**Chewy Lokum Legends Development Phase Agenda**

**Requirements Phase 1 Meeting (07.11.2014)**

During the meeting for the requirement analysis, it was concluded that we were using too much detail in our domain model such as interfaces, mappers and other components that were used to implement the general engine of the game. Our domain model had to be reedited; therefore we eliminated the subparts and created another document containing the more general forms of our design.

In our SSD (System Sequence Diagram), we decided to change our way of drawing. We concluded that, the response of the system should not be a method and instead, be an action performed as a result of a system call done by the user.

We also decided to use system operations such as Save Game instead of our current work, eliminating the ones such as Graphics Engine. The reason was they were not examples of use cases and should not be included in system sequence diagram.

In operation contract part, we also decided not to include the Graphics Engine case, because it was not an example of a use case. Instead, we included a system operation, which can be considered as a system operation such as Save Game.

In overall, we concluded on changing our diagrams in terms of detail, excluding detailed design elements and reorganizing them consistently.