Modeling Training

Design a blackjack game with a “casino” experience.

Darwing of Nouns & verbs with

experience flow

diagrams – flows and relationships

drawio can links diagrams back and forth

REQUIREMENTS last week in November/first week December

nouns

verbs

relationships drawings for nouns “has a”/”is a”

process flow with multiple levels (with delineation and no overlaps)

can link to other drawio tabs and back

class diagram for th “is a”s

what type of deck?

Multiple decks

what is a card?

How many suits are there

what is a card value

…

...

Document your questions in the design process to bring back to the customer to confirm your design

* what is a casino experience?
* Walk through step by step
  + buying chips
  + finding a table
  + game play
  + cashing out

Nouns

* do this first
* things/objects you will need
* create exhaustive list then see which ones you might actually need
* value objects that have attibutes

Verbs

* workflow/actions
* start on highest level and see what actions can be encapsulated within them
* control objects
* not going to be as cut and dry modeling actions on multiple nouns/classes

Spider examples:

Nouns

* host
* port
* uri
* content
* cookies

verbs

* retrieve
  + byte[]
  + host
  + uri
* send
* get
* set
* error handling
* redirects

Blackjack

keep it extensible to be able to implement more games

Nouns

person?

card

chip

player

delear

deck

pot

...

table

position

game (machine; table; etc.)

rule

suit

value – hand card chips etc.

discard pile

boot?

relationships

deck *has a* card

player *is a* person

pot *has a* chip

player has a chip

Verbs

* deal
  + subprocesses
  + build a deck
  + shuffle
* bet
* play
* evaluate
* buy chips
* cash out
* join

conceptualize:

factories

adapaters