

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.



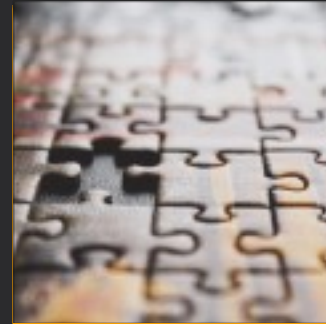
Design Class Diagrams

Activity



GOAL

Learn how to create design class diagrams as a means to conceptually model and communicate the structure of your application



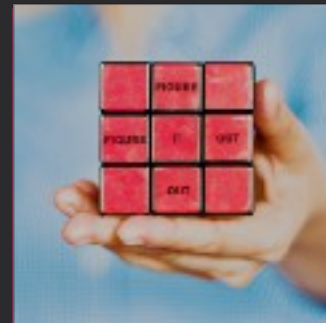
CONSTRAINTS

- Up to 20 minutes
- Limit to scope of first split
- Use any combination of mermaid generated diagrams or hand drawn



DELIVERABLES

A design class diagram that represents both the main elements, interactions in the application, and the classes to be coded.



INSTRUCTIONS

Create class diagrams for the main elements of your system so far. Include both class attributes, behaviours, and relationships to other classes.