Design and Analysis of a Game of Monopoly

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

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Abstract

The aim of this project is to design a game of monopoly using an Object-Oriented approach and following the Agile Scrum model of development. …

Introduction

Blah blah blah...

Research

Blah blah blah...

Requirements
Blah blah blah...

Analysis

Requirements

Blah blah blah...

Scenarios

Blah blah blah...

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Primary Class List

Blah blah blah...

Class Diagrams

Blah blah blah...

Use Case Diagrams

Blah blah blah...

Result Of Structured Walkthrough

Blah blah blah...

Product Design

Object Diagrams

Blah blah blah...

Refined Class Diagrams

Blah blah blah...

User Interface MockUps

Blah blah blah...

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State Machines

Blah blah blah...

Class Design

Collaboration Diagrams

Blah blah blah...

Sequence Diagrams

Blah blah blah...

Object Diagrams

Blah blah blah...

Refined Class Diagrams

Blah blah blah...

Class Skeletons

Blah blah blah...

Implementation (Provisional)

Source Code

Blah blah blah...

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Final Implementation

Summary of changes and Additions

Blah blah blah...

Source Code (Final)

Blah blah blah...

Appendix

Notes of Team Meetings

Meeting 1

Blah blah blah...

References

Blah blah blah...

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