**Lemonade Stand Planning Phase**

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| In many professional situations, you will be working as part of a scrum team. As you plan for a sprint, your team will start by developing goals and describing the steps it will take to complete the project. For Lemonade Stand, you will explore this first phase in development; research and planning. |

Research and Explain Game Function

Find a version or two of lemonade stand to play online (some rules will vary between versions). Then, list the steps of the game. Make sure to include the step that initiates the game, and the step that will end the game. Refer to your User Stories as some of the framework for the game is already defined. (i.e. number of times your game will run before giving the final result).

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Structure Classes

List classes you think you will need to include in your game. These may change as you develop your game.

Develop UML

Create a UML diagram that shows the connection between your classes as well as their properties.

Consider the following…

* What is the hierarchy between your classes?
* Where will you use inheritance?
* Where will the phases of the game be executed?
* Where/how will you handle user input?
* What member variables and methods will belong to each class?
* Which member variables and methods will be public or private?

There are many UML tools and you can use whatever is most comfortable. If you handwrite, give to instructor, if you complete in VS or another online site, send the document or a readable screen shot.

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| Save file as: LastName\_LSPlanning then Slack this document and UML to all instructors. You may start on your lemonade stand design after you have submitted. You will receive feedback on your plan as you begin working. |