

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.

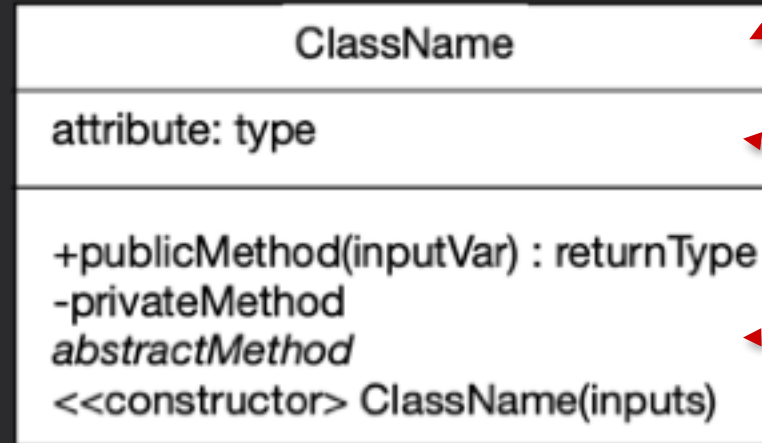


Design Class Diagrams

Look at your Communication Diagram, create a Design Class Diagram of all the classes (with methods and attributes) needed for this iteration. Shared understanding is more important than notation

You can draw it, or use Mermaid.

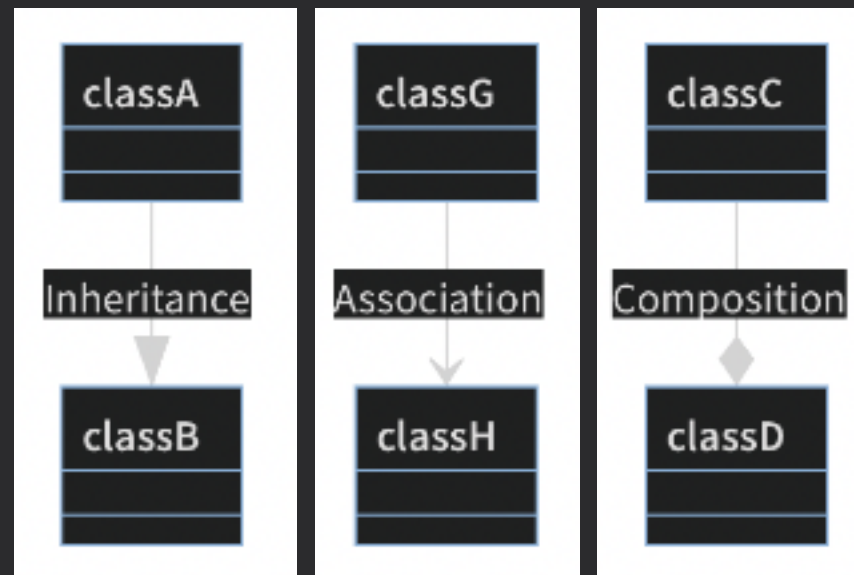
<https://mermaid.live>



Name

Attributes

Methods



STOP

If you find yourselves making design decisions, go back to your communications diagram.