



Univerzitet u Sarajevu
Elektrotehnički fakultet u Sarajevu
Odsjek za računarstvo i informatiku



Objektno-orjentirana analiza i dizajn

Projekat: GameHub

Dijagram aktivnosti

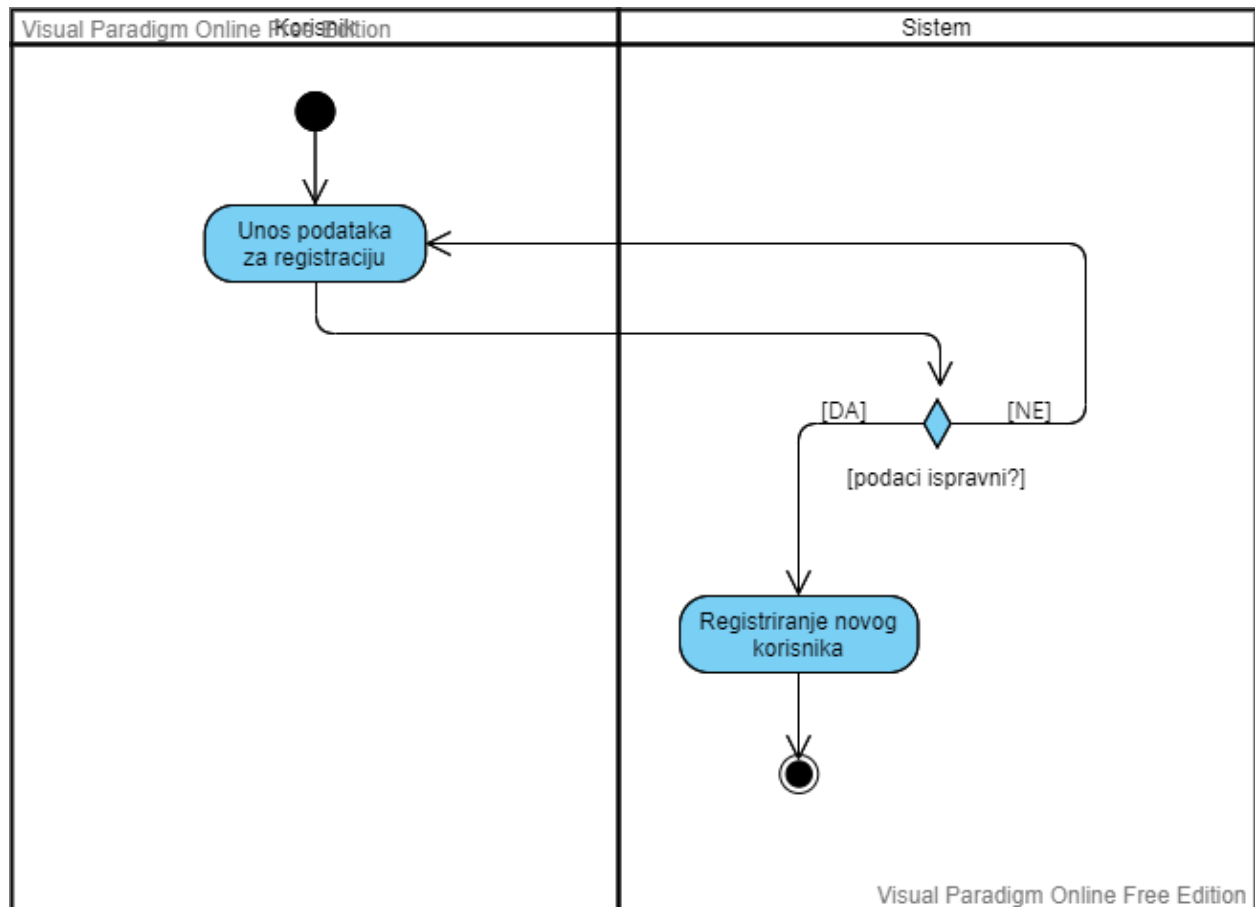
Grupa 4 – Oštri Momci (#momci):

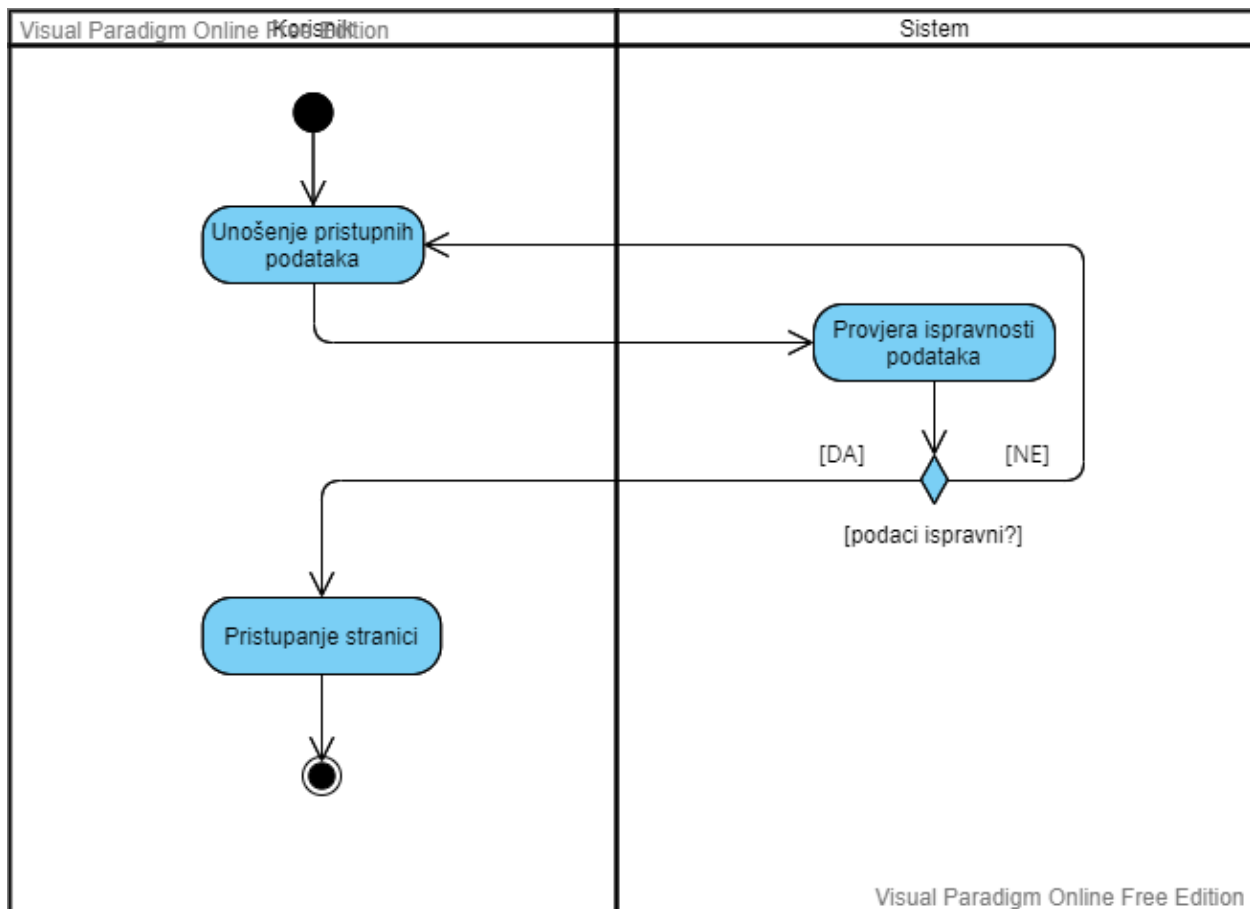
Elvedin Smajić

Vedad Grbo

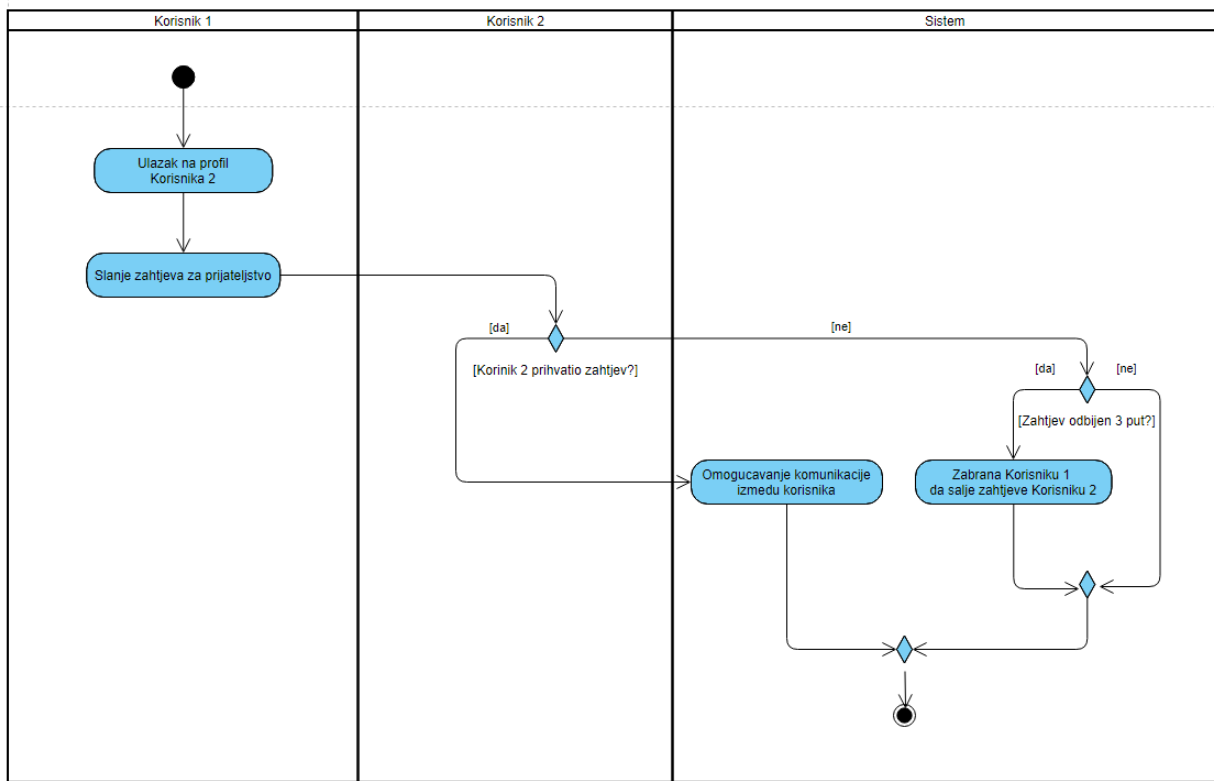
Tarik Beganović

Scenario 1: Upravljanje korisničkim računom

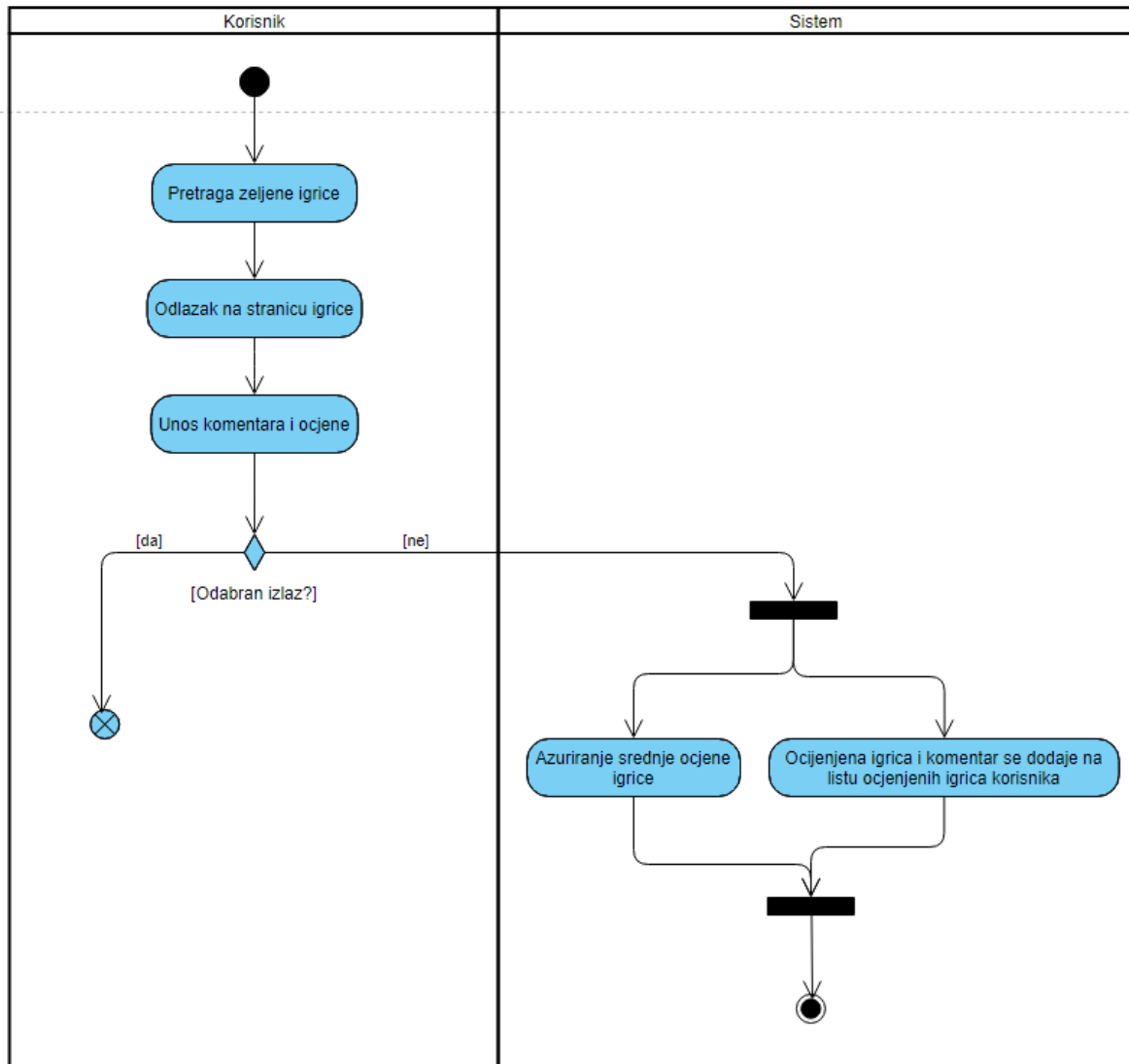




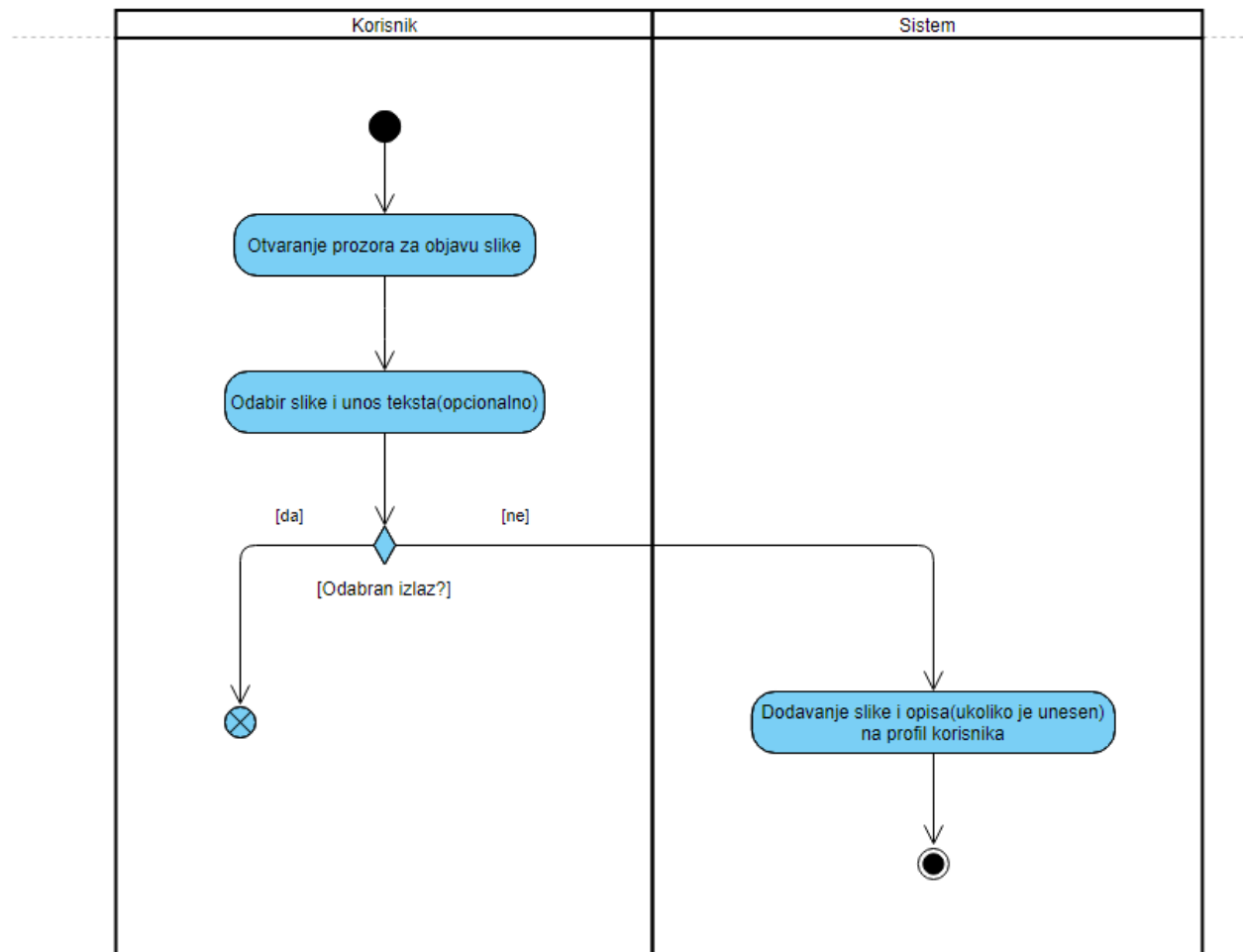
Scenario 2: Slanje zahtjeva za prijateljstvo



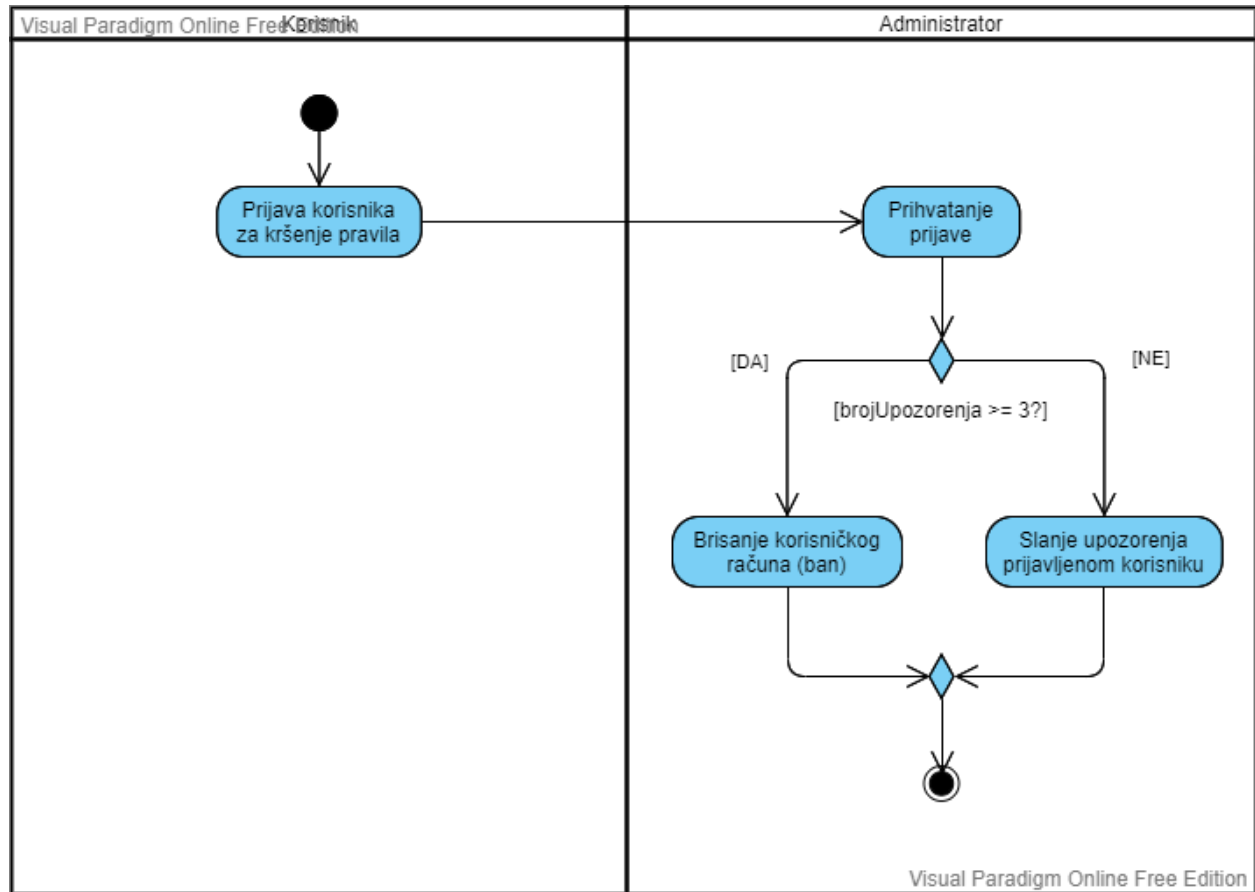
Scenario 3: Ocjenjivanje igrice



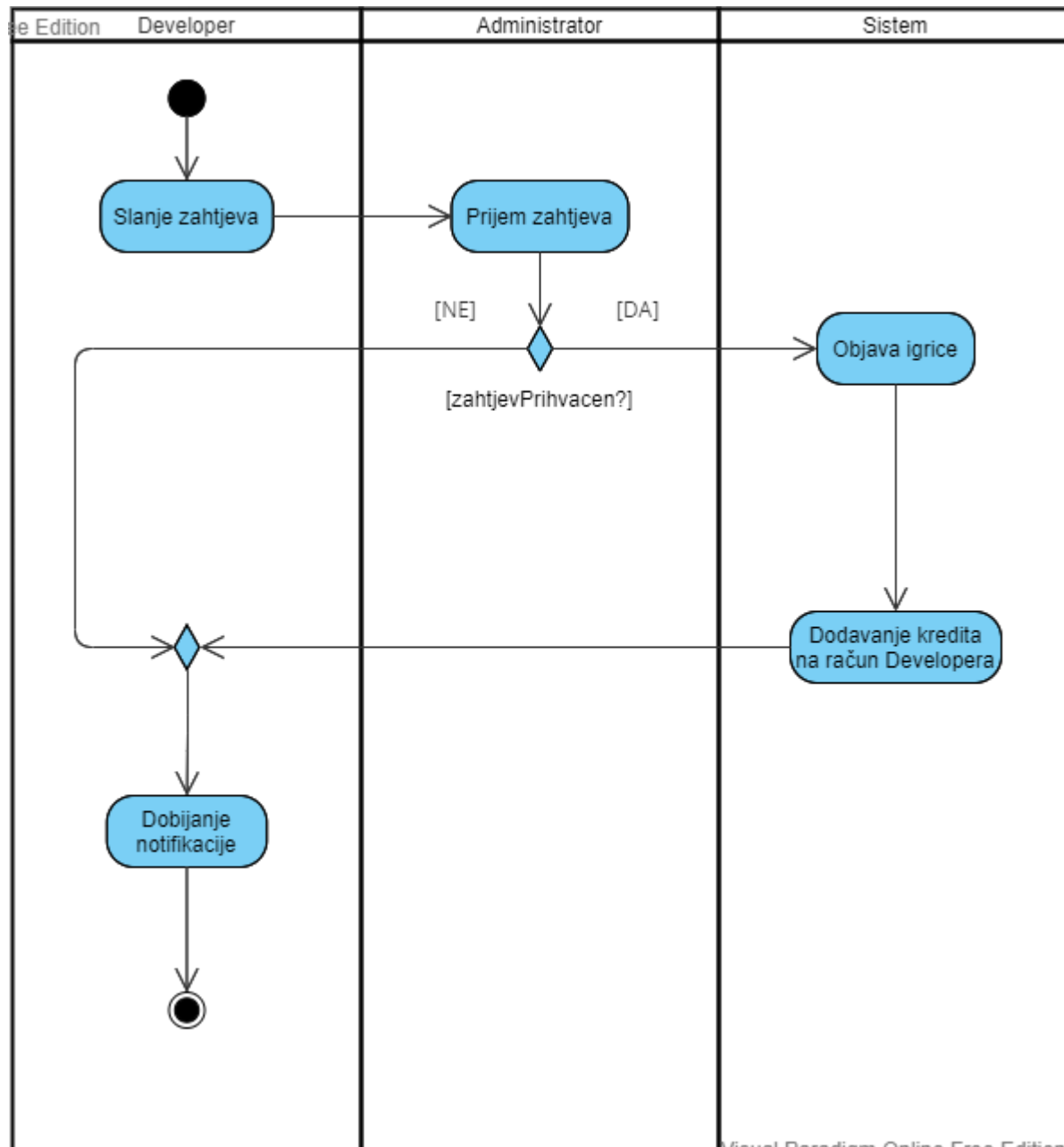
Scenario 4: Postavljanje slike

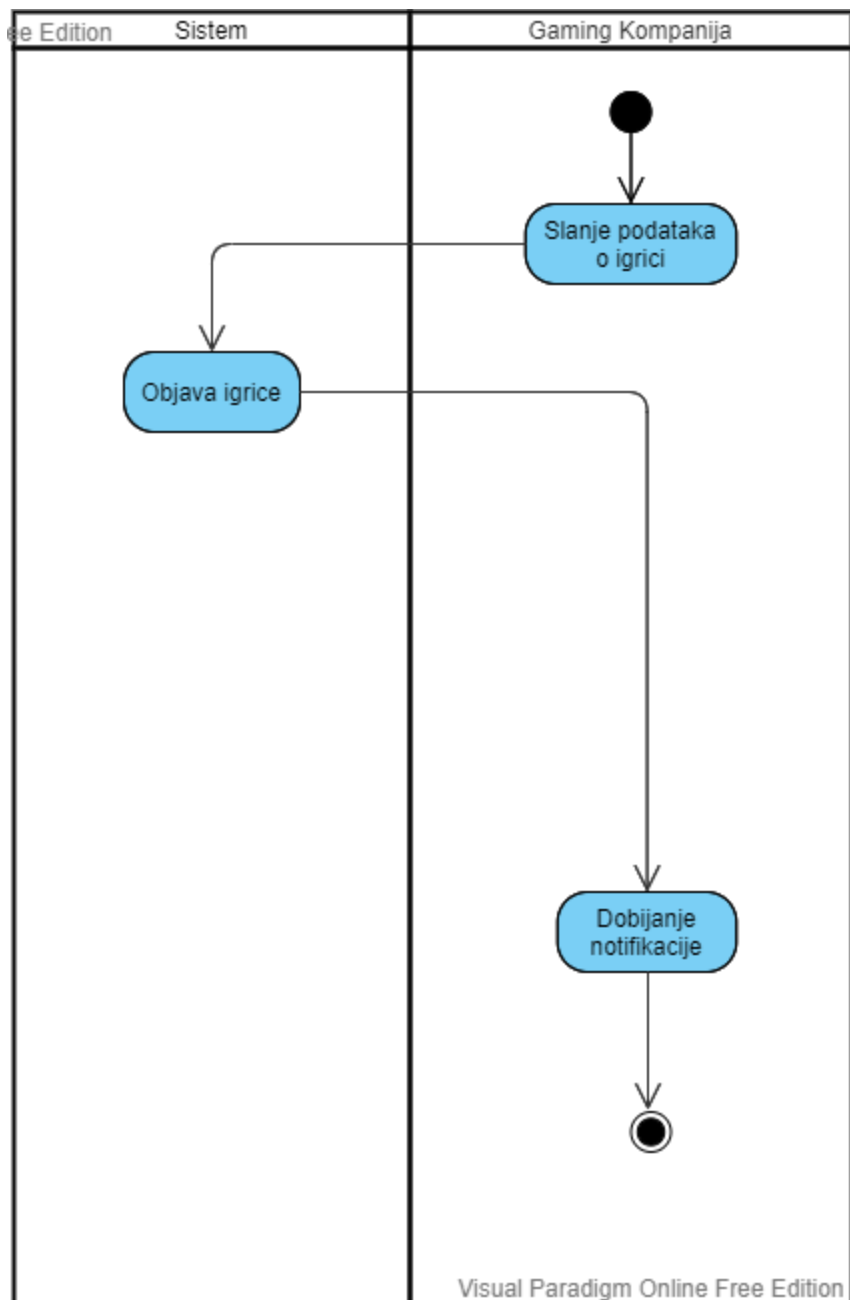


Scenario 5: Sankcionisanje korisnika

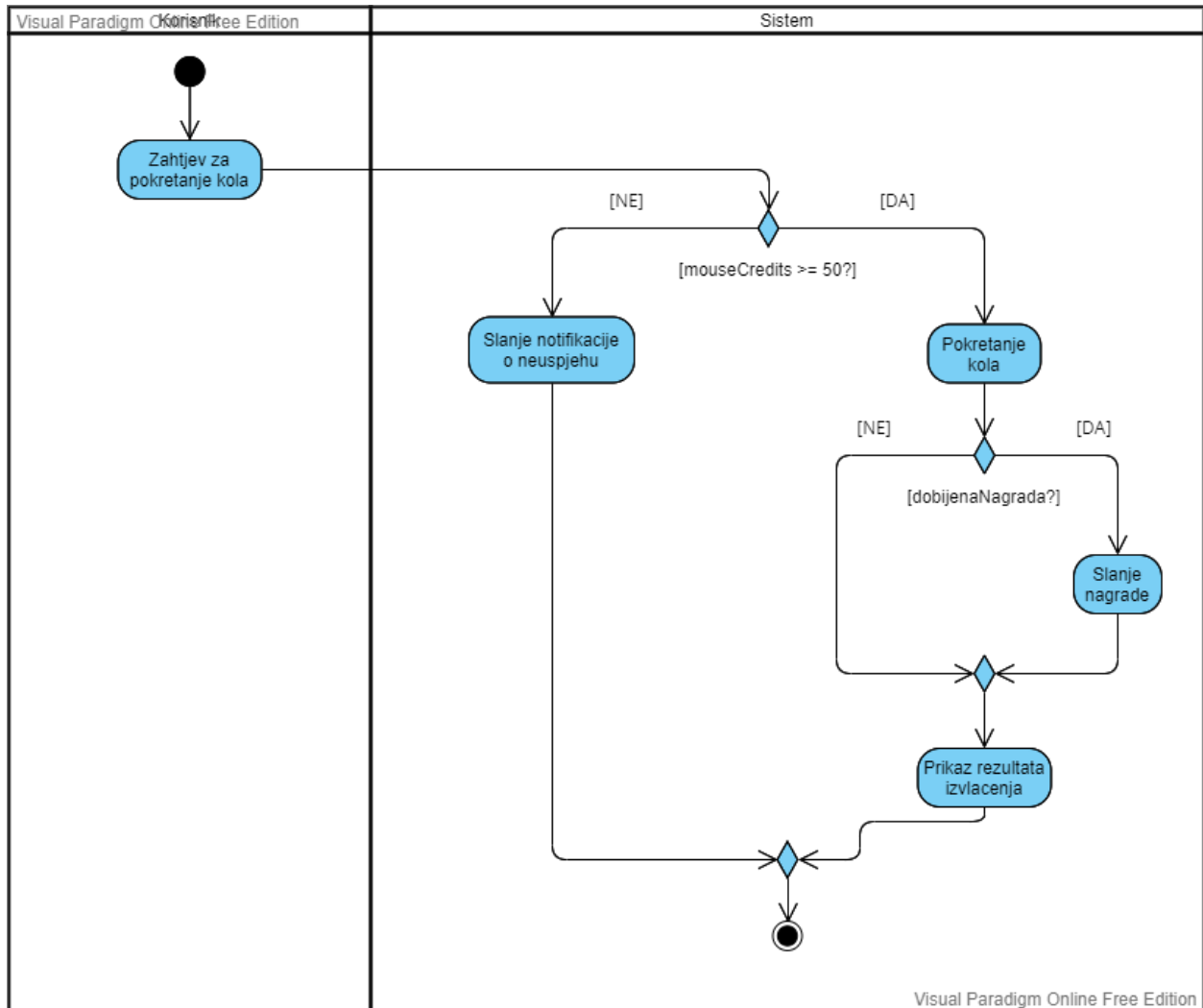


Scenario 6: Objava igrice

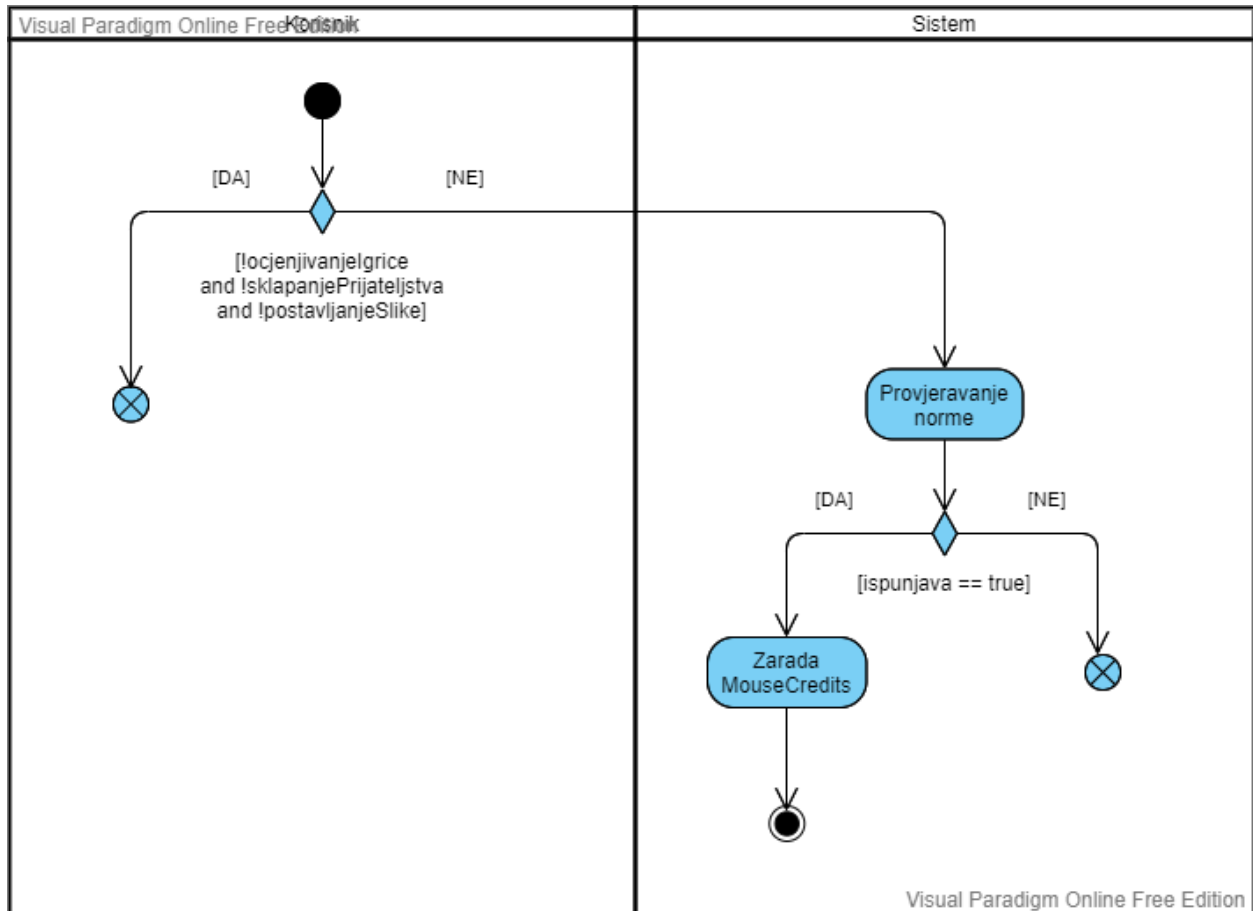




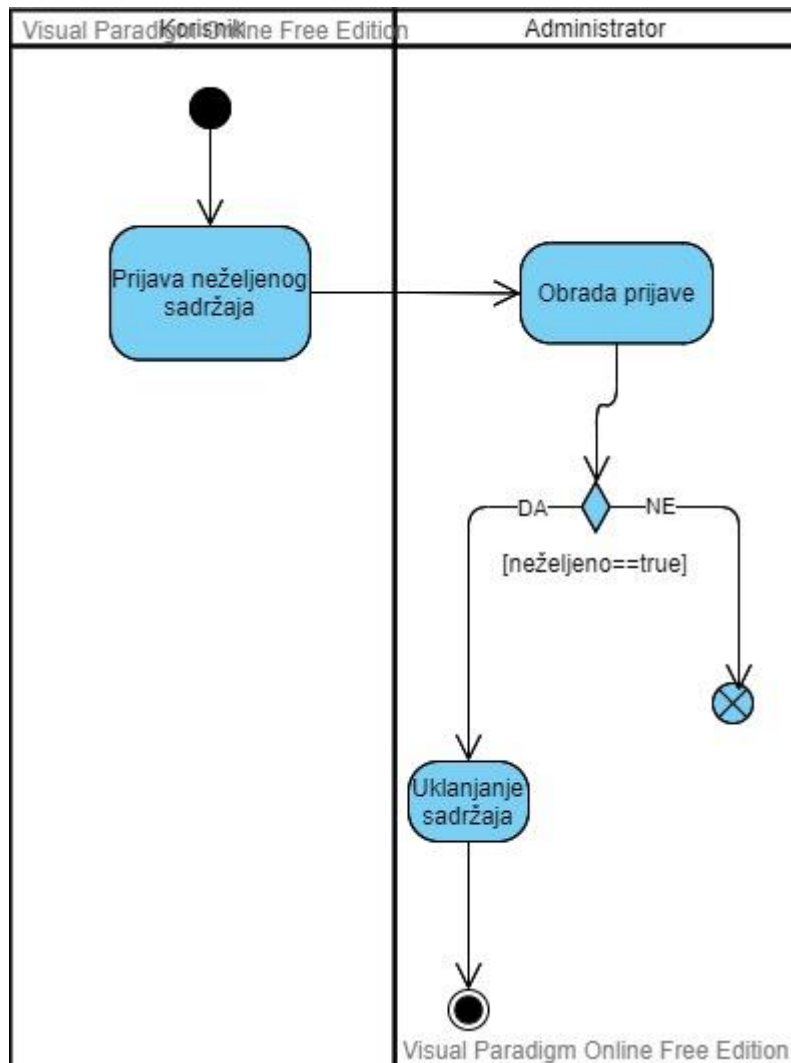
Scenario 7: Igranje nagradne igre (spin)



Scenario 8: Zarada MouseCredits



Scenario 9: Prijavljivanje sadržaja



Scenario 10: Komentarisanje objava

