

Systems Development: Object Oriented Analysis and Design

(H172 35)

For use with Outcomes 2 and 3, “The Sokoban Project”

A “focused summative” list of what is to be provided

(with suggested order of completion shown)

* A draft (initial) Requirements Specification (essentially, satisfying the project brief plus any amendments suggested by the student) – providing both FUNCTIONAL and NON - FUNCTIONAL requirements
* A Use Case diagram
* Written scenarios for at least four of the use cases identified, showing pre- and post- conditions, trigger events and the best case scenario flow of events

At least one of these scenarios must describe an alternative or exceptional behaviour

* A representation of the use of CRC cards (identifying conceptual / abstract classes)
* At least one Activity diagram
* At least one Sequence diagram
* A ‘comprehensive’ Class diagram for the game, showing the visibility of attributes and operations (public, private or protected), together with the appropriate association, aggregation and inheritance relationships between classes
* A visualisation of at least one User Interface, together with it’s associated algorithm describing the required user interaction and it’s binding with the core application / resulting Object diagram

It is suggested that (ideally):

* You make use of an electronic CASE tool (‘Visio’)
* You provide an ‘OOP Solutions Ltd.’ corporate look to your deliverables