

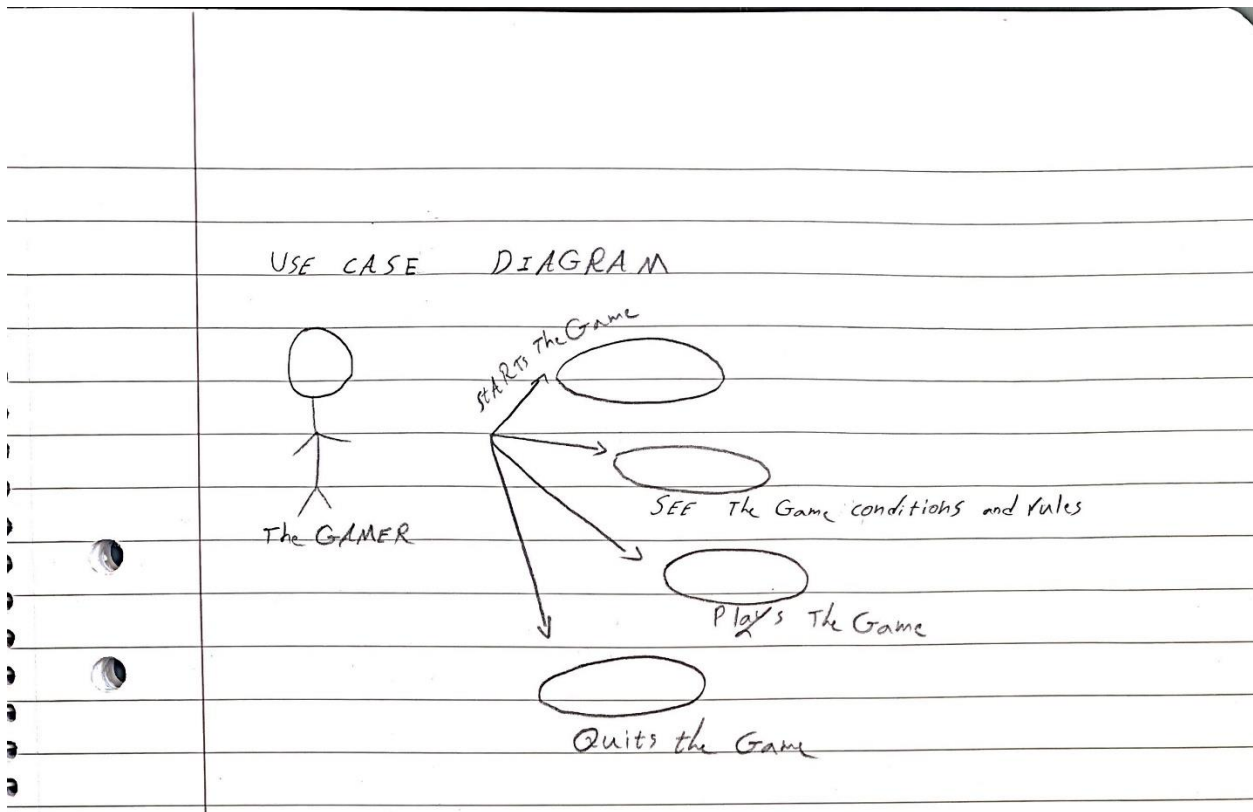
Assignment 2

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TASKS	ESTIMATED TIME	ACTUAL TIME
USE CASE DIAGRAM	10 M	15 M
UC1	15M	21M
STATE MACHINE DIAGRAM	10M	6M
IMPLEMENTING	5H	8H
CLASS DIAGRAM	20	16

USE CASE DIAGRAM



UC1 START GAME

PRECONDITIONS: none

POSTCONDITIONS: The description of game is shown

MAIN SCENARIO

1. Starts when the player wants to start the game

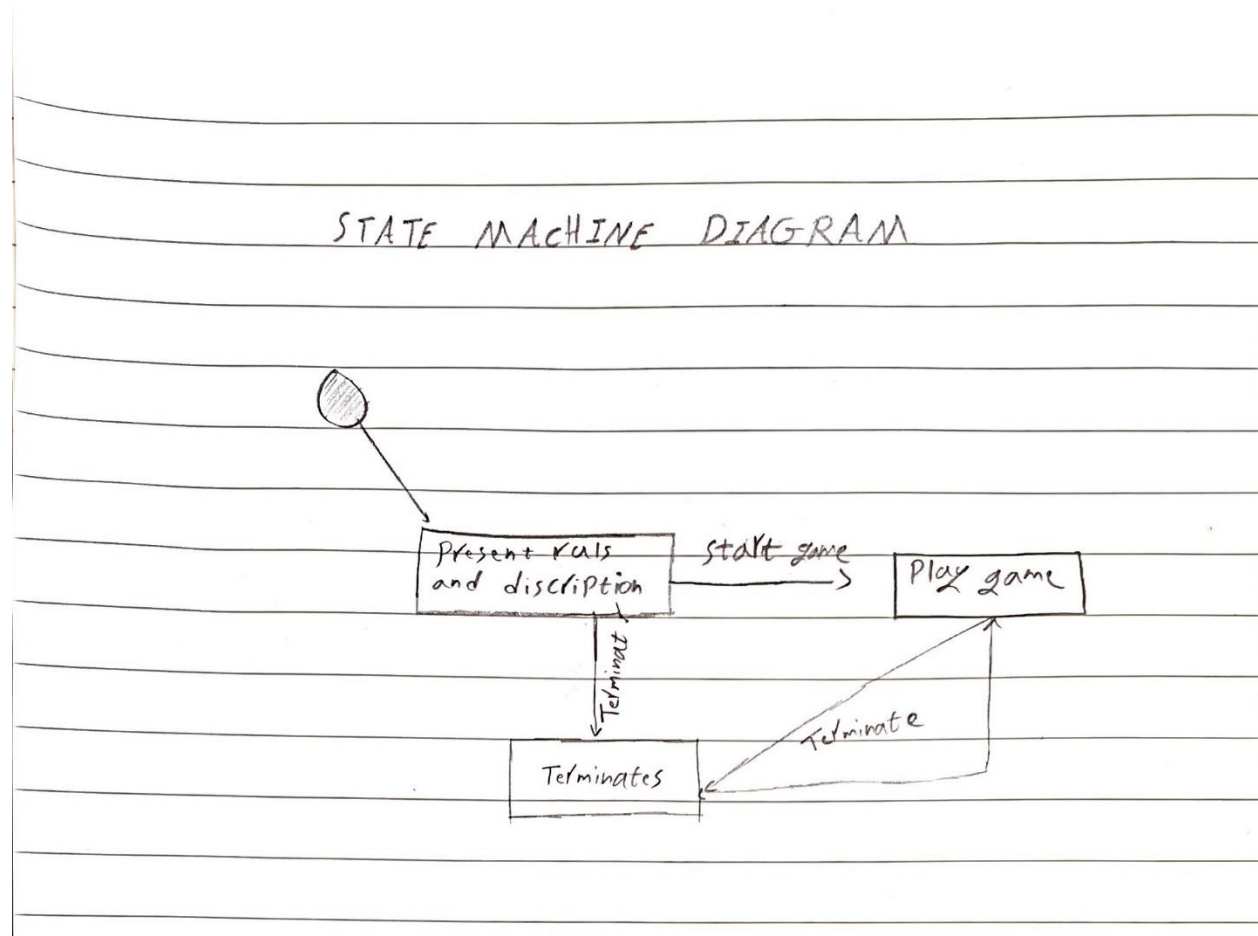
2. The gamer decides to start the game.
3. The system starts the game.
4. The name of the game, descriptions and rules are presented

Alternative scenarios

- 2.1 The Gamer makes the choice to quit the game.

1. The system quits the game

STATE MACHINE DIAGRAM



CLASS DIAGRAM

CLASS DIAGRAM

