Design and Analysis of a Game of Monopoly

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

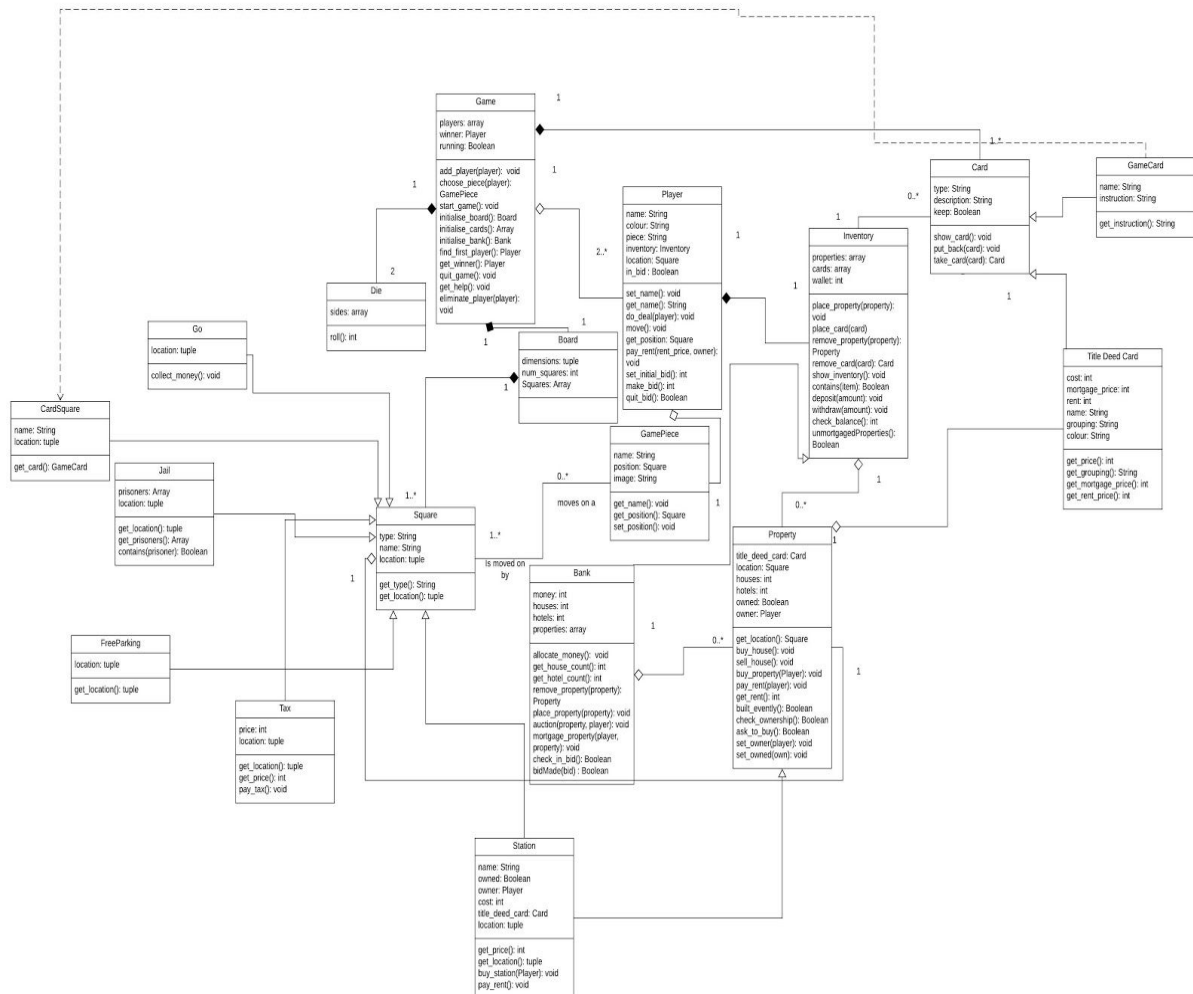# Design and Analysis of a Game of Monopoly

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

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.

Refined Class Diagram

Design and Analysis of a Game of Monopoly

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

User Interface MockUps

Blah blah blah

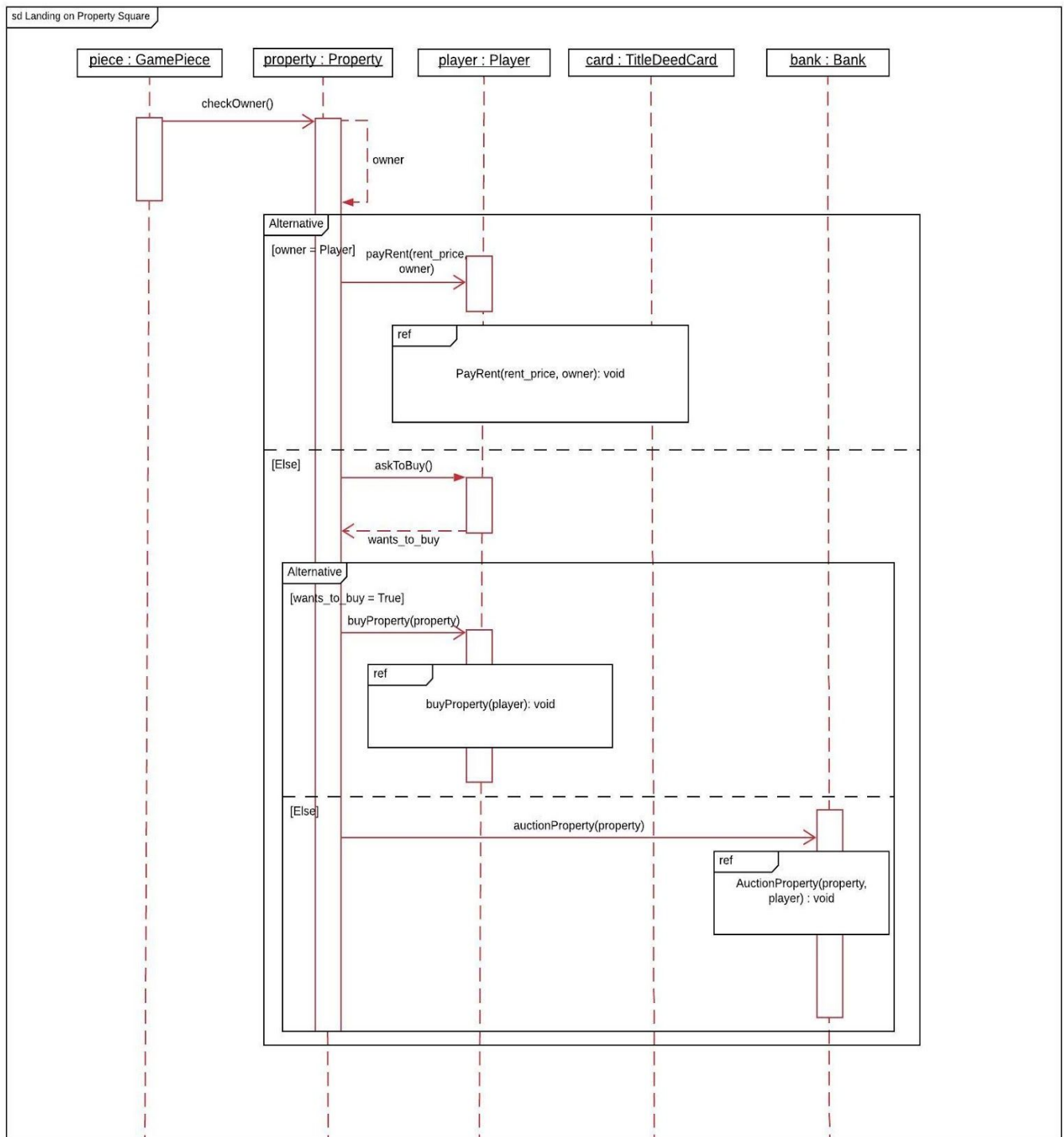## Client Server Experiments

Blah blah blah

State Machines

Blah blah blah

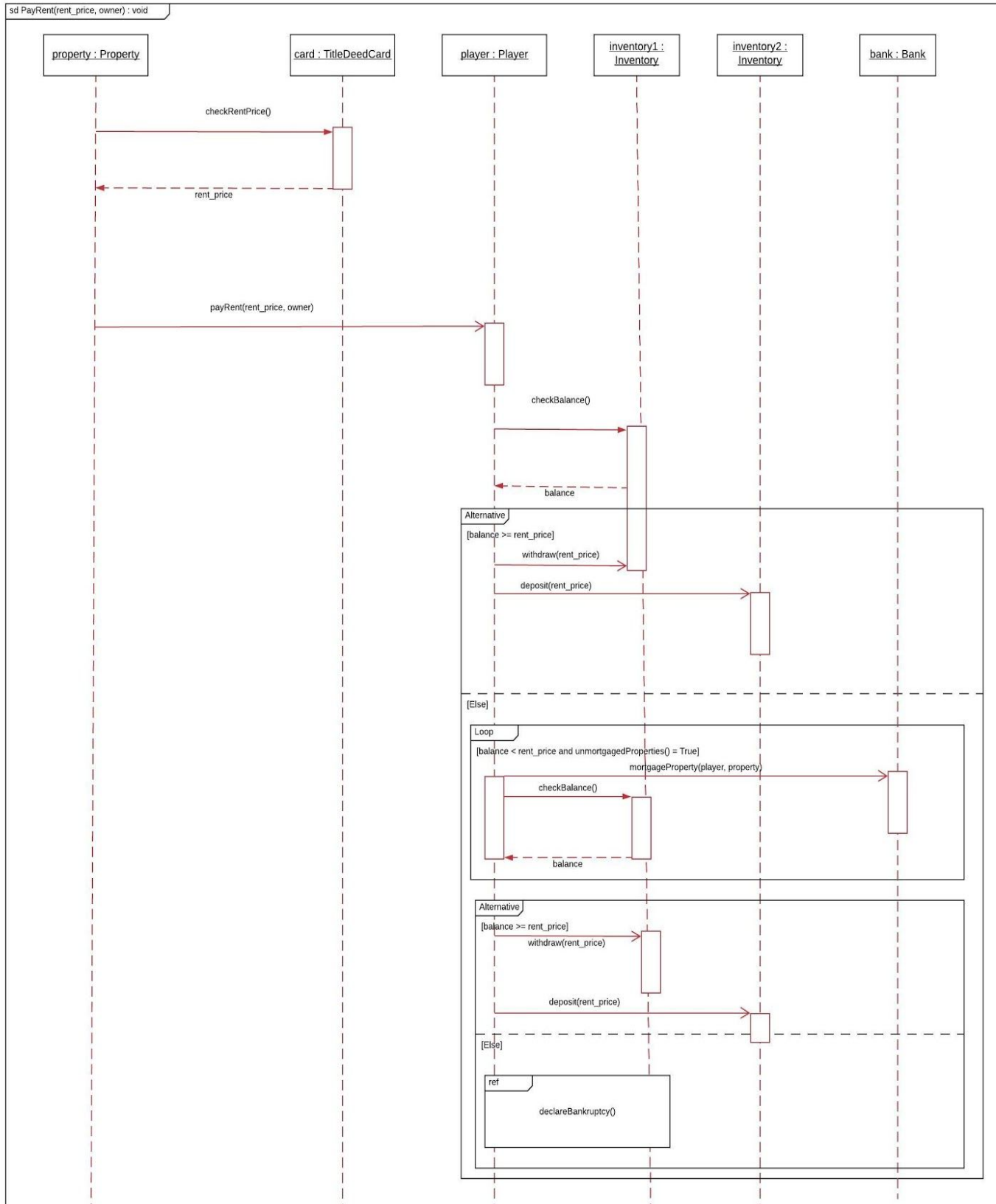# Design and Analysis of a Game of Monopoly

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

Sequence Diagrams

Design and Analysis of a Game of Monopoly

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

Design and Analysis of a Game of Monopoly

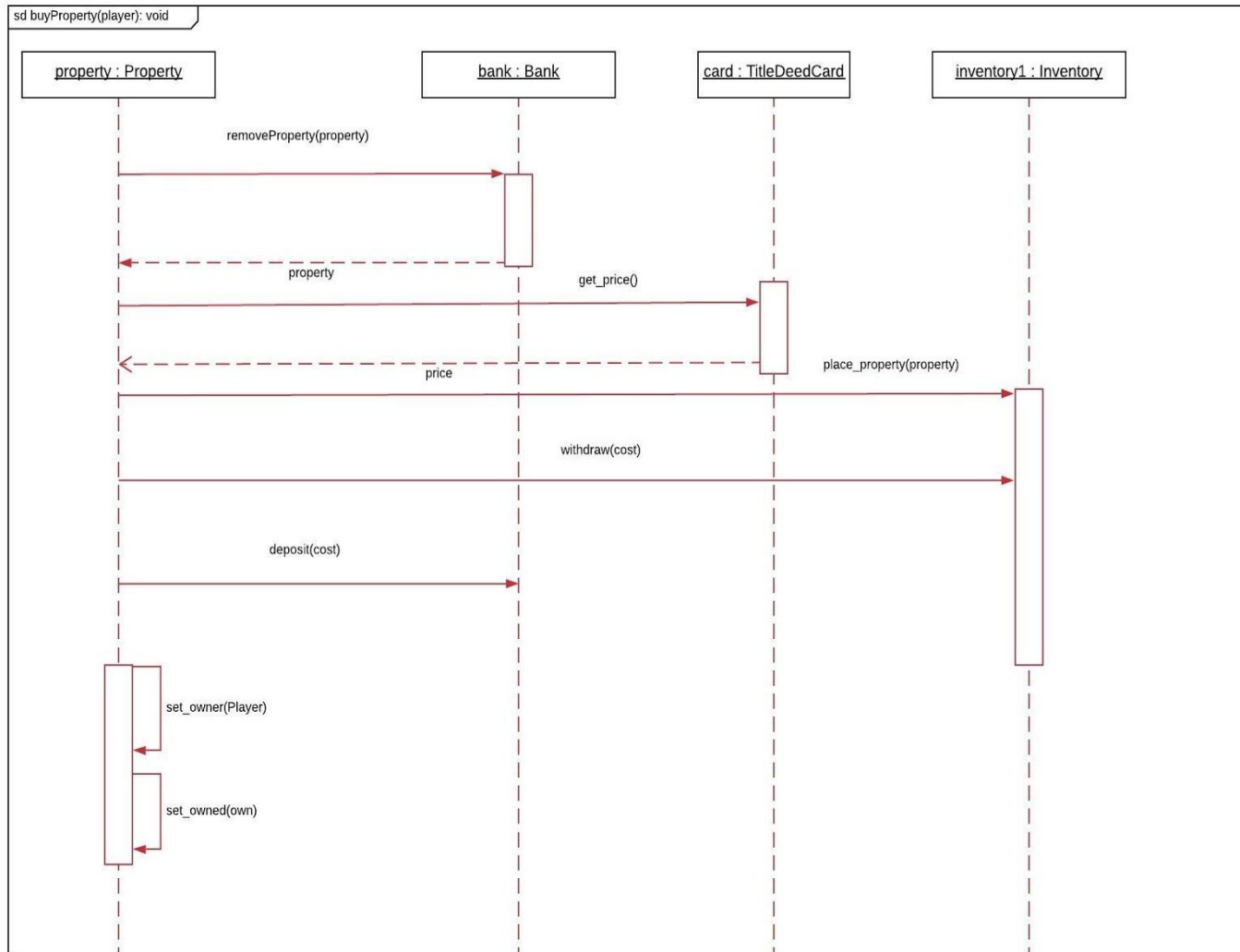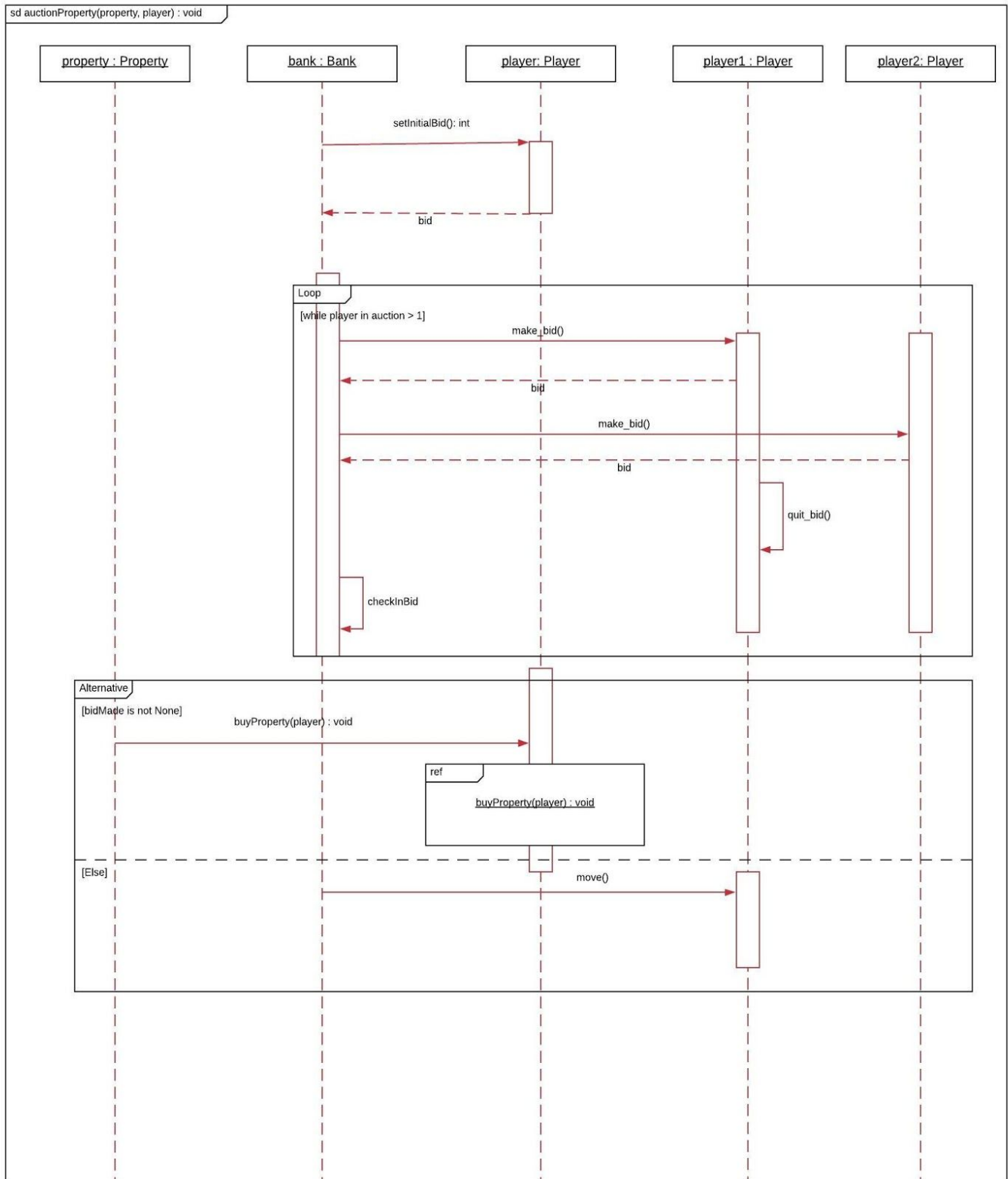Aifric Nolan, Aine McKeon, Comfort Dopamu, Mahjabeen Soomro, Rachel white

Design and Analysis of a Game of Monopoly

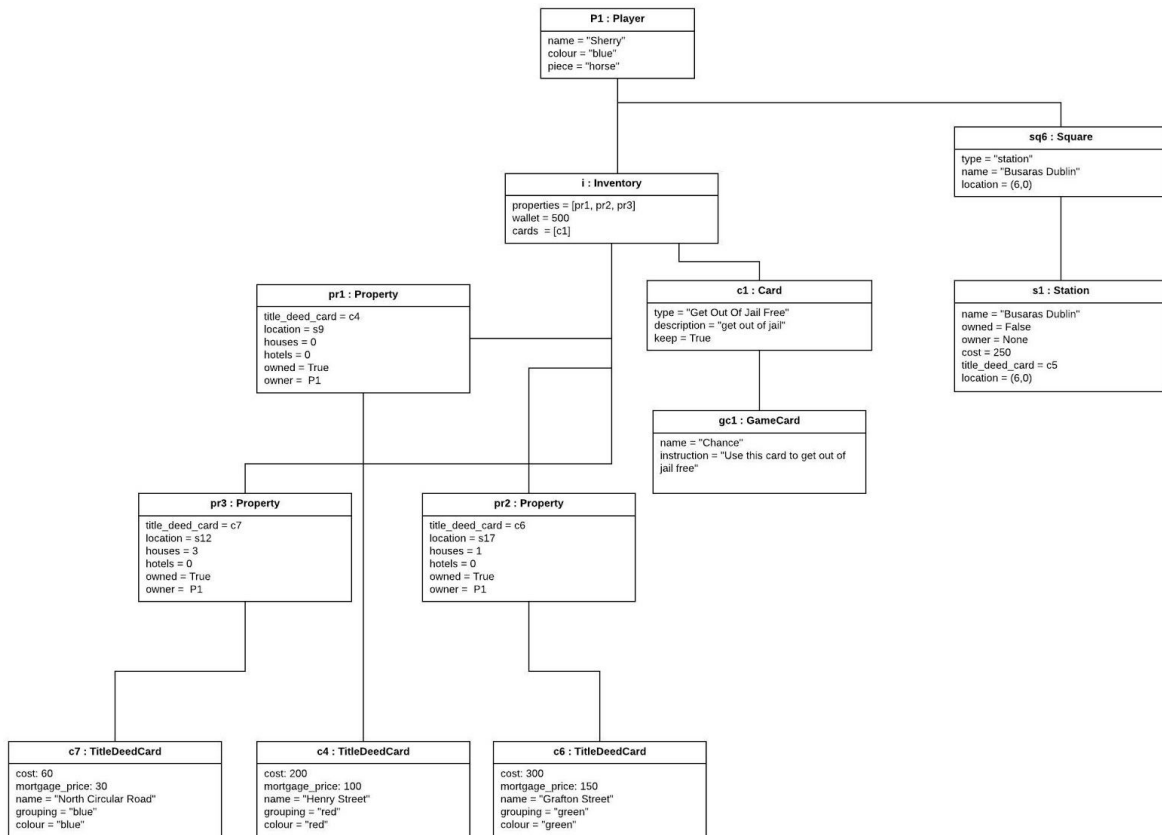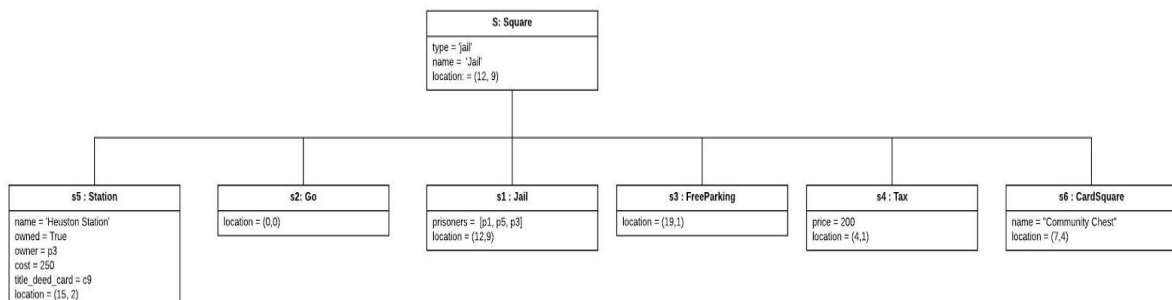Aifric Nolan, Aine McKeon, Comfort Dopamu, Mahjabeen Soomro, Rachel white

Design and Analysis of a Game of Monopoly

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

Object Diagrams

Player:

Square:

Design and Analysis of a Game of Monopoly

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

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.

Design and Analysis of a Game of Monopoly

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

● 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

Design and Analysis of a Game of Monopoly

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

Sprint B