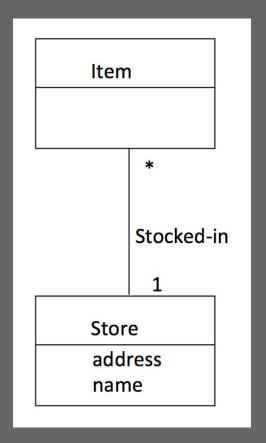
Domain Model

Thinking in Objects

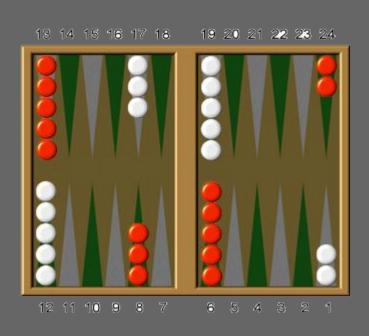
Domain Models

A Domain Model is a description of things in the real world.

It is also the basis of what will become your software classes



Backgammon





UC1: Play Backgammon

UC1: Play Backgammon (Brief)

The backgammon game is played between a player and the system. When the backgammon game is initialized, a backgammon board consisting of 24 triangles in shifting black and white color is displayed. The player rolls 2 dice and moves his pieces according to the sum of eyes on the dice to a triangle that is either free or with pieces belonging to the player. The game is won when all the players pieces has left the board

Noun Method

UC1: Play Backgammon (Brief)

The backgammon game is played between a player and the system. When the backgammon game is initialized, a backgammon board consisting of 24 triangles in shifting black and white color is displayed. The player rolls 2 dice and moves his pieces according to the sum of eyes on the dice to a triangle that is either free or with pieces belonging to the player. The game is won when all the players pieces has left the board

Nouns List

Backgammon Game Dice

Backgammon Board Triangle

Piece Player

Sum of eyes System

Color Game

Nouns List

Backgammon Game

Backgammon Board

Piece

Sum of cycs (attribute of dice)

Color (attribute of Triangle)

Dice

Triangle

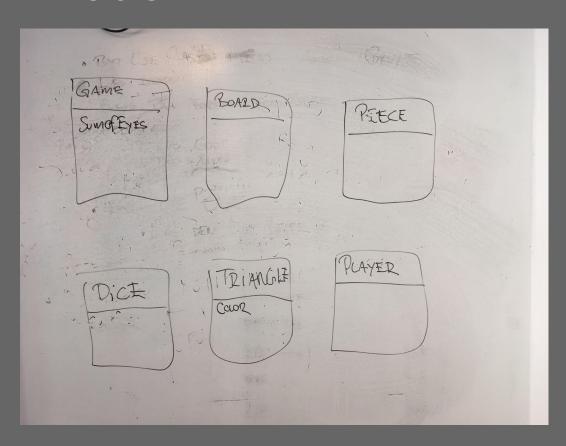
Player

System = Player

Game (same as

backgammon)

Domain Model



Udsagnsord = Metoder

UC1: Play Backgammon

UC1: Play Backgammon (Brief)

The backgammon game is played between a player and the system. When the backgammon game is initialized, a backgammon board consisting of 24 triangles in shifting black and white color is **displayed**. The player **rolls** 2 dice and **moves** his pieces according to the sum of eyes on the dice to a triangle that is either free or with pieces belonging to the player. The game is won when all the players pieces has left the board

Verbs List

Moves

Rolls

Displays

Associationer

