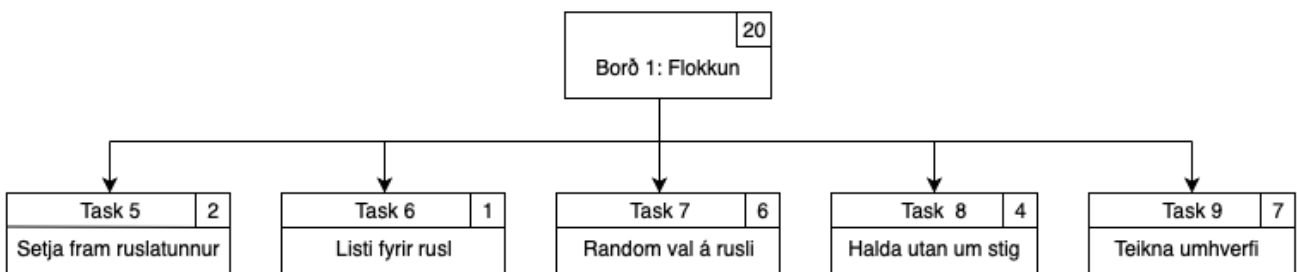


## Notendataasks:

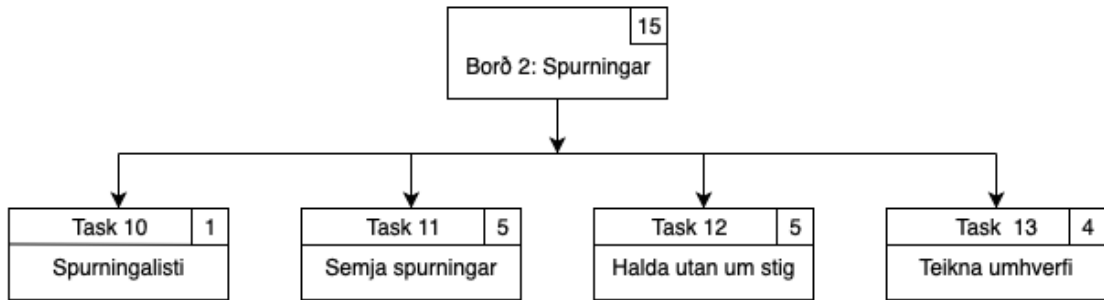
Notendataasks fyrir opnunarglugga:



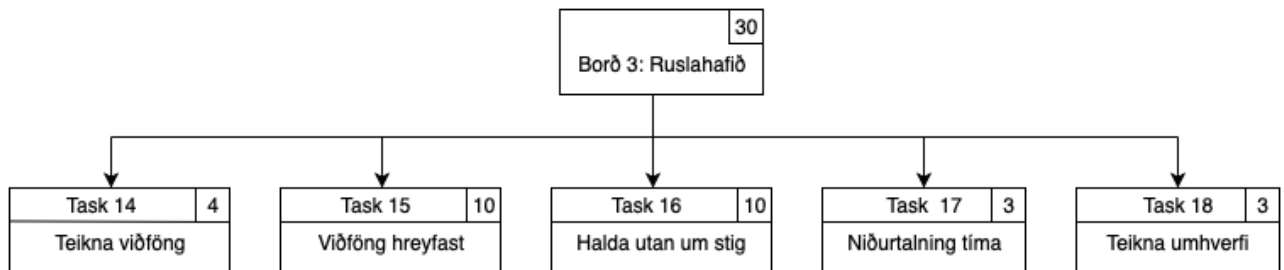
Notendataasks fyrir borð 1:



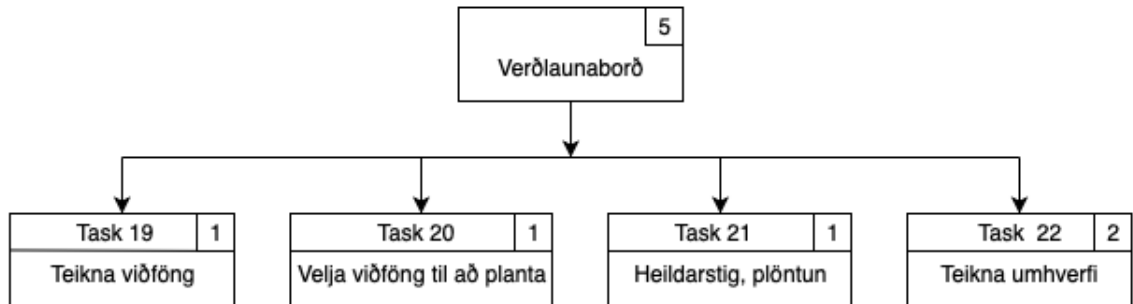
Notendatasks fyrir borð 2:



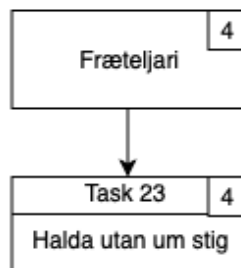
Notendatasks fyrir borð 3:



Notendatasks fyrir verðlaunaborð:



Notendatasks fyrir fræ-teljara:



Tafla sem tengir saman UML rit og notendatasks:

		UML RIT					
		1	2	3	4	5	6
TASK	1		X				
	2						
	3						
	4						
	5			X			
	6			X			
	7			X			
	8						
	9						
	10				X		
	11				X		
	12						
	13						
	14					X	
	15					X	
	16						
	17					X	
	18						
	19						X
	20						
	21						
	22						
	23	X		X	X	X	X

⇒ **UML 1:** Fræ-teljari

⇒ **UML 2:** Opnunargluggi

⇒ **UML 3:** Borð 1: Flokkun

⇒ **UML 4:** Borð 2: Spurningar

⇒ **UML 5:** Borð 3: Ruslahafið

⇒ **UML 6:** Verðlaunaborð