**C Sc 335 Analysis and Design Artifacts for the Final Project, Fall 2014**

*Due: 11:59pm Sunday 9-Nov to the common repository on GitHub*

**1. Team Name:**  Risky Business

**2. Team Members**: Steven Broussard, Elizabeth Harris, Jeremy Jalnos, Rebecca Simon

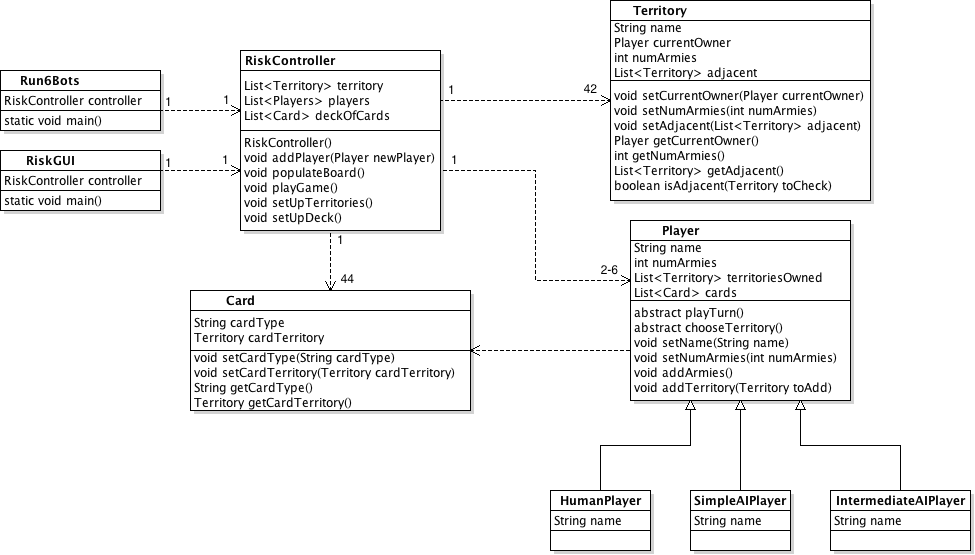
**3. Candidate Objects or Class Hierarchies**

List the seven most important objects, or the name of a hierarchy, and the main responsibility of each

|  |  |
| --- | --- |
| **Candidate Object** | **Single Responsibility in 1 or 2 sentences** |
| 1 RiskController | Keeps track of players and map attributes, and manages territory population and game play. |
| 2 Territory | One territory on the map. Knows its name, adjacent territories, its current occupier, and how many armies are in it. |
| 3 Player | Abstract class. Common attributes include name, number of armies, list of territories occupied, and list of cards, and common behavior includes territory selection and taking a turn. |
| 4 HumanPlayer | Extends abstract Player class. Takes a turn using human input from the GUI. |
| 5 SimpleAIPlayer | Extends abstract Player class. Takes a turn using random decision making. |
| 6 IntermediateAIPlayer | Extends abstract Player class. Takes a turn using strategic decision making. |
| 7 Card | Knows what type of card it is, what territory is on its face, and who holds it. |

*These Class and Sequence Diagrams may be written by hand and scanned or drawn with a UML editor such as Violet* [*http://sourceforge.net/projects/violet/files/violetumleditor/*](http://sourceforge.net/projects/violet/files/violetumleditor/) *and / or the sequence diagram editor or* [*https://www.websequencediagrams.com/#*](https://www.websequencediagrams.com/)

**4. Class Diagram:** Your team UML Class Diagram must show at least all of your candidate objects from above. Show any relationships between them the classes such as inheritance or interface implementation. Draw general associations such as dependency or aggregation. Label some to help explain things. Add any multiplicity adornments that seem appropriate. Use notes to explain things if you feel it will help. Each UML class must show the class name. For full credit, each class must have an average of at least one attribute per class. There must be an average of at least 2.0 methods per class, which may be implicit (no need to repeat methods) if the class implements a Java interface with methods shown there.



**5. Sequence Diagram:** Your team UML Sequence Diagram should show the most important scenario you can think of. Your sequence diagram should show most of your objects from above and how they communicate with each other.

http://www.websequencediagrams.com/cgi-bin/cdraw?lz=dGl0bGUgUGxheWVycyBzZXQgdXAgZ2FtZQoKUnVuNkJvdHMtPlJpc2tDb250cm9sbGVyOiBuZXcgAAYOKCkKABcOACMSc2V0VXBUZXJyaXRvcmllcwAgEwAWCHkAXQYABgkoKQpub3RlIHJpZ2h0IG9mAG4POiBoYXJkY29kZSB0aGUgYm9hcmQgb2YgNDIAOg1pZXMAgH8mRGVjawCBPhNDYXJkAIF2BkNhcmQAZi5kZWNrIG9mADUFAGQicG9wdWxhdGVCbwBFJAAhDSBoYXMgcACDSAdjaG9vc2UgXG50AIJtCiB1bnRpbCBhbGwgAAoMYXJlIGNob3NlbiBcbmFuZAAcBWFybQAUCGRpc3RyaWJ1dGVkAINZEQCEOAY6AGgHAIMrCw&s=default

