Workshop1 peer review

As a developer would the model help you and why/why not?
The model diagram help us because it simple and self-explanatory, however we think it misses some critical basic requirements, which the developer needs for the development of the system. For example authentication.

Do you think a domain expert (for example the Secretary) would understand the mode why/why not?
Even though, the domain diagram is simple and easy to understand, there are some concerns which might create confusions for the domain expert. For example the secretary might think he or she manages the boat however that is not necessary true according to the system requirements. Since "Larman states [9, p246] it's useful to find and show associations that are needed to satisfy the information requirements of the current scenarios under development, and which aid in understanding the domain"

What are the strong points of the model, what do you think is really good and why?
Overall the Model diagram was designed in a simplified way and it has all the basic requirements of domain model "Larman [9, p229]"

What are the weaknesses of the model, what do you think should be changed and why?
Some of the weakness we have found in this model diagram, which we think it is a good idea to change, are
- The treasure has no any relationship to the system
- As per requirements of the system, the secretary should not manage the boat.
- Association word "owns" between boat to berth is not necessary.

Do you think the model has passed the grade 2 (passing grade) criteria?

Yes, because the model diagram have all the basic requirements for passing grade 2.

References

1. Larman C., Applying UML and Patterns 3rd Ed, 2004, ISBN: 0-13-148906-2