

Final project

The WoW Auction House in Alloy

Introduction



Auction workflow



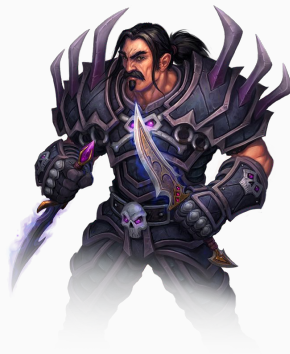
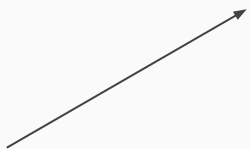
Auction workflow



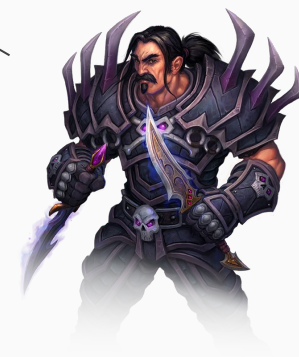
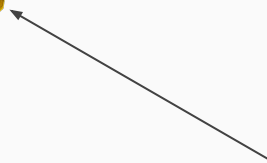
Auction workflow



Auction workflow



Auction workflow



Auction workflow

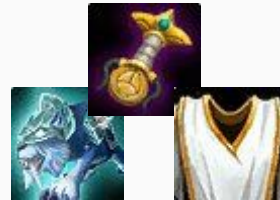


Alloy model

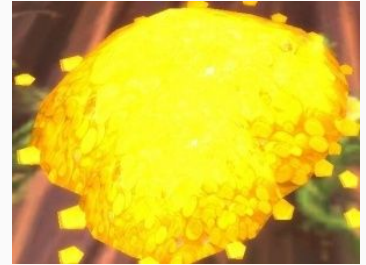
Players



Auction House



Items



Gold Coins

Alloy model

- Player: has Items; has Gold Coins; bids on Auctions.
- Auction House: hosts Auctions; has (listed) Items; has Gold Coins.
- Auction: has a seller Player; has an Item to be sold; might have a highest bidding Player or buyout Player.
- Item: belongs to a Player; has a status.
 - If listed for sale, is related to an Auction and has a highest bidder.
- Gold Coin: belongs to a Player or the Auction House.

Alloy model

- The Player must own the Item they intend to sell, and must not bid in their own auction.
- An Item can only be listed in one Auction at a time.
- An Auction ends at most after 3 steps.
 - The highest bidder Player becomes the Item owner.
 - If no bids were put, the Item returns to the original owner.
 - If a Player buys out the Auction, it ends immediately.
- The seller must pay a convenience tax to the Auction House over their earnings.

Thank you!