

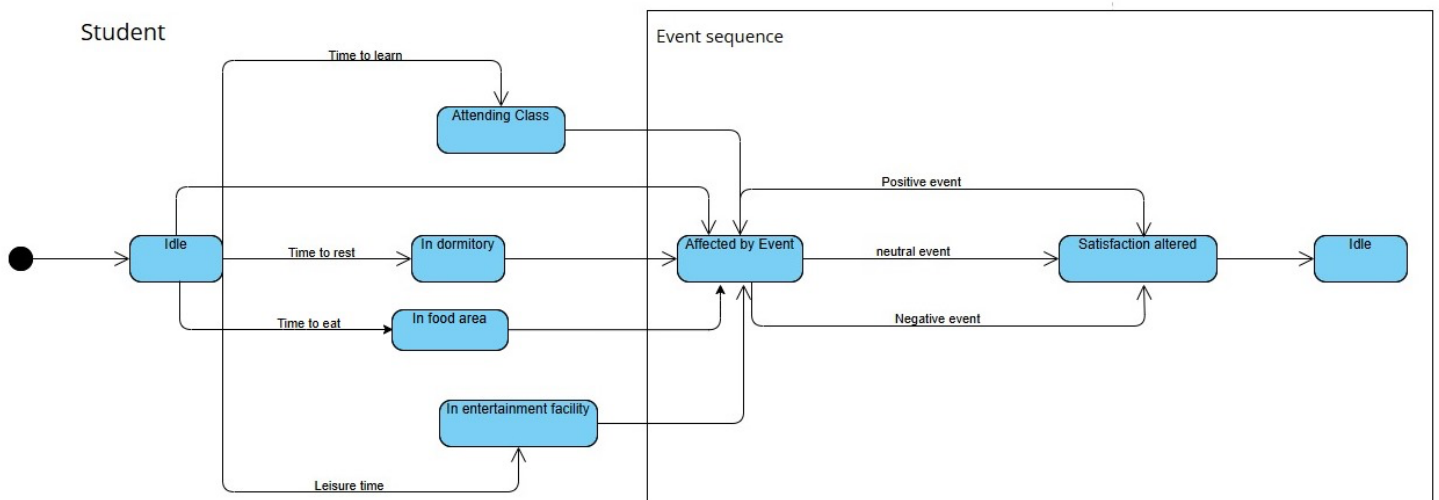
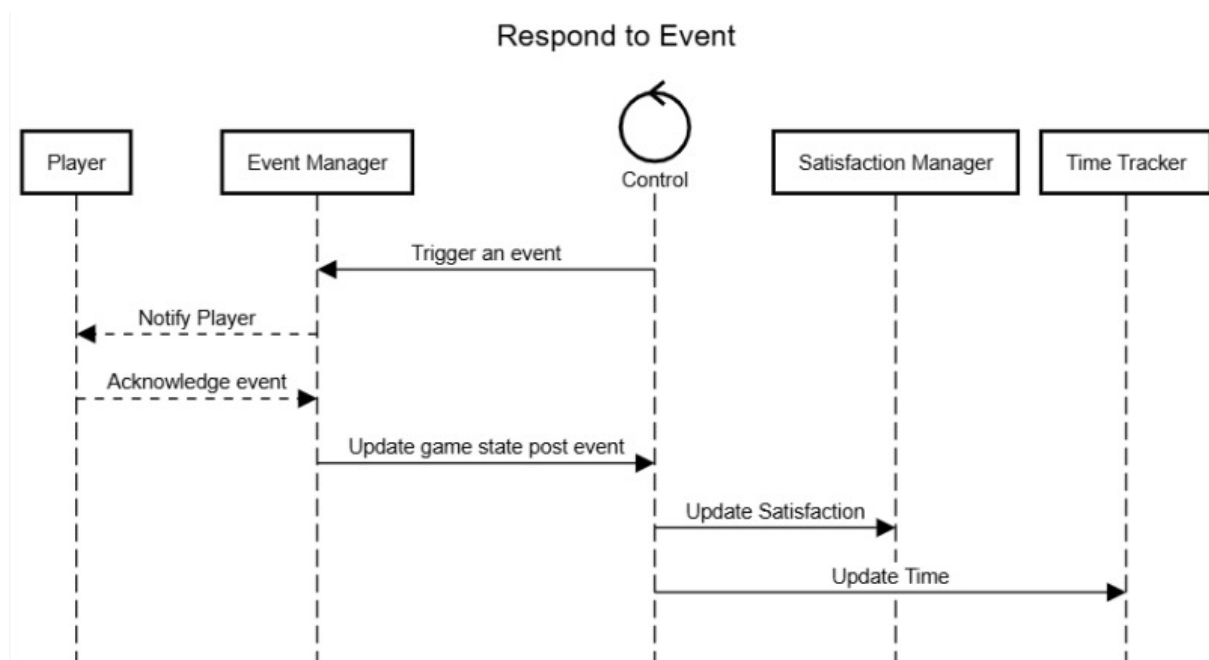
Architecture Updates and Evidence

Behavioural Diagram Updates

Our team decided that we would change our initial plans for the event sequence. We decided that- instead of having event prompts that a user can respond to in order to maintain/improve their satisfaction score- the event prompts will be randomly generated from a list that we came up with. Every prompt has an associated satisfaction score that will either be deducted, added to, or not change the player's satisfaction point tally.

In doing this, we reduced risk on the user's behalf and added an element of surprise as a user will not know what the game has in store for them.

Via thinking ahead, we concluded that it would create an easier to understand game flow for the users.



Structural Diagram Initial Plan

Attached below was our initial plan for the structure diagrams, we decided on improving further on this to give a separate class for managing the buildings. BuildingManager which is included in the main document is there to help organise and make debugging much easier when it comes to the placement and removal of buildings. It can help us distinguish between what a building is and what the actions of a building do. BuildingManager will eventually link with the map to help with grid and restrictions, for example, it wouldn't let you place a building in a lake.

We decided to simplify the timing system class by integrating it within the Main logic class. In the most recent version, we utilised Plantuml, using this software allows us to edit diagrams much more effectively and efficiently.

Structure Diagram

