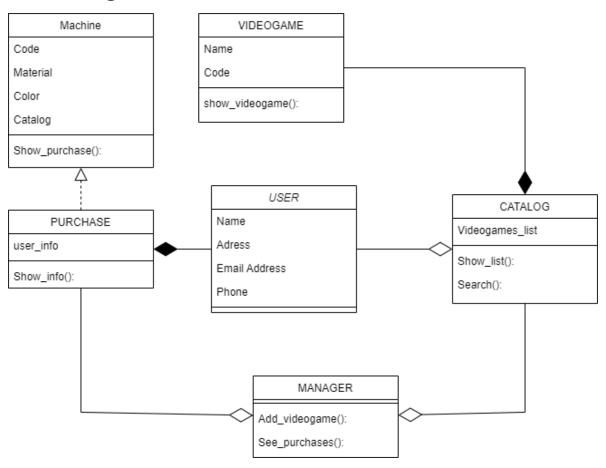
UML DIAGRAMS

Class Diagram:

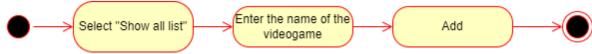


Activity Diagrams:

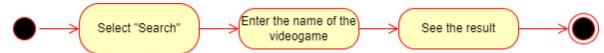
1. As an admin, I want to see all the purchases in a file, so I can deliver them.



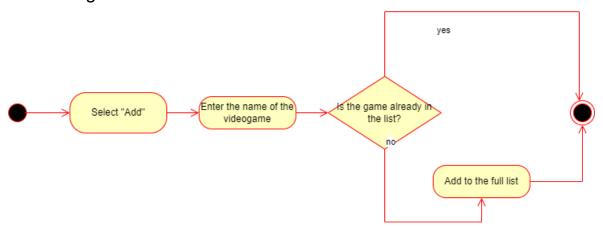
2. As a customer, I want to see the list of available games, so I can add my favorites.



3. As a client, I want to search a videogame in the catalog, so I can see the full list of videogames.



4. As a manager, I want to add games to the machine, so I can sell more games.



5. As a client, I want to add my information, so I can receive the products.

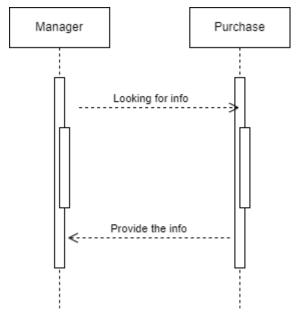


6. As a customer, I want to choose the type of materials for the machine, so I can customize it to my liking.

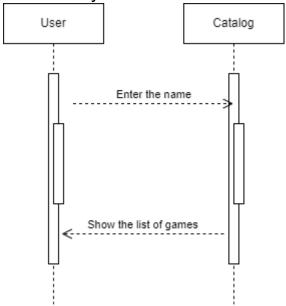


Sequence Diagrams:

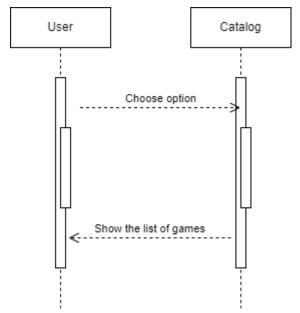
1. As an admin, I want to see all the purchases, so I can deliver them.



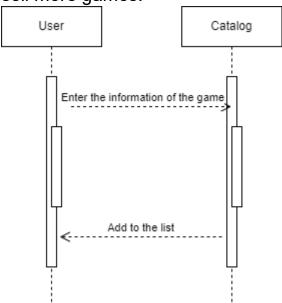
2. As a customer, I want to see the list of available games, so I can add my favorites.



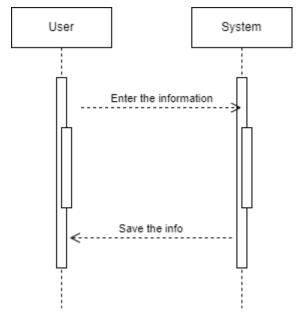
3. As a client, I want to search a videogame in the catalog, so I can see the full list of videogames.



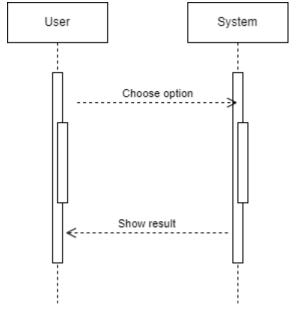
4. As a manager, I want to add games to the machine, so I can sell more games.



5. As a client, I want to add my information, so I can receive the products.



6. As a customer, I want to choose the type of materials for the machine, so I can customize it to my liking.



CRC Cards:

USER CLASS		
-Provide the information -Make purchases	-Purchase -Catalog -Videogame	
MACHINE CLASS		
- Be customized - Be purchased	- user	

VIDEOGAME CLASS		
- Consist a list of them	- user - Machine - Manager	
CATALOG CLASS		
- Show the full list of games	- user - Machine - Manager - Videogame	

PURCHASE CLASS		
- Let the user make a purchase - Show the purchase info	- user - Machine - Manager - Videogame - Catalog	
MANAGER CLASS		
- See all the info - Add videogames	- user - Machine - Manager - Videogame - Catalog - Purchase	