

Temat projektu: Symulacja wioski

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1 Szczegółowy opis systemu

1.1 Analiza czasownikowo-rzeczownikowa

Główna klasa symulacji posiada informacje dotyczące stanu wioski (zaludnienie, dostatek, zdolność bojowa). Na początku każdego dnia, składająca się z mieszkańców rada wioski wybiera poprzez głosowanie zadania, po czym generowane są zdarzenia losowe. W przypadku spowodowanego wydarzeniami spadku ludności do zera, symulacja kończy się, w przeciwnym razie uruchamiany jest kolejny dzień.

1.2 Diagramy CRC

| | |
|----------------------------------------------------|------------------------------------|
| Classname: | Village |
| Superclass: | none |
| Subclass(es): | none |
| Responsibilities: Check if village is ok | Colaboration: Simulation |

| | |
|--------------------------------------------------------------------------------------------------------|---------------------------------------------------|
| Classname: | Simulation |
| Superclass: | none |
| Subclass(es): | none |
| Responsibilities: Starts simulation Starts next day Ends simulation Have difficulty | Colaboration: Village VillageCouncil |

| | |
|--------------------------------------------------------------------------------------|-----------------------------------------------------|
| Classname: | VillageCouncil |
| Superclass: | none |
| Subclass(es): | none |
| Responsibilities: Adds new council members Decide about council choices | Colaboration: Simulation CouncilMember |

| | |
|------------------------------------------------|----------------------------------------|
| Classname: | CouncilMember |
| Superclass: | none |
| Subclass(es): | none |
| Responsibilities: Gets member choice | Colaboration: VillageCouncil |

| | |
|---------------------------------------------------------------|------------------------------|
| Classname: | Event |
| Superclass: | none |
| Subclass(es): | SelectedEvent, RandomEvent |
| Responsibilities: Executes event effects on Village | Colaboration: none |

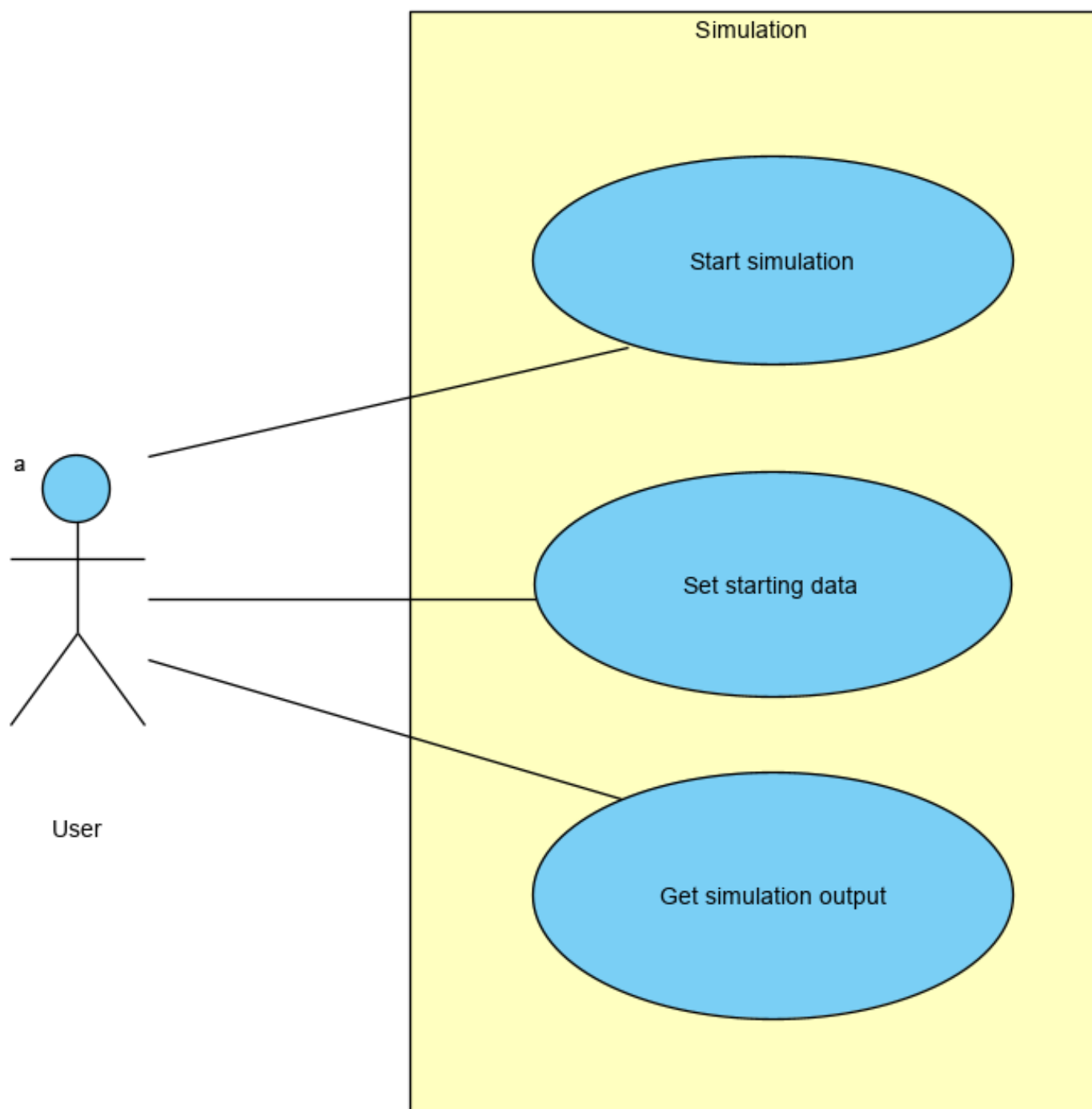
| | |
|-------------------------------------------------------------------|------------------------------|
| Classname: | SelectedEvent |
| Superclass: | Event |
| Subclass(es): | none |
| Responsibilities: Execute event based on council choice | Colaboration: none |

| | |
|-------------------------------------------------------------------------------|------------------------------|
| Classname: | Battle |
| Superclass: | none |
| Subclass(es): | none |
| Responsibilities: Select battle opponent Calculate battle result | Colaboration: none |

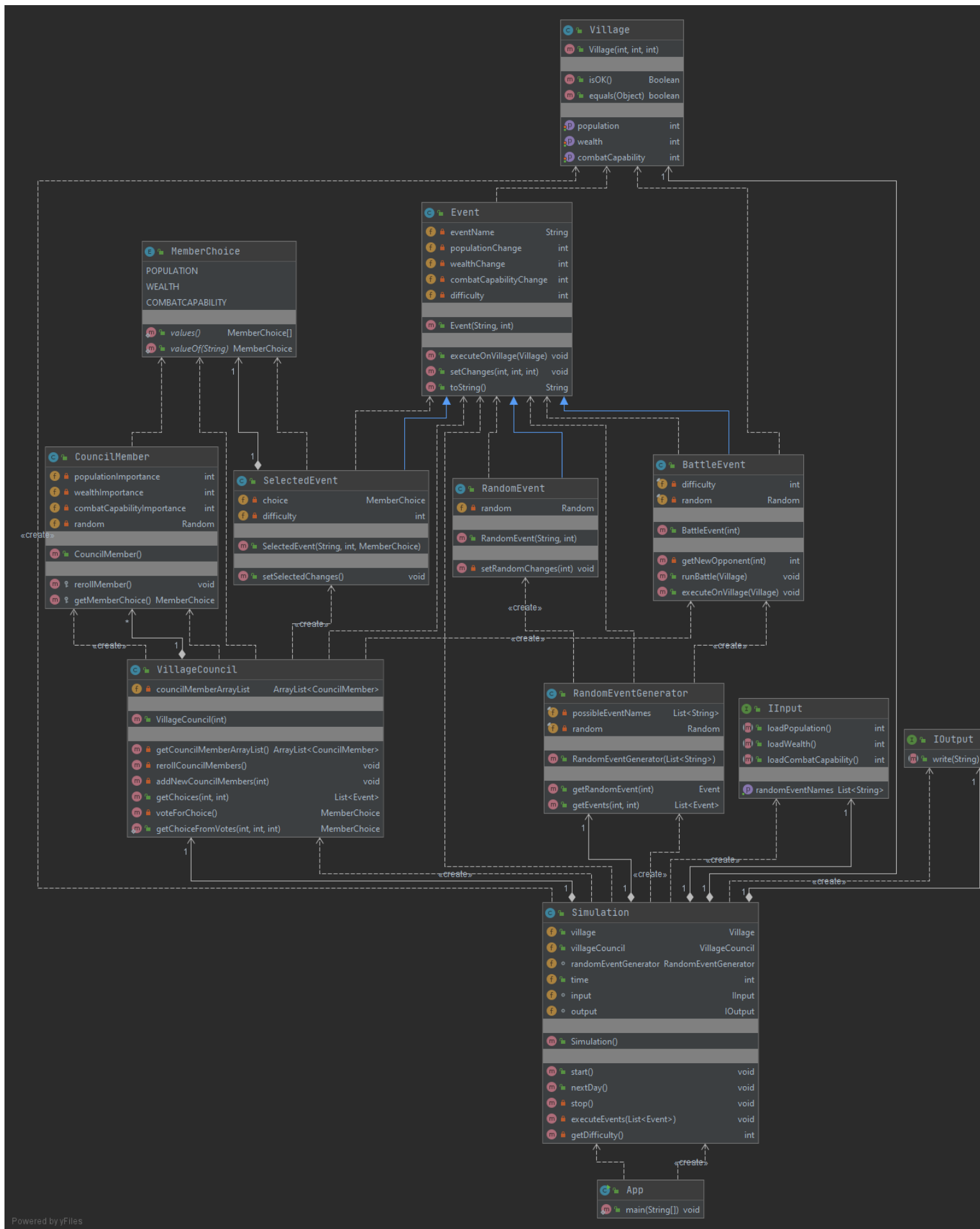
| | |
|-------------------------------------------------|-------------------------------------|
| Classname: | RandomEventGenerator |
| Superclass: | none |
| Subclass(es): | none |
| Responsibilities: Create random event | Colaboration: RandomEvent |

| | |
|---------------------------------------------|----------------------------------------------|
| Classname: | RandomEvent |
| Superclass: | none |
| Subclass(es): | none |
| Responsibilities: Randomize event | Colaboration: RandomEventGenerator |

1.3 Diagram przypadków użycia

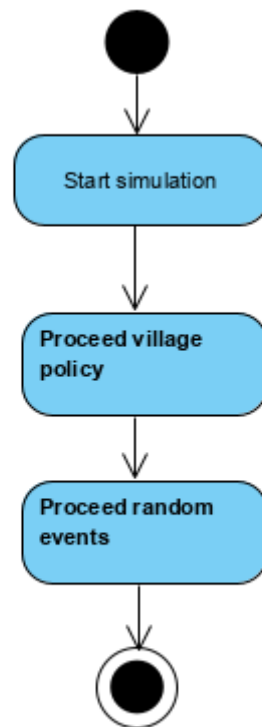


1.4 Diagram klas



2 Logika symulacji

2.1 Diagramy aktywności



Proceed Village policy

