

Instructions for the Candidate - Responsibility - Collaborator whiteboard template

1. Find all the candidates, copying and pasting template card to the right: only fill in the name for now

2. Place related concepts close to each other, to get a feel for the various domain areas

3. Think if you need all the cards - delete cards that are redundant / unnecessary after further team discussion

4. Fill in role stereotypes, then purposes (1-3 sentences max)

5. Fill in responsibilities (purpose / role stereotypes will help you)

6. For each responsibility, think aloud who would the candidate need to talk to in order to achieve it: those are collaborators

7. Keep doing steps 3-6 until happy you didn't miss something

8. Turn identified concepts into your design (UML class diagrams and/or behavioural diagrams).

Use CTRL+ALT+(plus/minus) to zoom in/out as needed.

Card title

Purpose here

Role stereotypes: ...

Responsibility

Responsibility

Responsibility

Responsibility

Responsibility

Responsibility

Responsibility

Collaborator

Collaborator

Collaborator

Collaborator

Collaborator

Collaborator

Collaborator

Name	
Purpose here	
Role stereotypes: ...	
Responsibility Responsibility Responsibility Responsibility	Collaborator Collaborator Collaborator Collaborator

Designer Story:

- We are developing a single player computer game to be run as a desktop application running locally
- Once the game starts the player will get a short tutorial/introduction to the game then they will be free to move around the map.
- There are ‘7 days’ where the user needs to study to gain points.
- The user needs to eat, rest and complete recreation activities around the map to recover their energy to study more.
- Once the 7 days are over if the player has a high enough score they have passed their exams and win the game.

Themes:

- Desktop interface
- A map layout that considers where the player is and locations of interest
- The player will be able to complete tasks at the locations on the map (Study, rest, recreation) and gain points for doing so
- A timer that splits the game up in to 7 days in game
- End of the 7th day with a win condition

Iteration 1

Character	
Represents the avatar the user is controlling that is somewhere on the map.	
Role stereotypes: Information holder	
Responsibility Responsibility Responsibility Responsibility	Grid Movement Collaborator Collaborator

Movement	
Updates the position of the character by moving them	
Role stereotypes: Information Updater?	
Knows PlayerPosition Responsibility Responsibility Responsibility	Character PlayerPosition Map? Grid?

Animations	
Represents the animations that play when a character interacts with something	
Role stereotypes: ...	
Responsibility Responsibility Responsibility Responsibility	Interaction Character Collaborator Collaborator

Energy	
The amount of 'energy' a character has left. Representing the amount of things the character can do.	
Role stereotypes: Information holder	
Decides whether an action can happen Responsibility Responsibility Responsibility Responsibility	Collaborator Collaborator Collaborator Collaborator

Money	
Amount of 'money' a character has left. Determines whether a player can do certain actions	
Role stereotypes: ...	
Decides whether a player can buy something Responsibility Responsibility Responsibility Responsibility	Collaborator Collaborator Collaborator Collaborator

Interaction	
Allows the user to do an action by interacting with a point of interest on the map.	
Role stereotypes:	
Responsibility Responsibility Responsibility Responsibility	Collaborator Collaborator Collaborator Collaborator

Building Type		Map		Grid	
Determines the type of building (i.e. whether a character can sleep or study there)		Role stereotypes: ...		Splits the visible map in to an X, Y coordinate grid.	
Role stereotypes: ...				Role stereotypes: Structurer	
Responsibility Responsibility Responsibility Responsibility	Collaborator Collaborator Collaborator	Responsibility Responsibility Responsibility Responsibility	Grid Collaborator Collaborator Collaborator	Responsibility Responsibility Responsibility Responsibility	Map Collaborator Collaborator Collaborator

Building Position		PlayerPosition	
Represents the position of a building		Represents the position of the character the player is controlling on the map.	
Role stereotypes: ... Information holder		Role stereotypes: Information holder	
Knows the grid/map Responsibility Responsibility Responsibility	Grid Collaborator Collaborator Collaborator	Knows where the character is Knows the grid/map Responsibility Responsibility	Grid Collaborator Collaborator Collaborator

ScoreSaver		WinCondition	
Purpose here		Purpose here	
Role stereotypes: ...		Role stereotypes: ...	
Purpose here	Collaborator Collaborator Collaborator Collaborator	Purpose here	Collaborator Collaborator Collaborator Collaborator
Role stereotypes: ...		Role stereotypes: ...	
Responsibility Responsibility Responsibility Responsibility	Collaborator Collaborator Collaborator Collaborator	Responsibility Responsibility Responsibility Responsibility	Collaborator Collaborator Collaborator Collaborator

GameSaver	
Method that saves the game so that the player can continue another time	
Role stereotypes: ...	
Responsibility Responsibility Responsibility Responsibility	Collaborator Collaborator Collaborator Collaborator

Leaderboard	
Screen that displays the leaderboard	
Role stereotypes: ...	
Responsibility Responsibility Responsibility Responsibility	Collaborator Collaborator Collaborator Collaborator

DayCounter	
Counter that shows the player what day the game is on.	
Role stereotypes: ...	
Responsibility Responsibility Responsibility Responsibility	Collaborator Collaborator Collaborator Collaborator

Difficulty	
Purpose here	
Role stereotypes: ...	
Responsibility Responsibility Responsibility Responsibility	Collaborator Collaborator Collaborator Collaborator

Audio	
Purpose here	
Role stereotypes: ...	
Responsibility Responsibility Responsibility Responsibility	Collaborator Collaborator Collaborator Collaborator

Scaling	
Purpose here	
Role stereotypes: ...	
Responsibility Responsibility Responsibility Responsibility	Collaborator Collaborator Collaborator Collaborator

Keyboard	
Purpose here	
Role stereotypes: ...	
Responsibility Responsibility Responsibility Responsibility	Collaborator Collaborator Collaborator Collaborator

EatingScreen	
Screen that appears when the player interacts with an eating area	
Role stereotypes: User Interface	
Responsibility Responsibility Responsibility Responsibility	Interaction Building Type Collaborator Collaborator

CreationScreen	
Screen that appears when the player creates their character.	
Role stereotypes: User Interface	
Responsibility Responsibility Responsibility Responsibility	Collaborator Collaborator Collaborator Collaborator

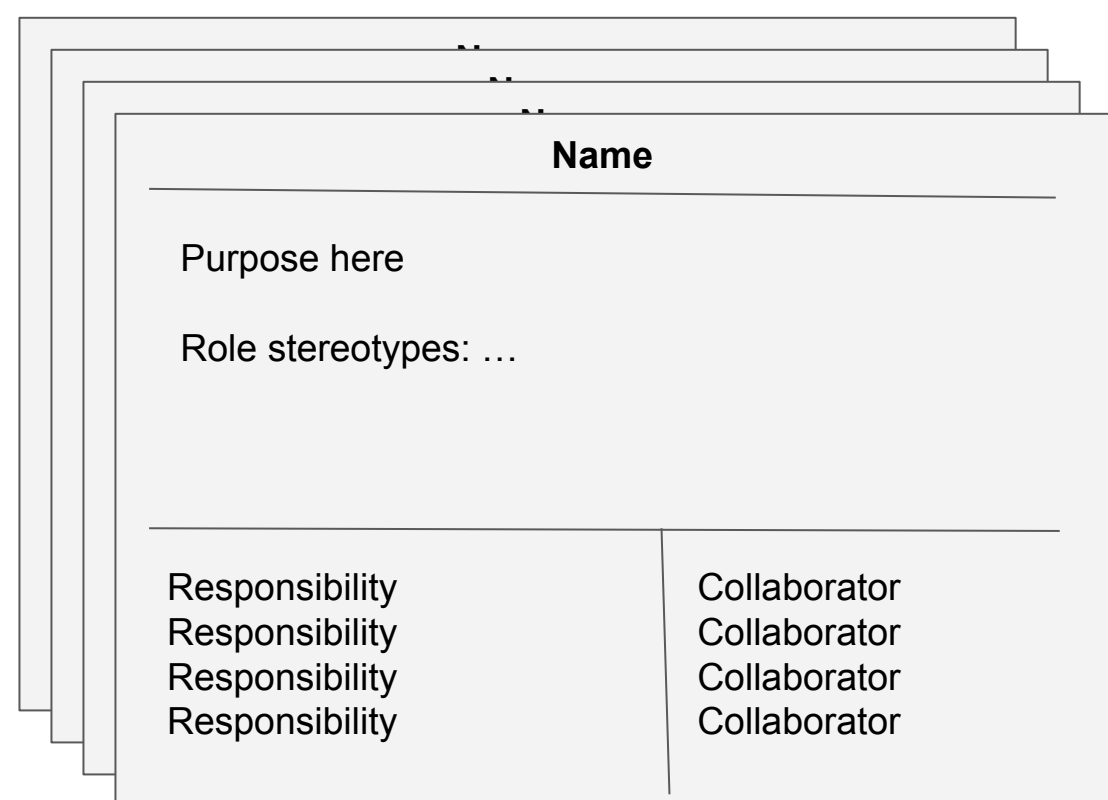
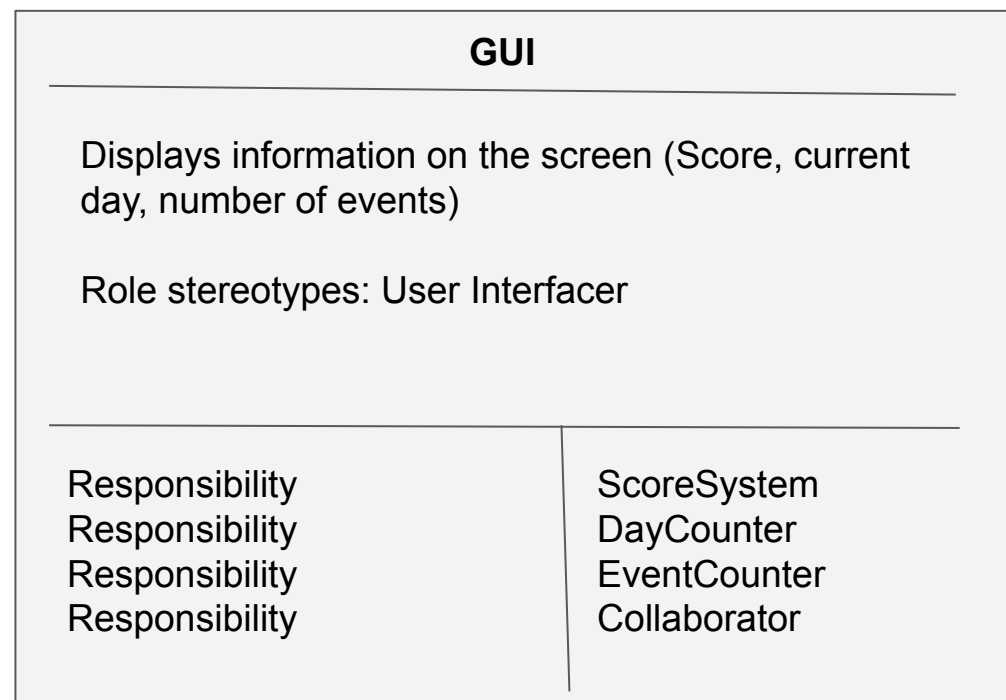
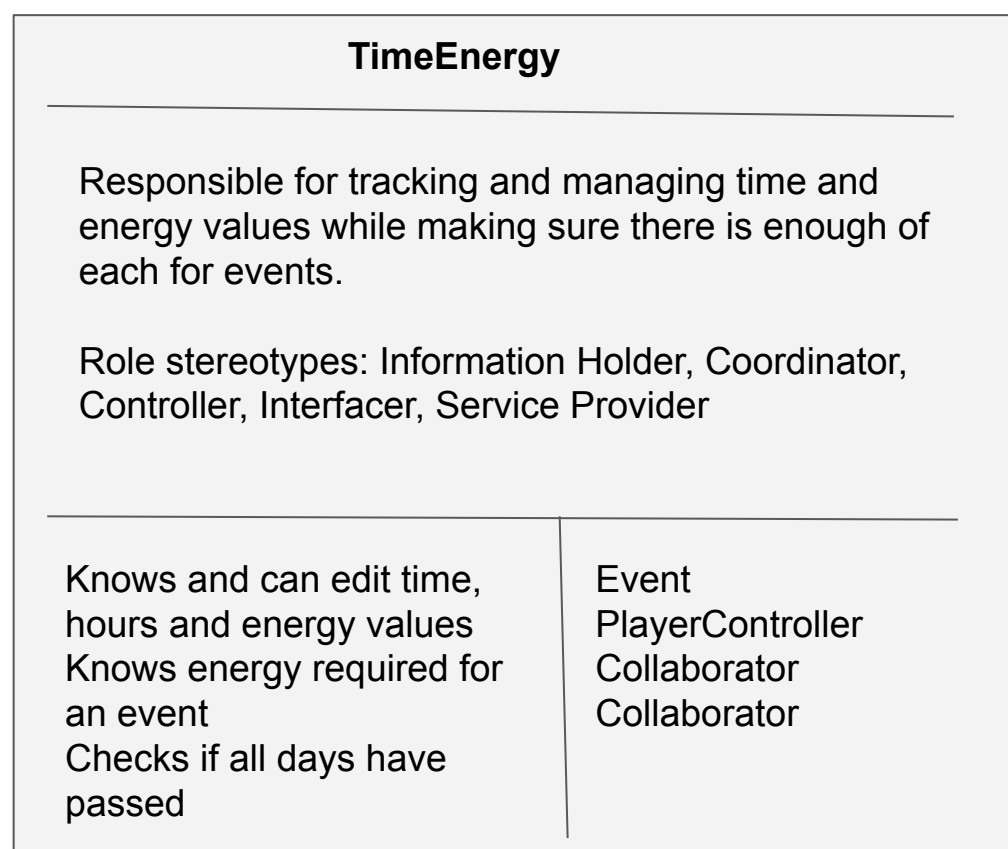
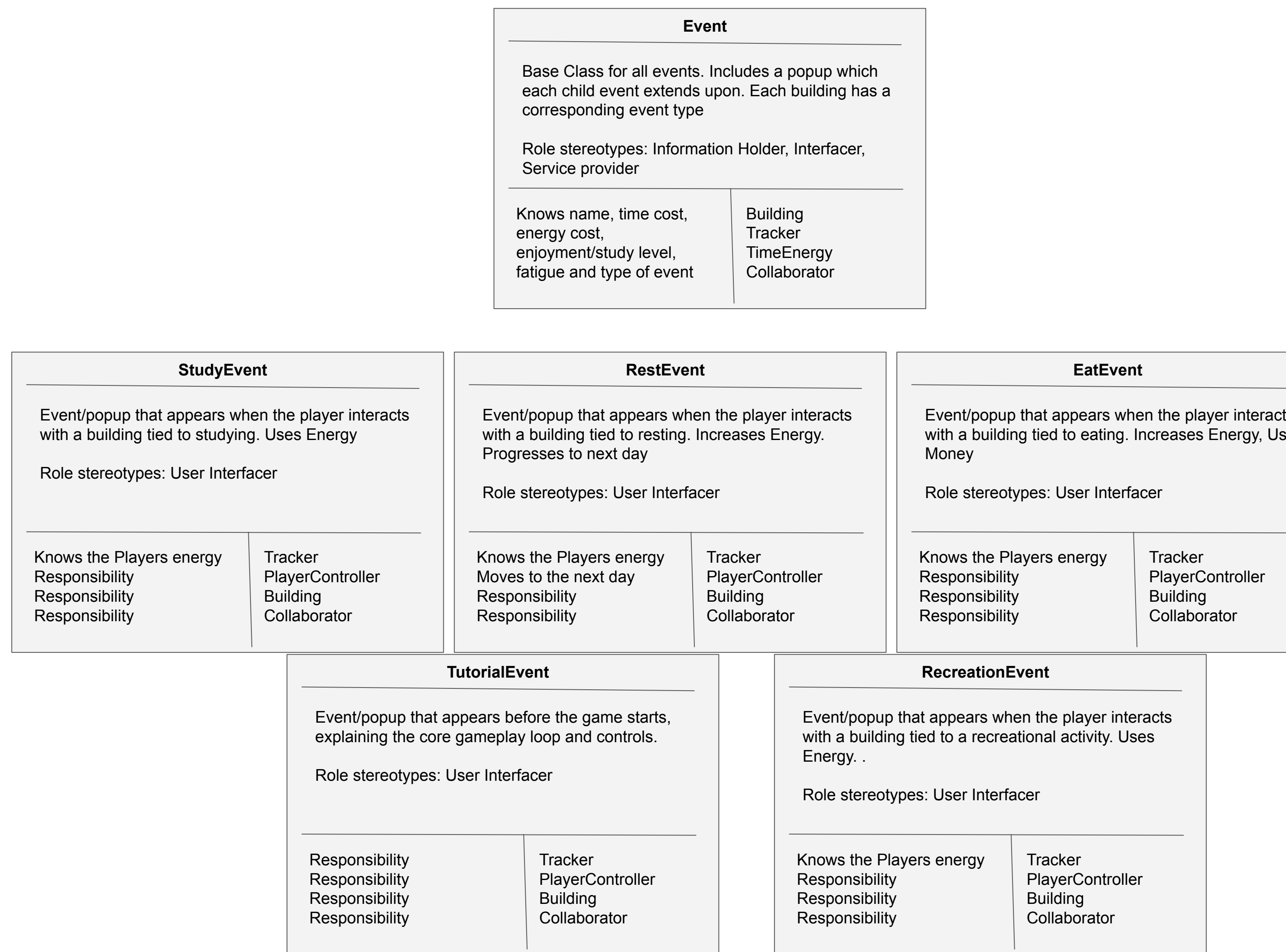
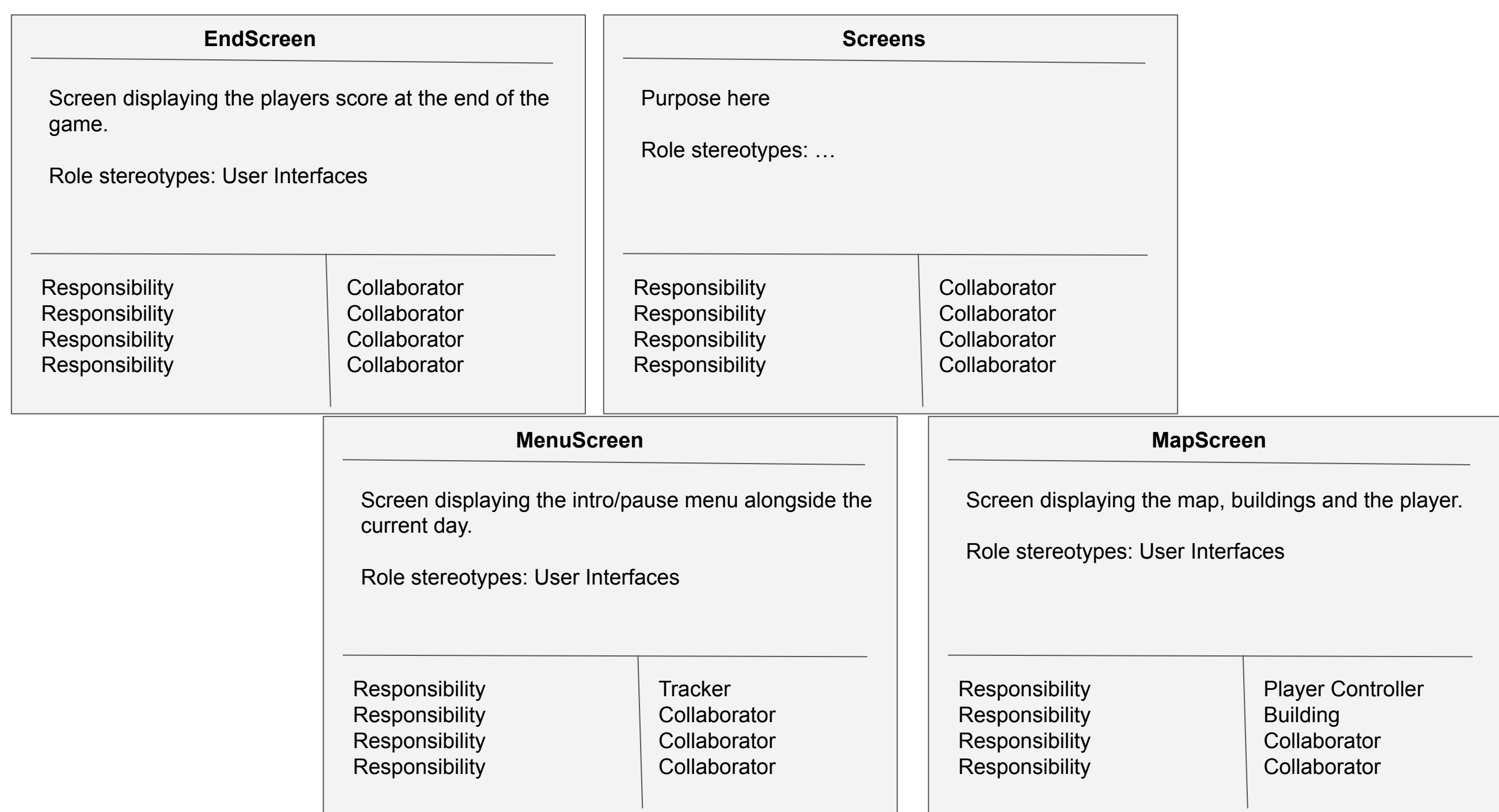
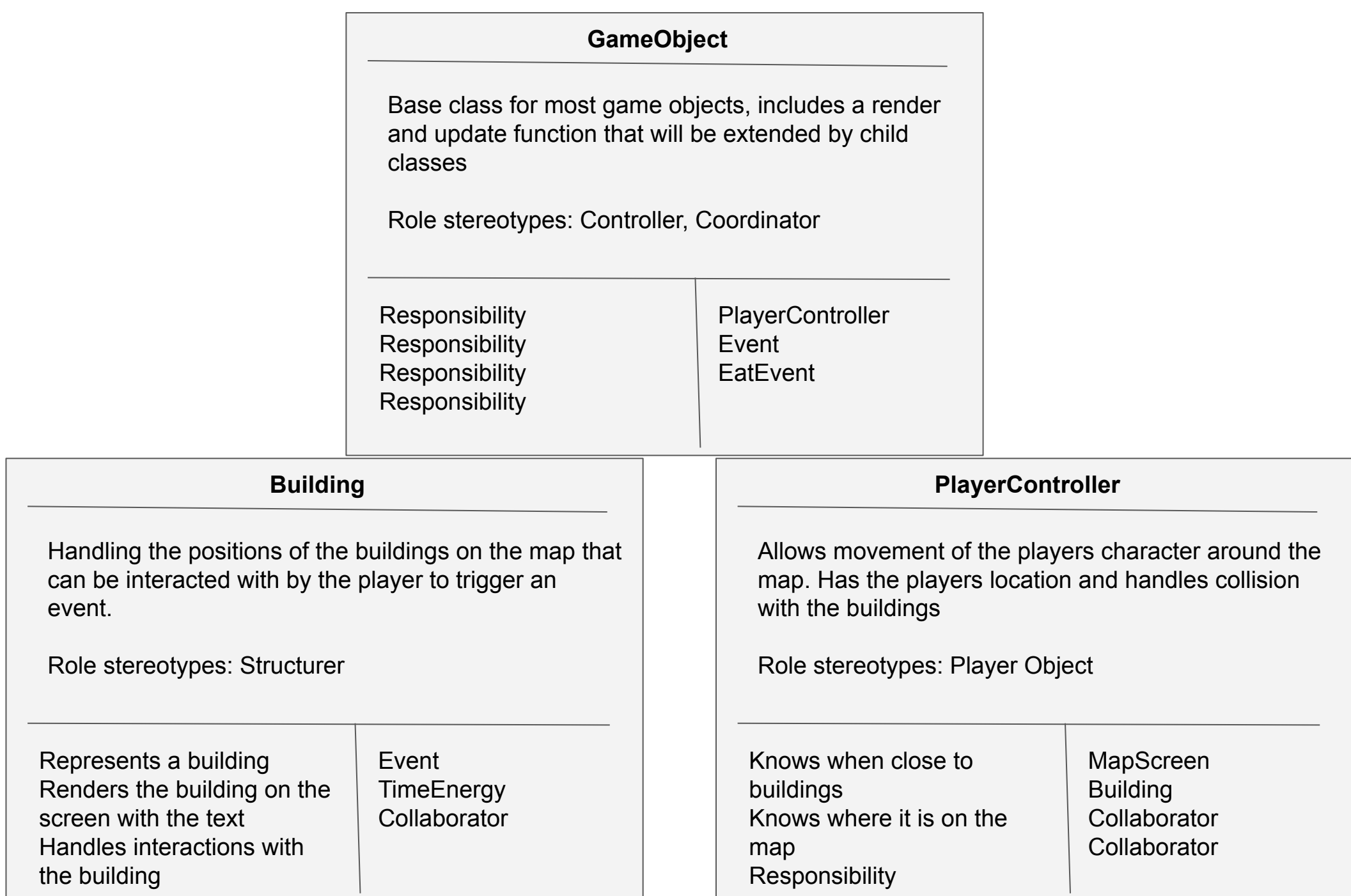
MenuScreen	
Screen that appears when the game is opened	
Role stereotypes: User Interface	
Responsibility Responsibility Responsibility Responsibility	Collaborator Collaborator Collaborator Collaborator

RestingScreen	
Screen that appears when the player interacts with a resting area	
Role stereotypes: User Interface	
Responsibility Responsibility Responsibility	Interaction Building Type Collaborator Collaborator

StudyScreen	
Screen that appears when the player interacts with a study area	
Role stereotypes: User Interface	
Responsibility Responsibility Responsibility Responsibility	Interaction Building Type Collaborator Collaborator

Name	
Purpose here	
Role stereotypes: ...	
Responsibility Responsibility Responsibility Responsibility	Collaborator Collaborator Collaborator Collaborator

Iteration 2



Final Iteration

