

# **CIS 3260 - Assignment 1**

## ***High-Level Design***

By:

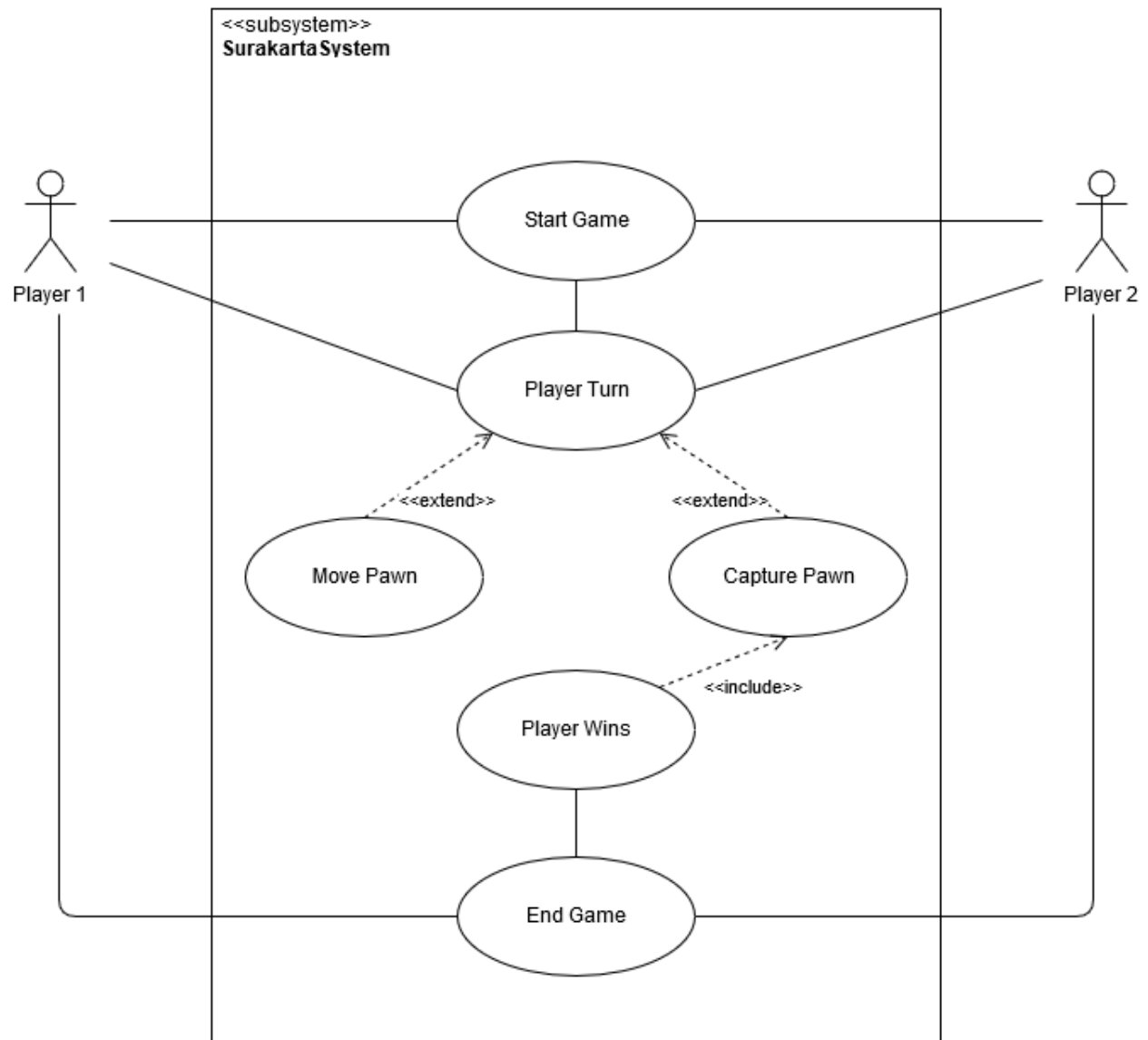
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## Use Case Diagram



**Diagram 1:** Use Case Diagram for Surakarta

## Entity List

### **GameBoard**

maximum number of columns : integer

maximum number of row : integer

maximum number of cells : integer

### **Player**

name : text

number of pawns : integer

### **Pawn**

belongs to player name : text

### **Cell**

column location : integer

row location : integer

### **Pathway**

inner or outer pathway : text

### **Move**

move is valid : boolean

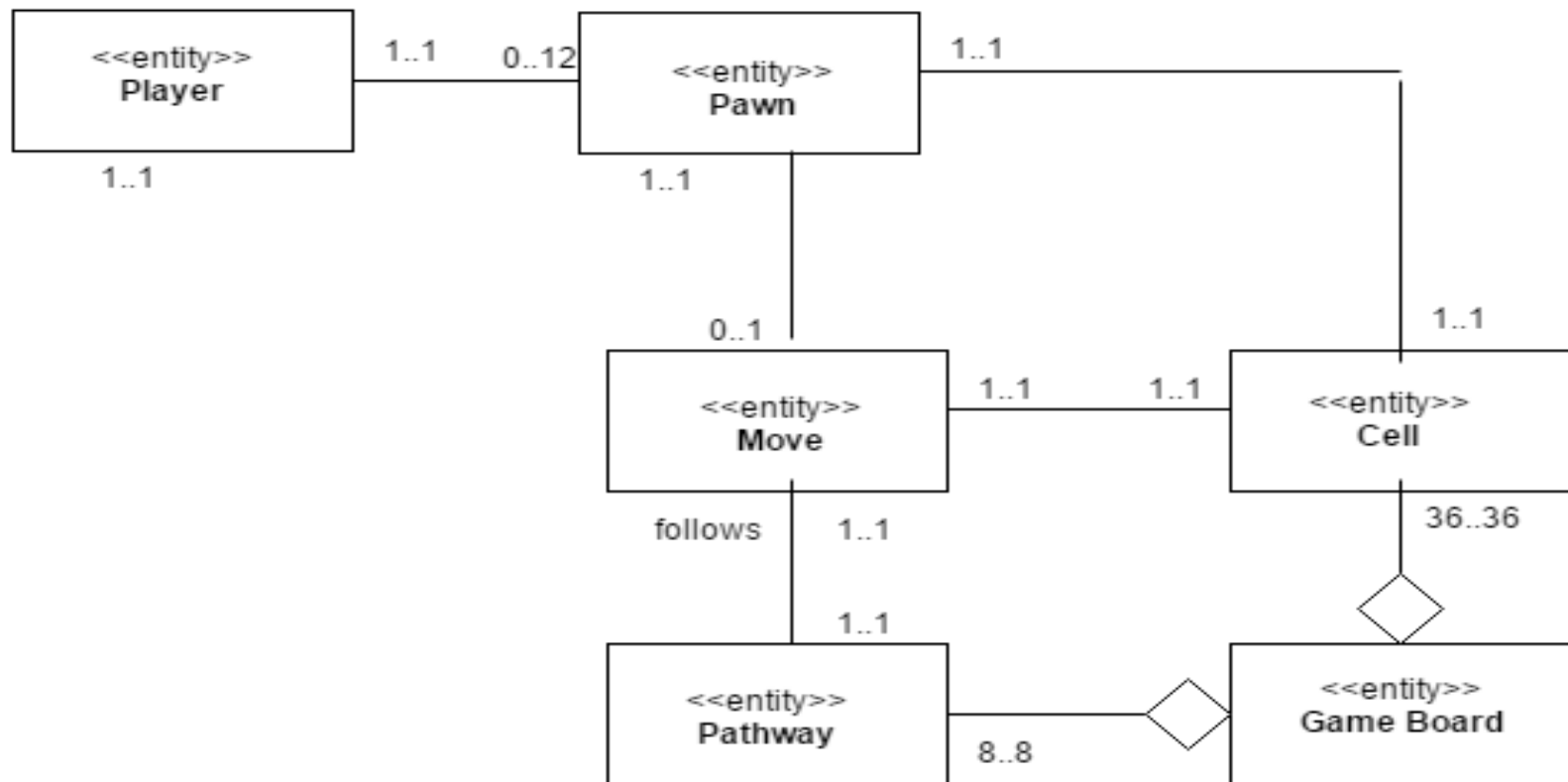
initial row location : integer

initial column location : integer

final row location : integer

final column location : integer

## Entity-Relation Diagram



**Diagram 2:** Entity-Relation Diagram for Surakarta