

Software Architecture

Exercise – Gaming Platform (iteration #3)

BSc

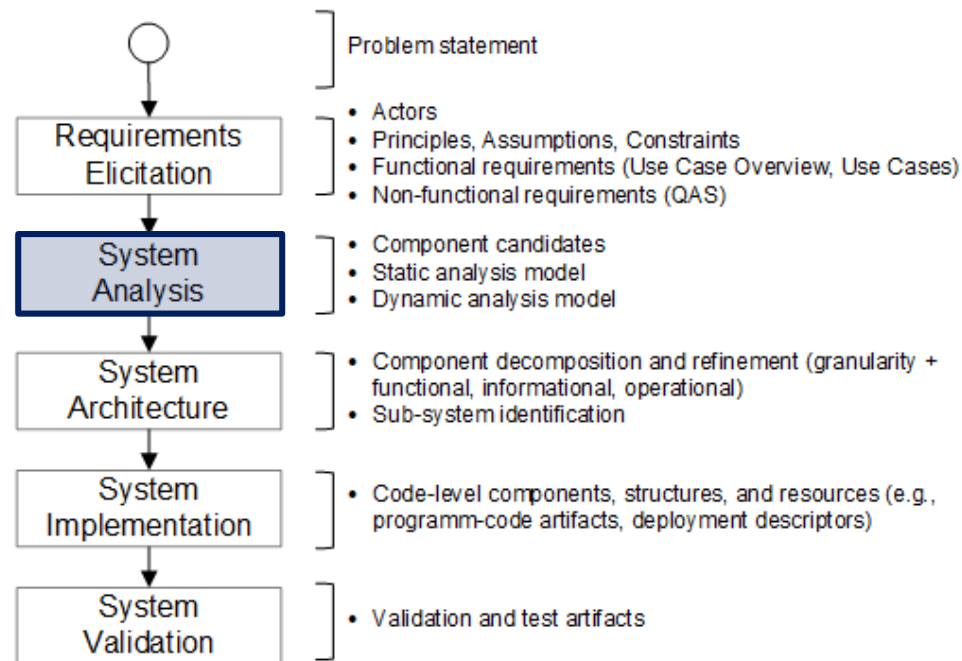


Ingo Arnold

Exercise Opening

Motivation

You **create an initial design** for a **gaming platform** by incrementally following the process outlined, below. Note that your design should focus less on the algorithmic and more on the structural solution aspects.



Exercise Opening

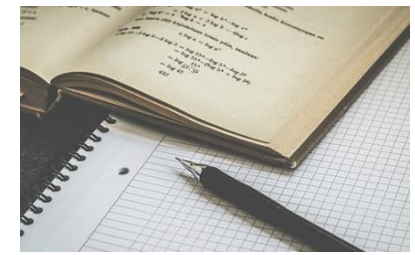
Motivation

Based on the previous iteration (i.e., use case realizations in the logical view) you **finalize the analysis model** by deriving component candidates depicted in the development view.

Exercise Agenda



- Requirements Elicitation
- System Analysis
- System Architecture
- System Implementation



System Analysis

Analysis Model (development view)

Create an **analysis model** in the development view. Derive this model from the use case realizations developed in the previous iteration.

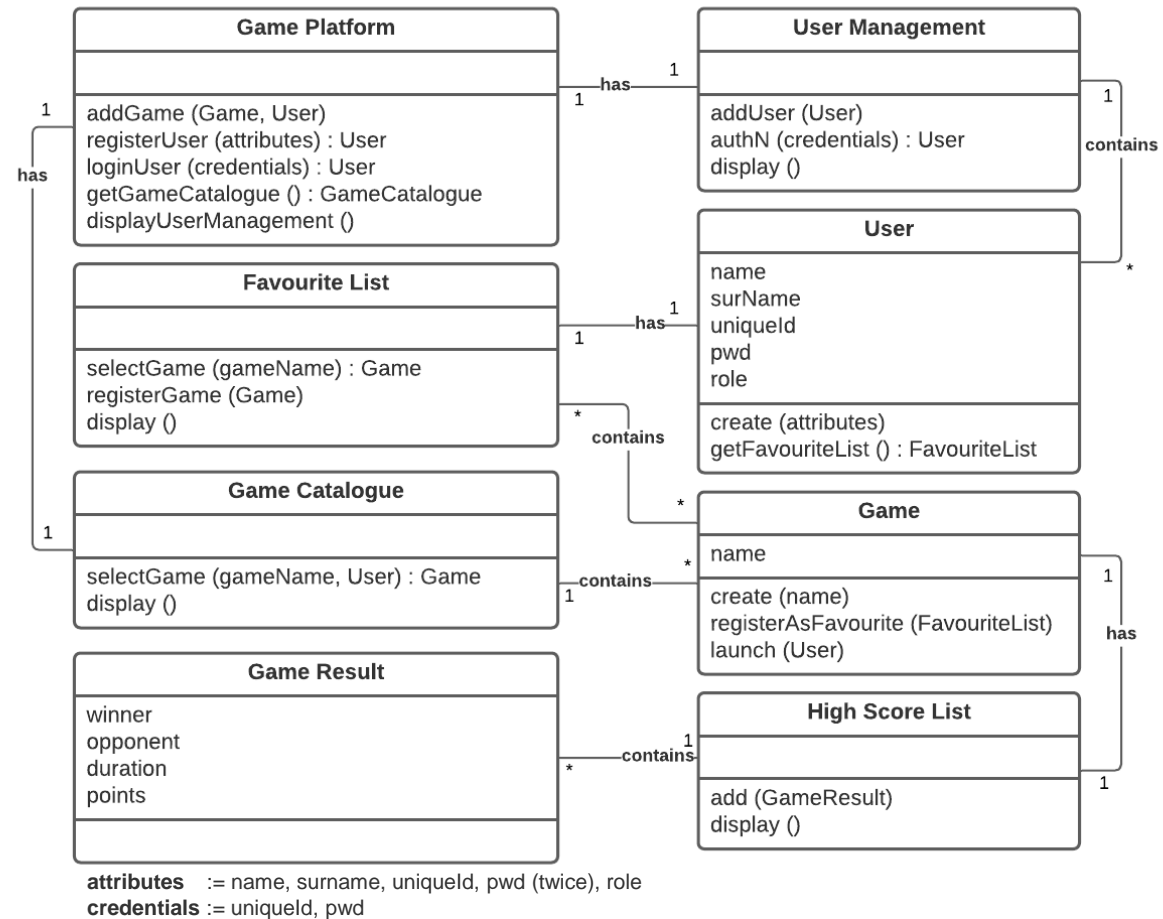


System Analysis

Analysis Model (development view)

Create an **analysis model** in the development view. Derive this model from the use case realizations developed in the previous iteration.

Static model



Questions

