Design Tips

- Class diagrams may tend to get incoherent as they expand and grow. It's best to avoid creating large diagrams and breaking them down into smaller ones that you can link to each other later.

- The more lines overlap on your class diagrams, the more cluttered it becomes. The reader will only get confused trying to find the path. Make sure that no two lines cross each other.

- Use colors to group common modules. Different colors on different classes help the reader differentiate between the various groups.

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

Region

Area

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.