C Sc 335 Analysis and Design Artifacts for Final Project

This must be added to your private Github repo in a directory named documents

1. **Team Name:** TF coders

2. **Team Members:** Yichao Tang, HaoQing Yan, Scarlett Wang, Katie Wang

3. **Candidate Objects or Class Hierarchies** Game Title: Empire keeper

List the most important objects, or the name of an inheritance hierarchy, and the main responsibility.

	Candidate Object	Single Responsibility in 1 or 2 sentences
#1	EmpireMap.java	The "map" / "territory" of the Empire. (This could be Singleton)
#2	EmpireWorker.java	The "worker" whose jobs are Establishing the facilities and protecting the national security of Empire.
#3	Resource.java	The ENUM class that contains the Tag of Resource: WOOD, DIAMond, CROPS, PLANTS.
#4	Buildings.java	This is the Enum class that contains the Tag of Buildings: Hospital, Restaurant, House, farmland, Palale, Garden, Theater; and amusment
#5	WareHouse.java	This is the resource collection to manage all important resource
#6	GameTextView.java:	The text version of playing the Game
#7	GameGraphicView.java	Show the Graphical Version of playing the Game
#8	Hazard.java	The "Collections" of Hazard: including Natural disaster or the invasion of Glob
#9	Commands.java	The "instructions" to order the workers to do specific actions
#10	EmpireGame.java	The "main" class to execute the program.

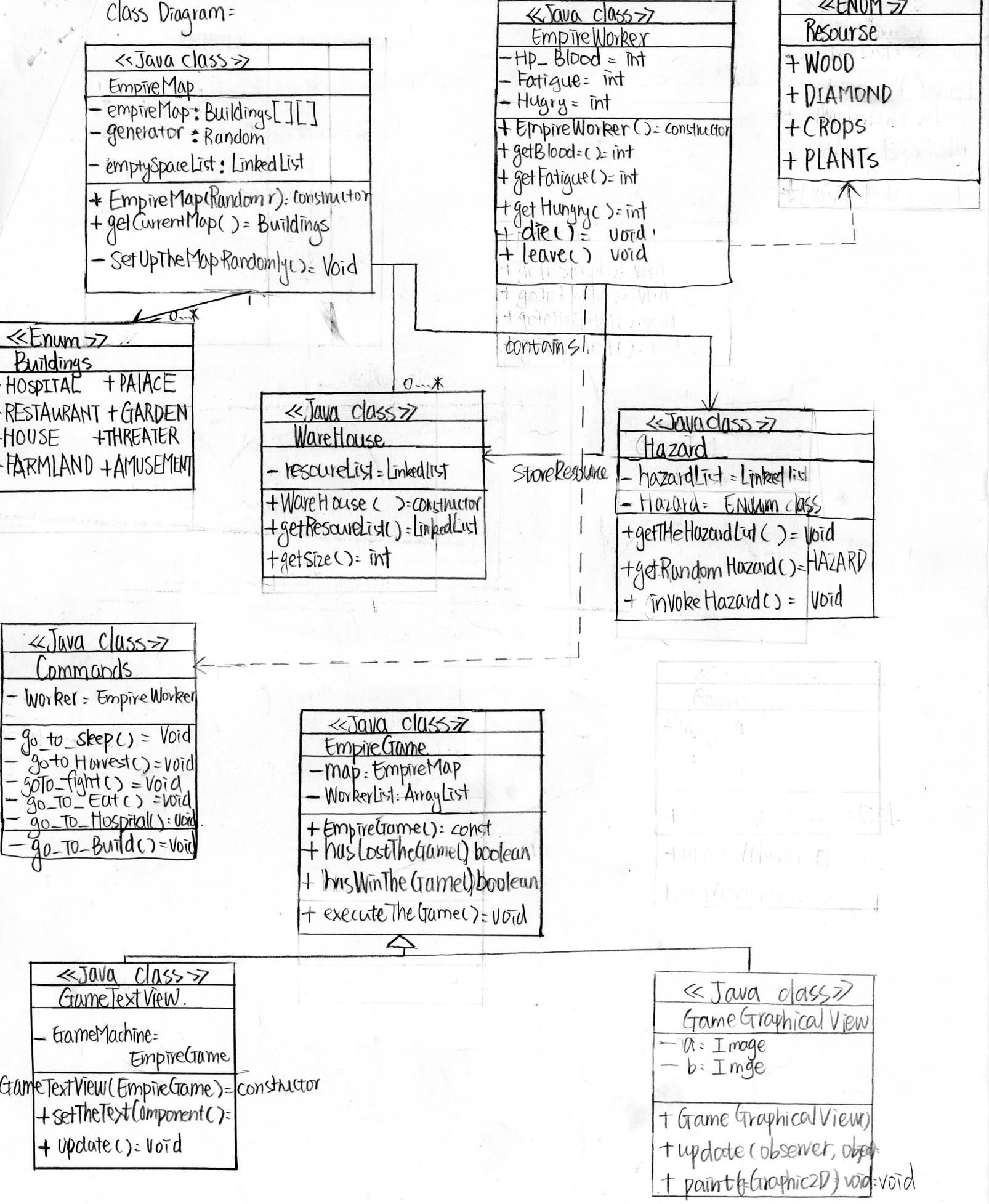
4. Class Diagram: Your team UML Class Diagram must show at least all of your candidate objects from above. Show any relationships between them the classes such as inheritance or interface implementation. Draw general associations such as dependency or aggregation. Label some to help explain things. Add 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.

This class diagram may be written by hand and scanned or drawn with any UML editor or drawing program

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.

This Sequence Diagram may be written by hand and scanned or drawn with any program or sequence diagram editor such as https://www.websequencediagrams.com/#

Class Diagram=



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