Informe de Tarea 2 - Juego Skynet

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Contents

1 Domain Model

1.1 Domain, Attributes, Relations, Association Concepts

1.2 Has one: include cardinality; Composition and Aggregation

1.3 Generate code from UML

2 Use Case

2.1 Basic Case

2.2 Alternative Cases

2.3 Exceptional Cases

Player discovers **Robot**
Player discovers **Item**
Player uses **Item**
Robot is disabled by **Item**
Robot attacks **Player**
Player manages **Team**
Game-Master configures

3 System Sequence Diagram

3.1 Basic Case

3.2 Alternative Cases