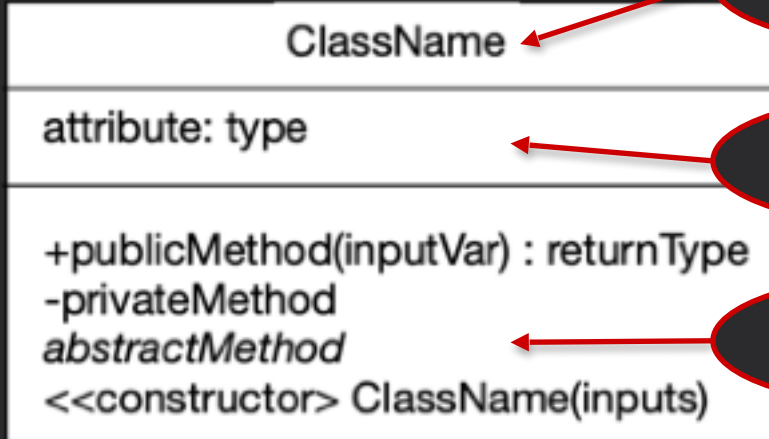


Design Class Diagrams



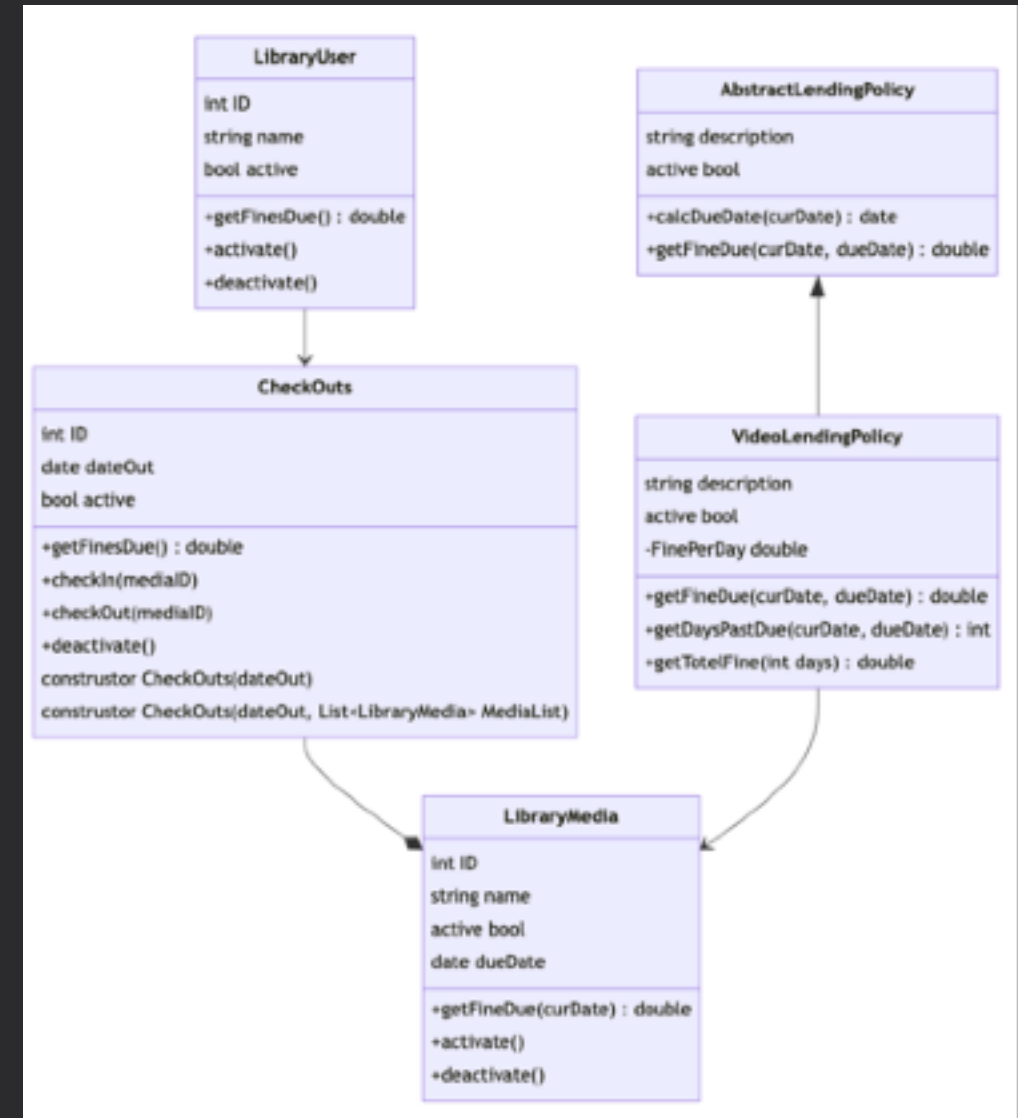
Name

Attributes

Methods

Show the classes (or other constructs) your team will create and how they will relate to each other.

Normally built after, or alongside, communications diagram. *(Useful because it's WAY EASIER to code from)*



Let's try it together, as we model the concept of a "game map"

Map

Region

Location

Object

Follow along with me:

<https://mermaid.live>

Note:

I will be making things up on the fly to demonstrate the technique, but you should create this alongside your comms diagram.

