

CS335 Software Engineering Process

Lab Week 09

Class Diagram

Create an appropriate UML class diagram for the following problem.

ARENA Application

Problem

The popularity of the Internet and the World Wide Web has enabled the creation of a variety of virtual communities, groups of people sharing common interests, but who have never met each other in person.

Many multi-player computer games now include support for the virtual communities that are players of the given game. Players can receive news about game upgrades, new game maps and characters; they can announce and organize matches, compare scores and exchange tips. The game company takes advantage of this infrastructure to generate revenue or to advertise its products.

However, currently each game company develops such community support in each individual game, this results in many disadvantages such as learning curve for players when joining new community, for advertisers who need to contact each individual community separately, etc.

Objectives

A company would like to develop a software project, which aims to:

- Provide an infrastructure for operating an arena, including registering new games and players, organizing tournaments, and keeping track of the players' scores.
- Provide a framework for game developers for developing new games, or for adapting existing games into this framework

Note: You should use StarUML to create your UML class diagrams. For a short tutorial on StarUML, please find a corresponding document on Moodle (in Step 2).