

# Design and Analysis of a Game of Monopoly

Aifric Nolan, Aine McKeon, Comfort Dopamu, Mahjabeen Soomro, Rachel white

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## Product Design

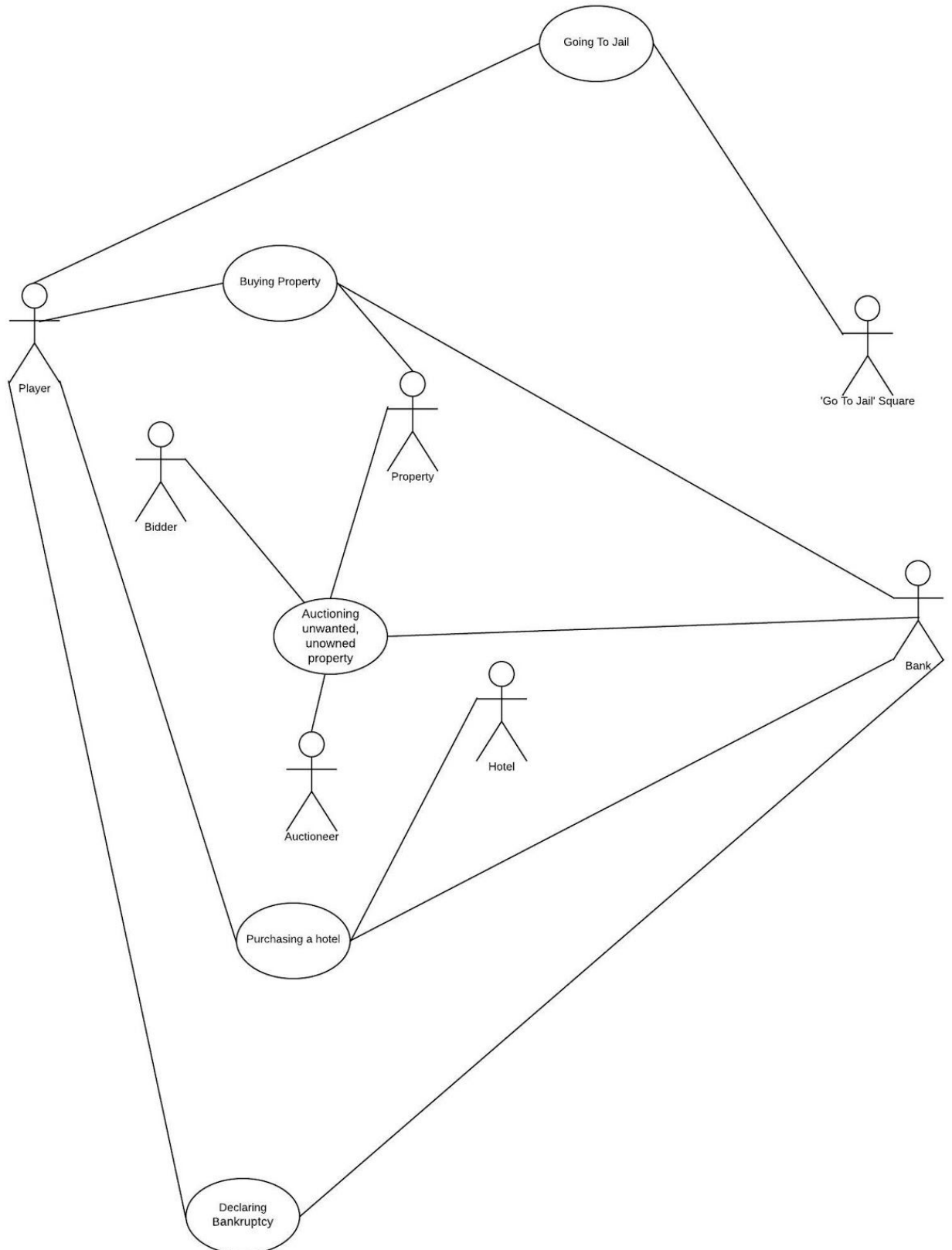
The second stage of the Project is the Product Design. This includes the UI designs, refinements on the classes, object and sequence diagrams. We will also be performing client server tests and providing class skeletons.

## Revised Use Case Diagram

Previously, our use case diagram had crossing lines which unintentionally created connections that were not there. We have revised our diagram to remove these interconnecting lines.

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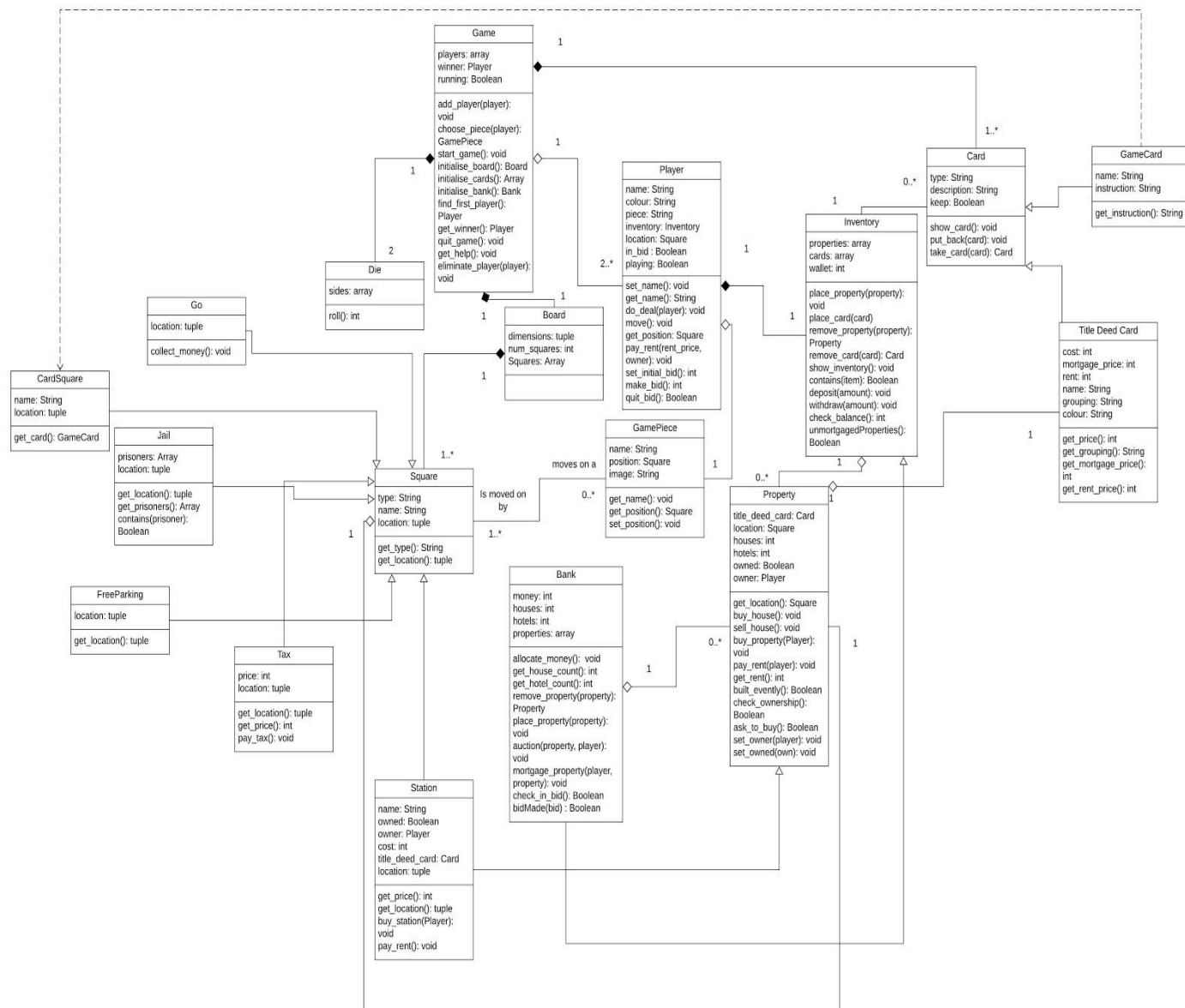


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## Refined Class Diagram

The class diagram has been refined. We have split up some of the classes to make them more manageable and added some more functions to the classes as different flows and operations became more apparent.



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## User Interface MockUps

Blah blah blah

## Client Server Experiments

Blah blah blah

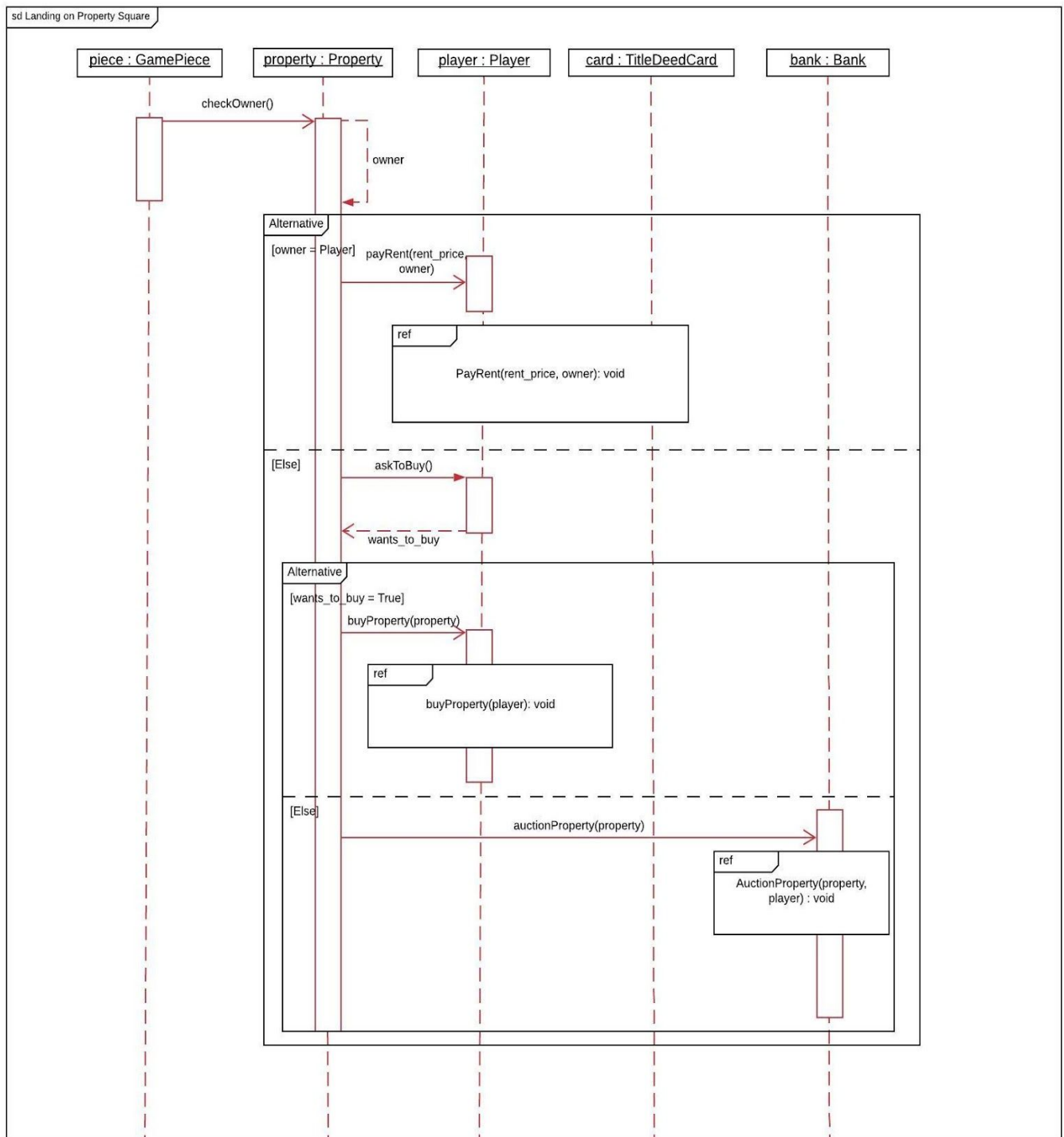
## State Machines

Blah blah blah

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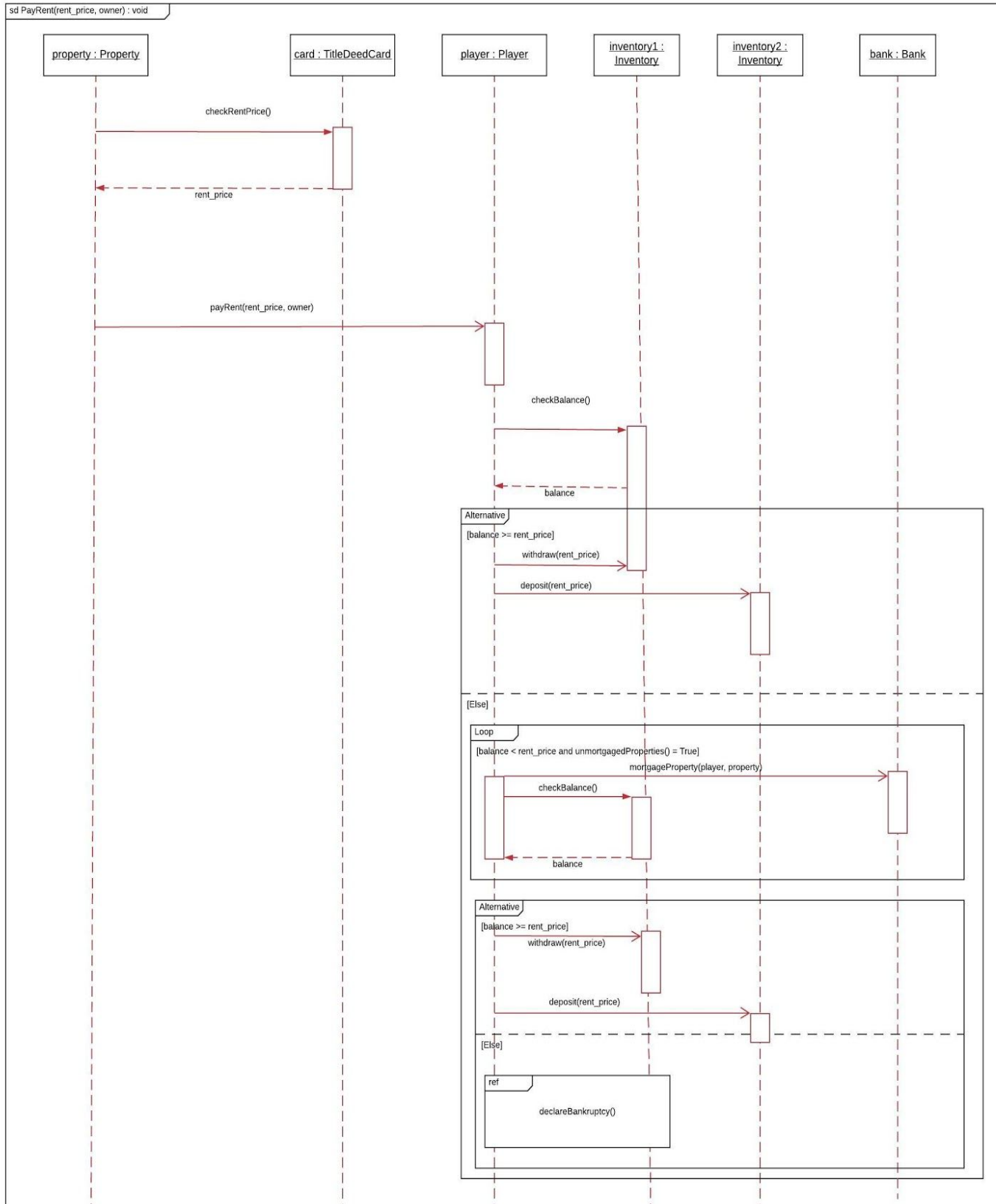
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## Sequence Diagrams



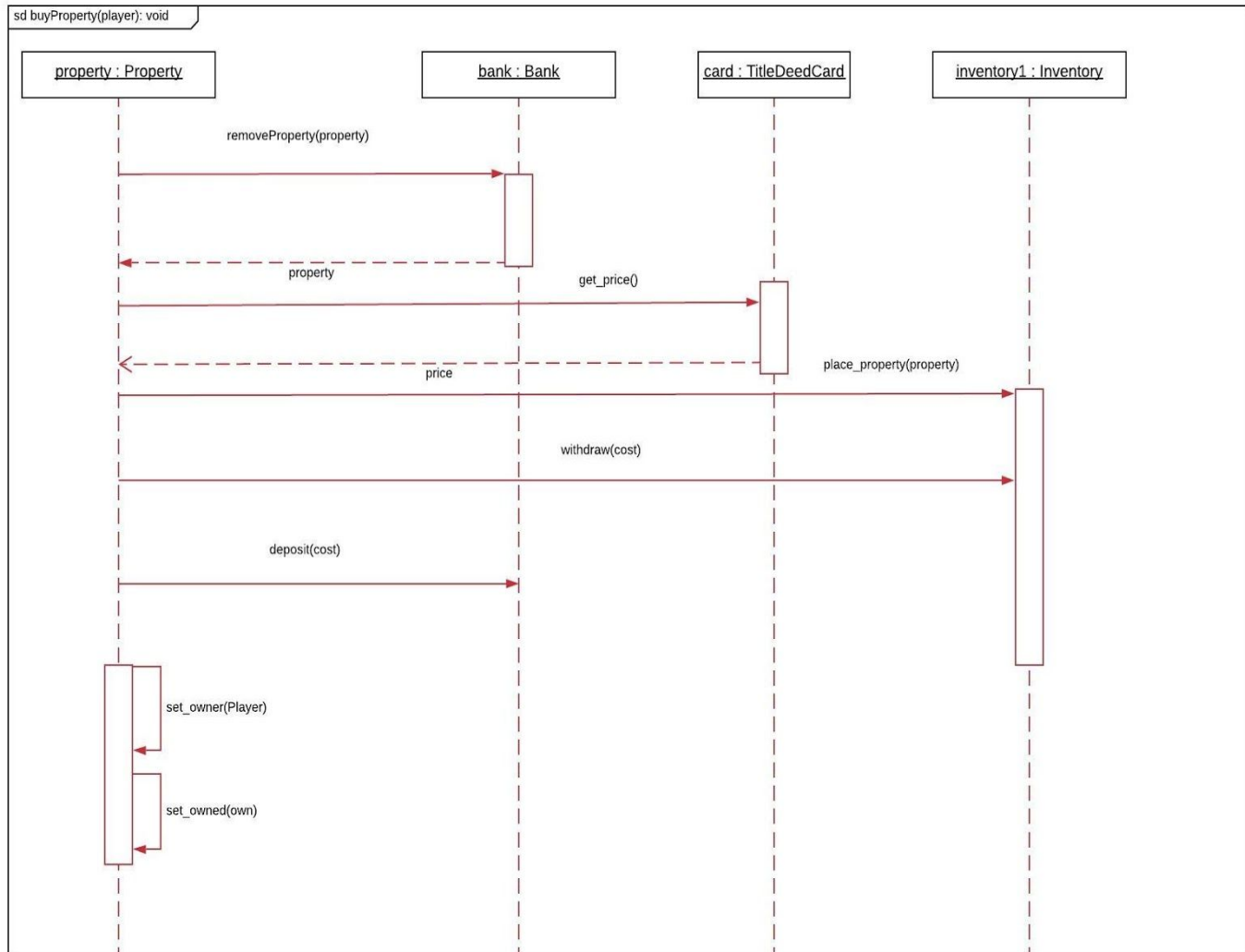
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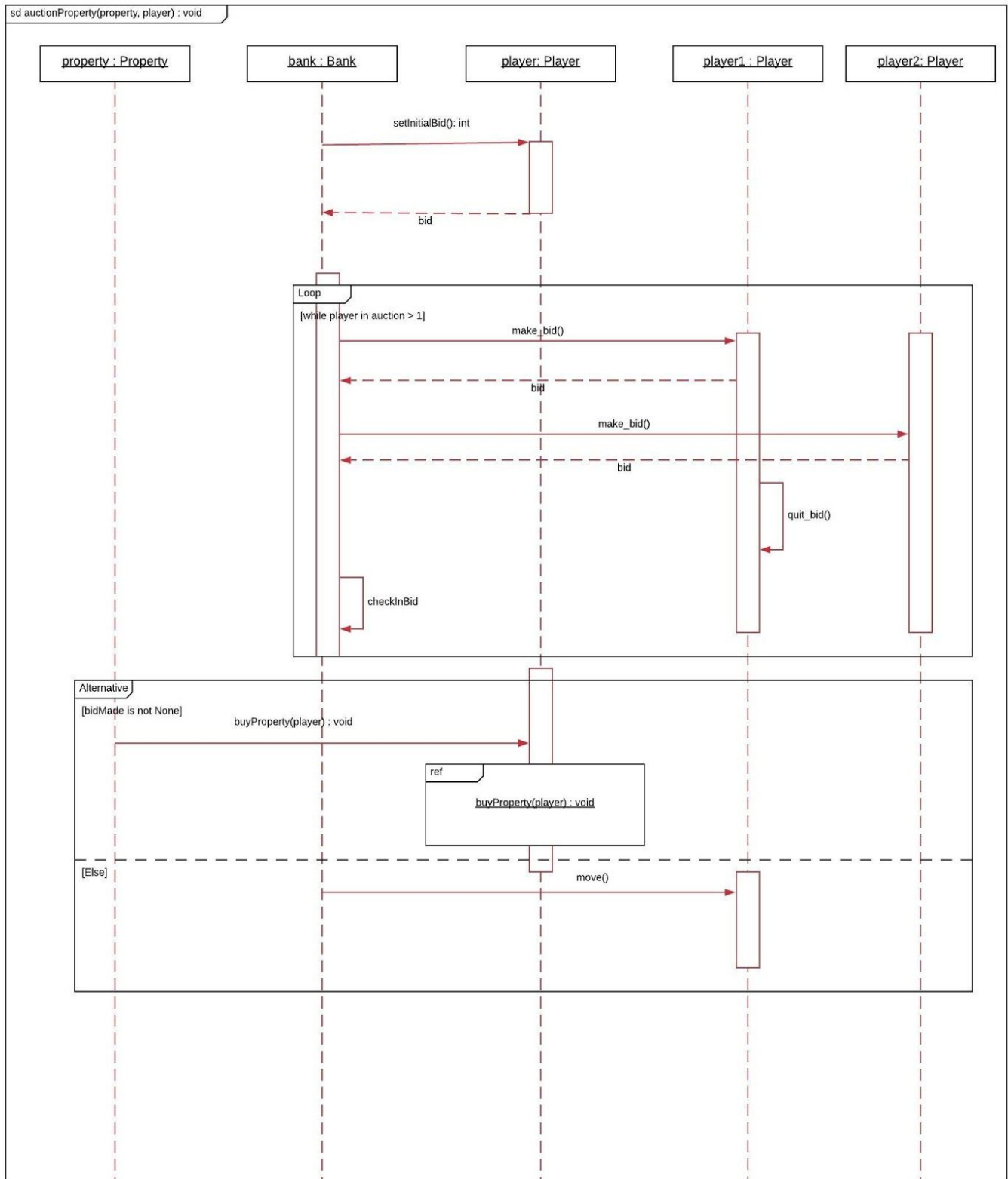
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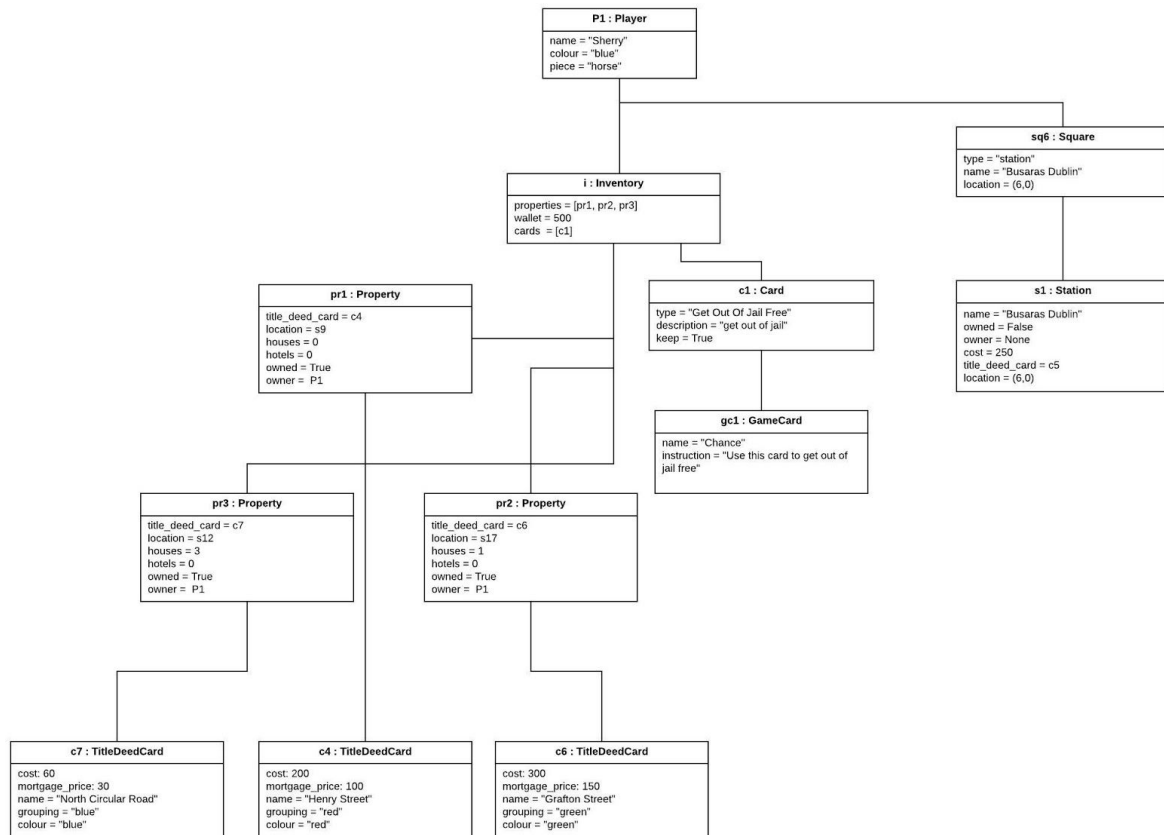


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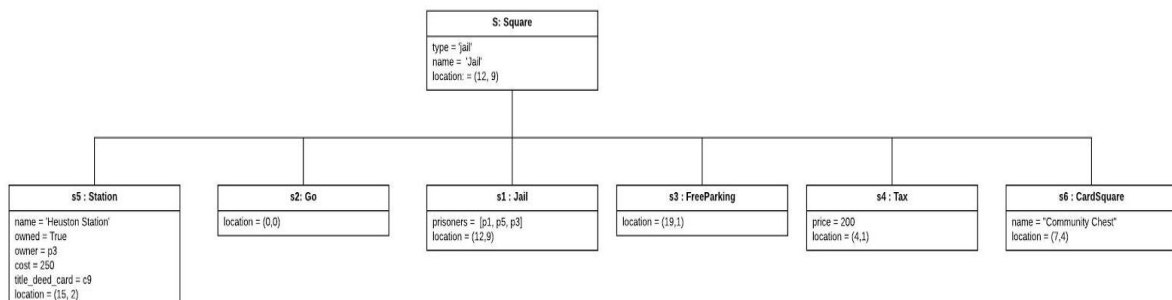
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## Object Diagrams

Player:



Square:



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## Communication Diagrams

Blah blah blah

## Revised Object Diagrams

Blah blah blah

## More Refined Class Diagrams

Blah blah blah

## Class Skeletons

Blah blah blah

## Appendix

### Team Meetings

#### Meeting 1

**31st October**

**Attendees:** Aifric, Comfort, Rachel, Aine

**Topic:** Sequence diagrams

**Minute Taker:** Rachel

**Leader:** Aine

**Deputy:** Aifric

- For today's meeting, we wanted to get all the hard bits done first such as the object diagram, sequence and its sub-diagram and the state diagram.
- We looked and discussed the object diagrams that Afric had made and then decided it was very good, we discussed how the sequence diagram was going to be implemented using the object diagrams.

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- We revised our previous use case and discussed on how the design should look like, at first we were all confused on how it should be designed but after looking at various examples and the notes on loop we finally decide on what use case should be used for the sequence diagram and the sub-diagram.
- We drew out the sequence diagram on paper to understand the flow better and make functions that can connect classes accurately.

## Sprint Burndown Charts

### Legend

Colour	Meaning
Red	Expected Burndown
Blue	Actual Burndown
Light Blue	Trending Burndown

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## Sprint B

Burndown Chart - Sprint B

