

DorcSlayer

Object and Dynamic Model Document

Team Christine
Christine Laurendeau

Submitted to:
Dr. Christine Laurendeau
COMP 3004 - Object-Oriented Software Engineering
School of Computer Science
Carleton University

September 5, 2019

NOTE: This document is partial only! It is not complete. It is meant solely as an example of the *format* that is expected for some portions of assignments and/or deliverables. It does NOT include all the details that are expected of work submitted for credit. For more information on what is expected, please refer to the assignment and/or deliverable description, as well as the corresponding discussion posts in *cuLearn*.

1. Object Model

1.1 Entity objects related to DorcSlayer users

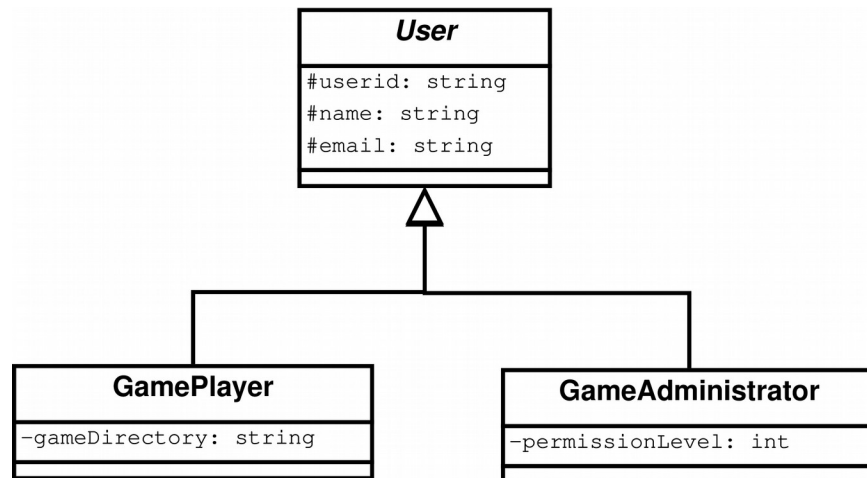


Figure 1 – User related entity objects

1.2 Entity objects related to game playing

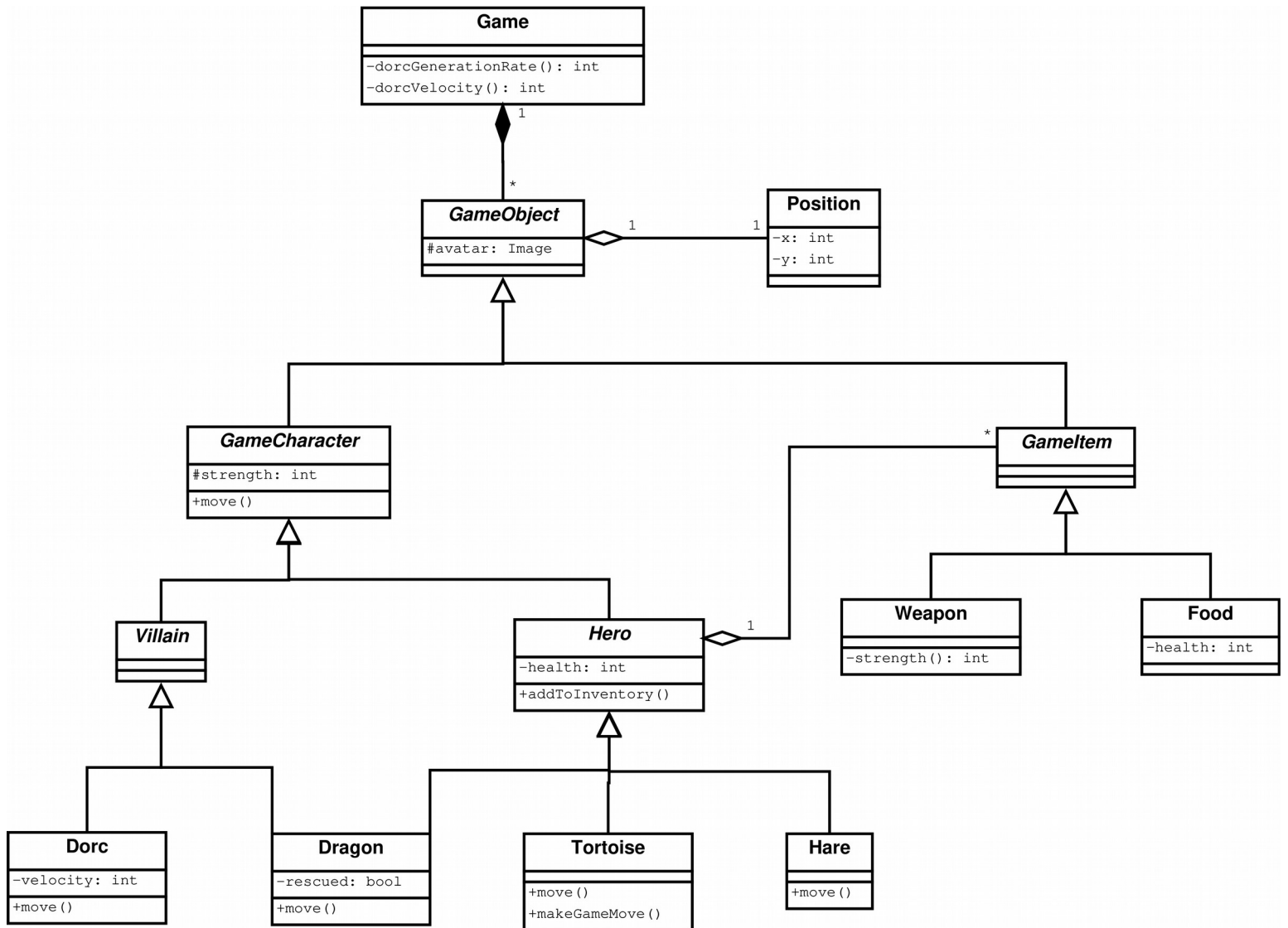


Figure 2 – Game related entity objects

2. Dynamic Model

This is the sequence diagram for the SaveGame use case.

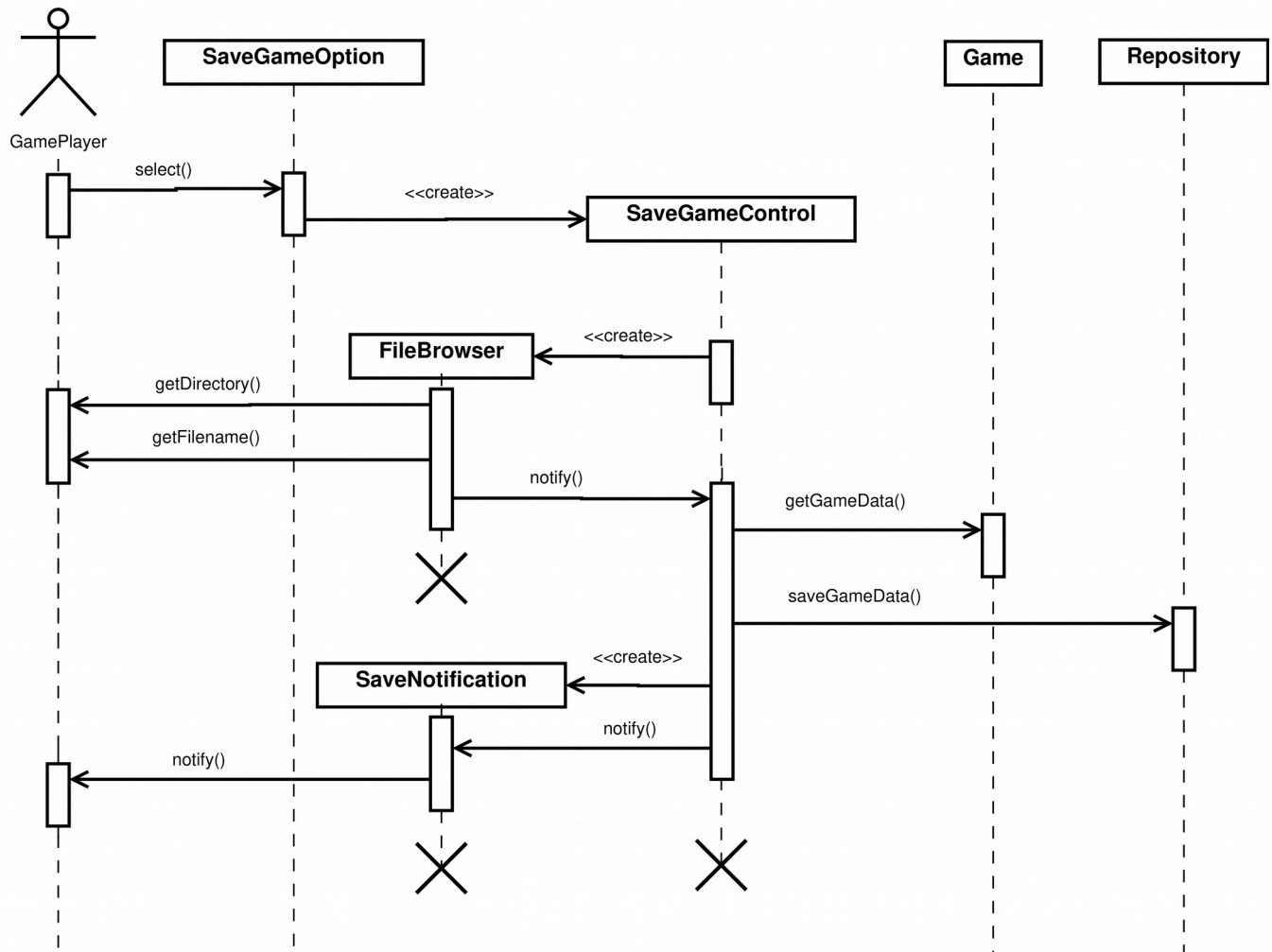


Figure 3 – Sequence diagram for the SaveGame use case