

Group Exercise 1

In this exercise you will identify and write use cases and identify domain model concepts for a game of checkers, based on the requirements listed below. The submission should contain a document with the items listed below. The interview part of the requirements is considered to be completed. If there are ambiguities or conflicts in the requirements, please identify them and explain the issue in an “Open Issues” section at the end of your document. Also explain any assumptions you relied upon to resolve specific design issues.

Requirements:

A software application for players to play a standard game of checkers. There could be 2 players or just a player vs the system. In this version, the two players must play from the same machine. Future versions are likely to support play from different network-connected machines. The user interface should display a graphical checkers board and positions and should support drag-and-drop mouse or touch based inputs to move the pieces between squares. The

Items to submit:

1. List of use cases (at least 7-10) in brief description format as described in Homework 3.
2. One use case in detailed format for each person in the group.
 - a. Each detailed format use case should have use case Title, Goals, Primary actors, Secondary actors, Main scenario, any appropriate alternate scenarios.
3. Based on the use cases defined identify the system’s domain model classes. Give a short (one sentence) description of the primary responsibility of each class concept.
4. A list of any assumptions you relied upon in constructing the above.
5. A section detailing any “Open Issues.”