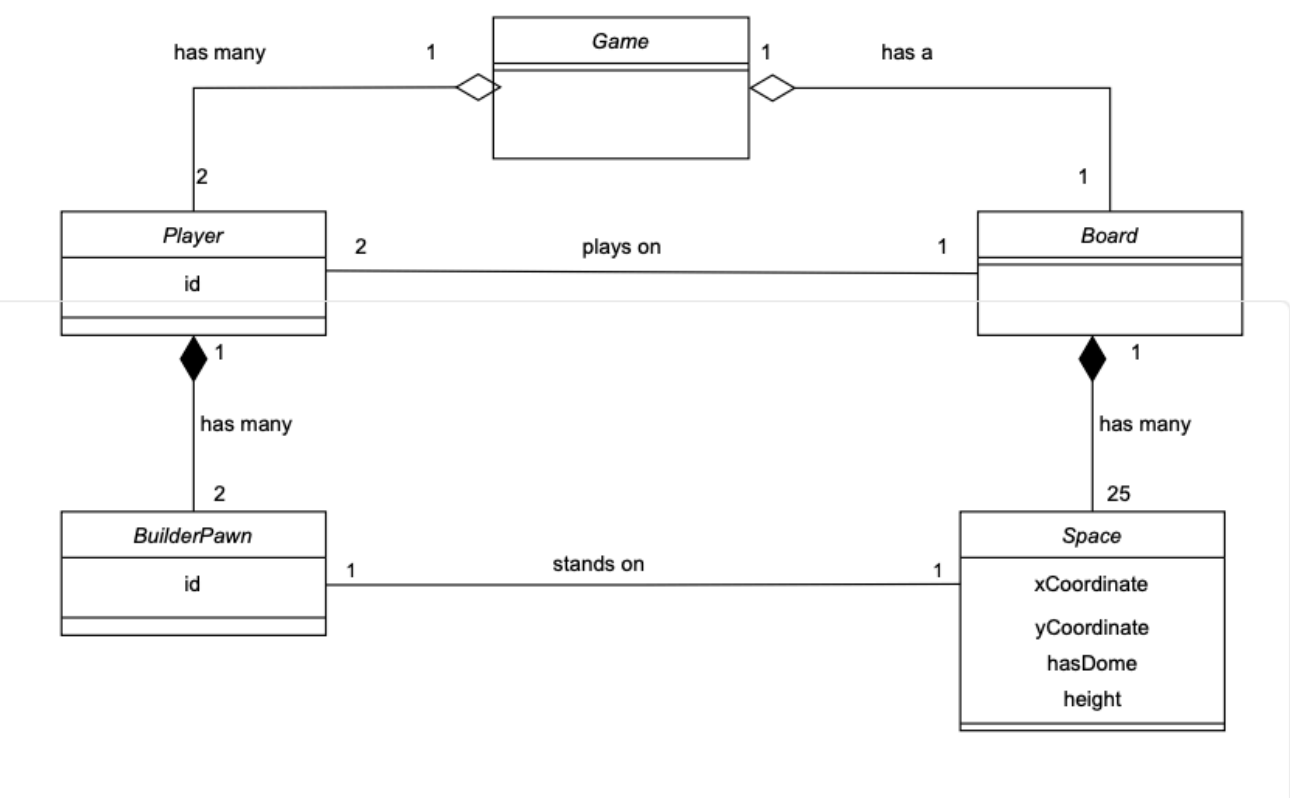


Peer 1

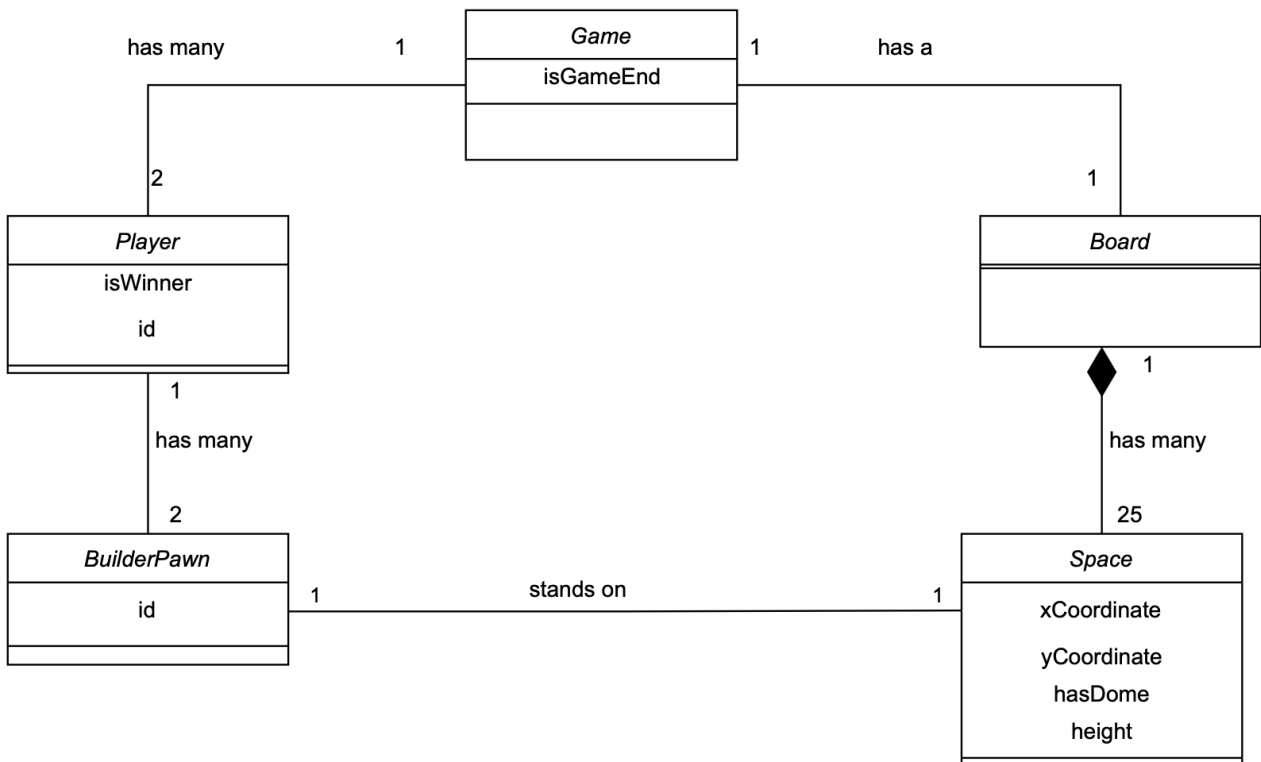
Peer Name: Kexin Zhang

Initial domain model



Feedback and Change

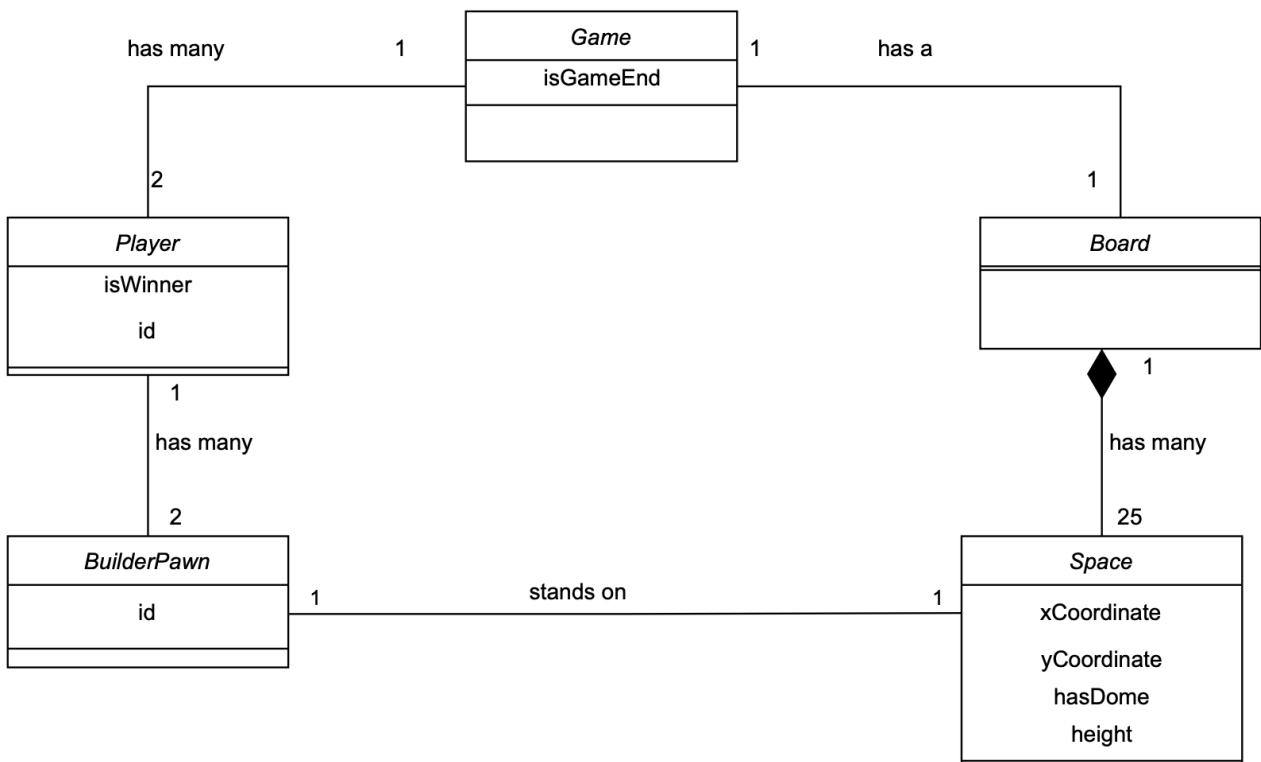
We discussed about how to lower the coupling among classes. She pointed out that the association between player and board could be cutted. Instead, I can change the relationship between game/player and game/board from aggregation to association. So my new model is like:



Peer 2

Name: Anlei Zhang

Initial domain model



Feedback

We discussed about the domain model above. He recommended that I could extract the *height and dome* to a **Tower** class from **Space** class, which is aggregated with space class. Also, a tower class can be aggregated with classes normal levels and dome.

I did not follow his advice and my reason is that the space object itself could already do the functionality of keeping track of the height and dome status of the tower. A space could be seen as a tower itself. Extracting extra classes seems like over-design.