From: Chen Li

Date: 2016/9/17

Subject: draft of class diagram

Introduction:

Sketch class Diagram according to user case and functions we want to realize in the game with Tian Yu Wu.

Methods:

At the beginning, we review the user stories and considered what class we will use in the game and the relationship with each classes, we figure out the general thinking about these classes and draw them using astch. The following is what we figure out：

