**Choice of diagrams:**

Domain Model:

For analysis, a domain model was initially created, so as to gain a basic understanding of the overall game structure. This could later be extended on to create the class diagram during the design process.

The domain model enabled us to determine some of the core classes that would be needed by the game, as well as…

Use Cases:

These were used in the initial analysis step to investigate a variety of possible scenarios that could be encountered during the game. These helped to work out basic game flow, as well as determine the necessary components of the game assisting in the creation of a domain model.

Activity Diagram:

To gain a better understanding of the overall game flow, and how each different part could interact, as activity diagram of the entire gameplay process was created.

Sequence Diagrams:

These diagrams were used to produce a sequence of interactions between the various classes in the game. These were important to include in the design process, as they show the specific methods and classes required by the game, going into a lot of detail, allowing for easier implementation when the game is produced.

The sequence diagrams include:

* The game update loop
* The game render loop
* Creature death
* Spawning a new creature

These were chosen as they form a major part of the game, and involve complicated interactions between a variety of classes.

**Prototypes**

After some initial analysis, extra game prototypes were created. These go into more detail than the initial prototypes, and show additional screen shots that were not initially included.

State Diagrams

State diagrams were not used for the analysis or design process, as there are very few states that are possible in the game, and they do not form a significant part of game play.