**Noun Analysis**

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| Candidate Class | Keep? | Reason for Rejecting or keeping |
| Map | Y | Everything happens on the Map |
| KeyStones | Y | Child class of Item |
| FinalLocation | N | Too vague in comparison to Exit Location. |
| ExitLocation | Y | Child class of Location |
| Player | Y | Best describes the Player which is the active actor in the game |
| Key | N | Redundant as already have keystone |
| Door | N | Too vague, could be an attribute of ExitLocation. It is just visual. |
| Location | Y | The parent class for all locations. |
| GPSLocation | N | Redundant. Part of Location. |
| Game | Y | The main class for the game |
| Destination | N | Too vague. Each Location could be a destination. |
| Pathway | N | Method of Map |
| Landscape | N | A part of Map |
| ImaginaryLocation | N | Attribute of Location |
| Theme | N | Attribute of Game |
| RealWorldLocation | N | Attribute of Location |
| Icon | N | Field of Location |
| GameMap | N | Redundant same as Map |
| LocationFeature | N | Method of Player |
| GPSCoordinates | N | Similar to method GetLocation |
| BoundaryCoordinates | N | Collection of points as a field of Location |
| PlayerDevice | N | Redundant same as Player. |
| Event | N | Not specific enough |
| LocationType | N | Field of Location. |
| DestinationName | N | Field of Location |
| DestinationDescription | N | Field of Location |
| Graphics | N | Field of multiple classes |
| Hints | N | Field of Location |
| Clues | N | Redundant same as hints |
| PlayerMovement | N | Method of Map |
| Paths | N | Redundant same as Pathways |
| GameLandscape | N | Redundant same as Map |
| SelectedDestination | N | Field of Map |
| Item | Y | Parent class of all items |
| Activity | N | Redundant same as QuestionCollection or PuzzleCollection |
| town | N | Field of Map |
| city | N | Field of Map |
| country | N | Field of Map |
| world | N | Too Vague |
| CurrentLocation | N | Field of Player |
| GameServer | Y | Predefined class. Boundary Class. |
| AvailableGames | N | Method of GameServer |
| PlayerName | N | Field of Player |
| GameApplication | N | Redundant as same as Game |
| Data | N | Too Vague |
| GameData | N | Too Vague |
| Puzzle | Y | Child class referring an single Puzzle part of PuzzleCollection |
| Question | Y | Child class referring an single Puzzle part of QuestionCollection |
| StartingLocation | Y | Child of Location |
| GameDesigner | N | Field of Map. Name of the Author |
| StartingPoint | N | Redundant as same as StartingLocation |
| Option | N | Too vague |
| HealthLevel | N | Field of Player |
| Bag | Y | Class which contains Items |
| Oracle | Y | Class which dictates the number of locations the Player can move to. |
| VirtualCup | N | Redundant as same as Oracle |
| SetOfStones | N | Redundant as same as PathLength |
| Number | N | Redundant as same as PathLength |
| NumberShape | N | Method of Oracle which displays the number saved in PathLength field. |
| PathLength | N | Field as a number part of Oracle |
| IntendedLocation | N | Redundant as the same as SelectedDestination |
| ChosenLocation | N | Redundant as the same as SelectedDestination |
| NavigationalGuidance | N | Redundant as the same as NavigationalArrow |
| CorrectDestination | N | Redundant as the same as SelectedDestination |
| NavigationalArrow | Y | Class which provides navigational guidance to the Player based on SelectedDestination |
| DirectionOfTravel | N | Field of NavigationalArrow which contains the GPS coordinates of the intended location |
| ApproximateDistance | N | Method of NavigationalArrow. |
| GoogleMapsWebService | Y | Predefined Class |
| NavigationalInformation | N | Too vague. |
| TravelDirection | N | Provided by GoogleMapsWebService |
| DestinationDistance | N | Provided by GoogleMapsWebService |
| TravelHint | N | Redundant as same as Hint in Location |
| Cost | N | Field of Location and each hint may cost a different amount of player’s health. |
| PlayerHealth | N | Redundant of HealthLevel |
| TradeOff | N | Redundant as same as cost |
| FrameRate | N | No need for framerate in system |
| UserInterface | Y | Class which allows a Player to interact with the system |
| DesignGuidelines | N | Determined by someone else |
| VirtualAction | N | Redundant as same as QuestionCollection or PuzzleCollection |
| VirtualEvents | N | Redundant as same as QuestionCollection or PuzzleCollection |
| IntermediateLocation | Y | Child of Location |
| QuestionLocation | Y | Child of Location |
| KeyStoneLocation | Y | Child of Location |
| WildCardLocation | Y | Child of Location |
| NavigationalPoints | N | Redundant same as IntermediateLocation |
| PlayerTurn | N | Field of Map |
| Answer | N | Field of QuestionLocation |
| QuestionCollection | N | Field of QuestionLocation |
| GeneralKnowledgeQuestion | N | QuestionType field of Location |
| LocationSpecificQuestion | N | QuestionType field of Location |
| LocationID | N | Field of Location |
| CorrectAnswer | N | Field of Question |
| IncorrectAnswer | N | Field of Question |
| LocationSettings | N | Field of Location. |
| RegenerationLocation | Y | Child of Location |
| WildCard | Y | Child of Item |
| EnergyBoostWildCard | Y | Child of WildCard |
| QuestionImmunitySpellWildcard | Y | Child of WildCard |
| Spell | N | Too vague |
| GiveItUpWildcard | Y | Child of WildCard |
| VirtualCreatures | N | Future suggestion for Child of WildCard |
| VirtualWeapons | N | Future suggestion for Child of WildCard |
| Shields | N | Future suggestion for Child of WildCard |
| VirtualDoor | N | Future suggestion for Child of WildCard |
| PlayerMessaging | N | Messaging sounds better for a class |
| Messaging | Y | Class which handles player messaging |
| Message | N | Too Vague |
| Interaction | N | Not relevant |
| Status | Y | Class which handles status update |
| PlayerMessage | N | Redundant same as MessageText |
| PostStatus | N | Method of Status |
| GameID | N | Field of Game |
| MessageText | N | Field of Messaging Class |
| SendMessage | N | Method of Messaging |
| RequestMessage | N | Method of Messaging |
| GameOptions | N | Each field of Game is an option |
| SocialNetworkingSites | N | Not relevant as only one social networking site used |
| UserBase | N | Not relevant |
| FacebookWebAPI | N | The API being used by the Status Class |
| Integration | N | Not relevant |
| GamePack | Y | Class which contains game pack |
| PersonalData | N | Field of Status |
| SocialMediaCredentials | N | Field of Status |
| Skins | N | Attribute of GamePack |
| PaymentInformation | N | Attribute of GamePack |
| CreditCardDetails | N | Attribute of GamePack |
| InGameForm | N | Method of GamePack |
| PaymentServer | Y | PreDefined Class |