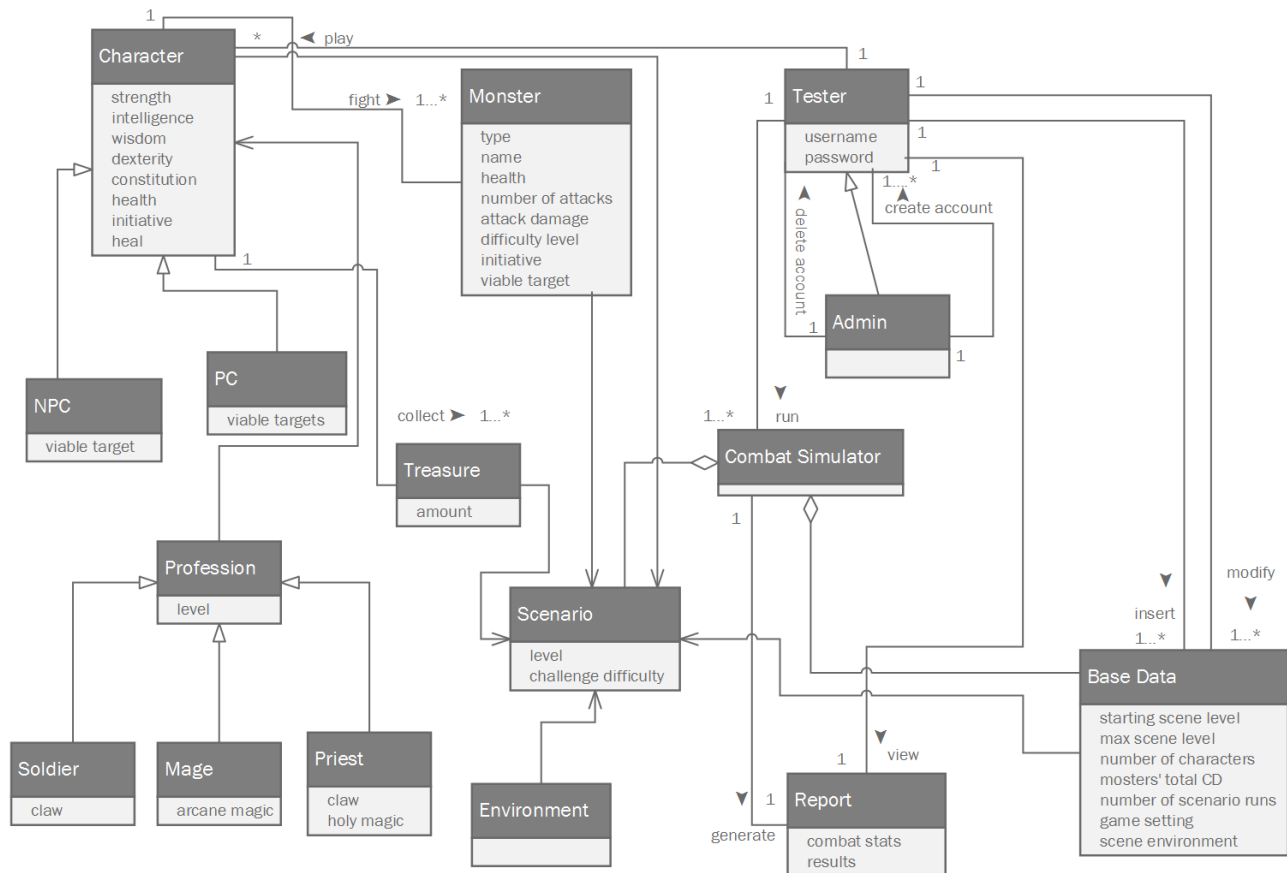


Initial Domain Model



Component Abbreviation Table

<u>Identifier</u>	<u>Component</u>	<u>Description</u>
CH	Character	Fights monsters, collects treasure
NPC	NPC	Character that is controlled by the system
PC	PC	Character that is controlled by the user
PF	Profession	A specific talent that a character has
SD	Soldier	A profession that specializes in hand-to-hand combat
MG	Mage	A profession that specializes in arcane magic
PS	Priest	A profession that can do both hand-to-hand combat and holy magic
TR	Treasure	Loot in the scenario, collectable by characters
MS	Monster	Fights characters
ENV	Environment	The backdrop of the scenario
TSR	Tester	Initiates and controls many of the other components in the system

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CP01B Domain Model

ADM	Admin	A type of tester with a special account, allowing them to modify other accounts
RP	Report	Stores raw data and produces analysis values
BD	Base Data	Stores data that a user must input before a scenario starts
SCN	Scenario	Uses base data to run the combat rounds between characters and monsters
CS	Combat Simulator	The entry point for a tester to access/run our application