

Object oriented:
Compudo classes:

Noun approach:

- Game system
- AI
- opposing players
- game board
- owner
- admin
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- Floor plan
- Queen mother building
- Board
- Virtual die
- Players
- Solution envelope
- Game cards
- detective notepads
- computer
- game character
- Location
- game store
- social media

Candidate Class	Keep?	Reason for rejecting or keeping
Game System	Y	May be too broad but also could be control class
AI	Y	Player character but different enough due to Artificial intelligence
Opposing players	N	Too broad, too similar to player
Game board	Y	Holds all the code needed for the game play
Owner	N	Too vague
Admin	Y	Similar to owner but a better name, type of person but with different requirements than normal player
Floor plan	N	Attribute of game board
Queen mother building	N	attribute of game board
Board	N	too vague, other name for game board

Candidate Class	Keep?	Reason for rejecting or keeping
Virtual die	N	Object, would be contained in game system
Player	Y	Type of person
Solution envelope	N	Object, doesn't need it's own class
Game cards	N	Attribute of game board
Detective notepad	Y	similar to game cards but would require its own set of principles
Computer	N	Too broad, replaced by AI
Game character	N	Bad name, attribute of player
Location	N	Attribute of game board
Game Store	Y	Other system we need to integrate with
Social media	Y	other system we need to integrate with.

Larmans conceptual class categories:

Conceptual class category	Examples
Physical things	N/A
Types of people, places or organisations	Player, Admin, AI
catalogs	Detective notepad
Containers of things	
Transactions	Payment,
Product or service related to a transaction	GameUpdate
Descriptions, specifications of things	
Other systems we need to integrate with	SocialMedia , GameStore
Records of finance, work, contracts or legal matters	Receipt
Schedules, manuals, documents that are referred to in order to perform work	

Potential classes:

Game system	