

## ARCADE MACHINES WORKSHOP REPORT

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### User Stories:

- As a performance-demanding player,  
I want to be able to modify the appearance and power of the arcade machine,  
So that I can customize both its design and performance to achieve the best possible experience.
- As a player who enjoys multiple platforms,  
I want the arcade machine to offer a wide variety of games from different platforms,  
So that I always have a broad range of options to choose from.
- As a player who values aesthetics,  
I want to be able to customize the appearance of the arcade machine,  
So that the design matches my personal style and the decor of my space.
- As a player seeking a complete experience,  
I want the ability to modify not only the design of the machine but also the controls, sound, game list, size, and connectivity,  
So that I can adapt the machine to my specific needs and preferences.
- As an indecisive player or one seeking versatility,  
I want the arcade machine to offer many customization options,  
So that I can always choose between a variety of configurations and adapt it to my desires.
- As a player who invests a lot of time in games,  
I want the arcade machine to allow saving game progress,  
So that I don't lose my progress and can continue where I left off.
- As a player who enjoys customizing games,  
I want the arcade machine to allow mod implementation and the ability to play exclusive titles from different platforms,  
So that I can personalize my experience and enjoy additional content.
- As a social player,  
I want the arcade machine to have internet connectivity and allow cooperative play,  
So that I can enjoy games with friends no matter where they are.
- As a player seeking complete control over the arcade machine,  
I want the machine to allow total customization of its appearance, functionality, and games,  
So that I can have a machine that reflects exactly what I want in terms of design and gameplay.
- As a player looking to expand my gaming experience over time,  
I want to be able to add more games to the arcade machine after purchase,  
So that I can keep it updated and enjoy new titles without having to buy another machine.

## Object-Oriented Principles Analysis:

### Encapsulation

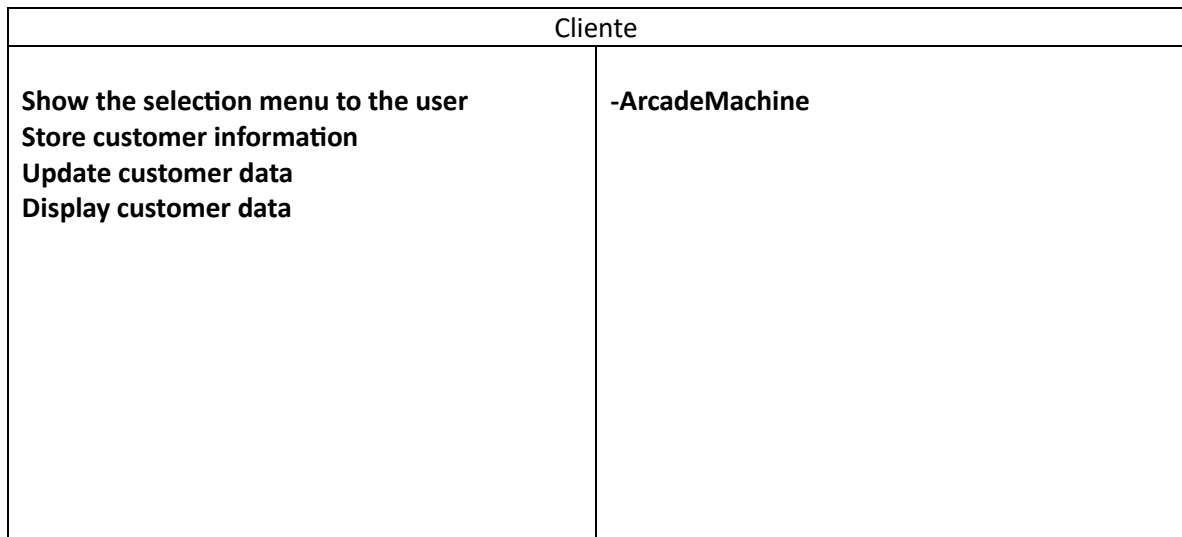
The principle of encapsulation is applied in the ArcadeMachine class by keeping the internal details of the object (such as materials, selected games, and configurations) hidden from other parts of the system. This is achieved by defining private attributes and public methods that allow interaction with the object in a controlled manner. Methods like `select_material()`, `select_appearance()`, `add_game()`, and `finalize_purchase()` provide interfaces to modify the internal state of the arcade machine without directly exposing its attributes.

### Abstraction

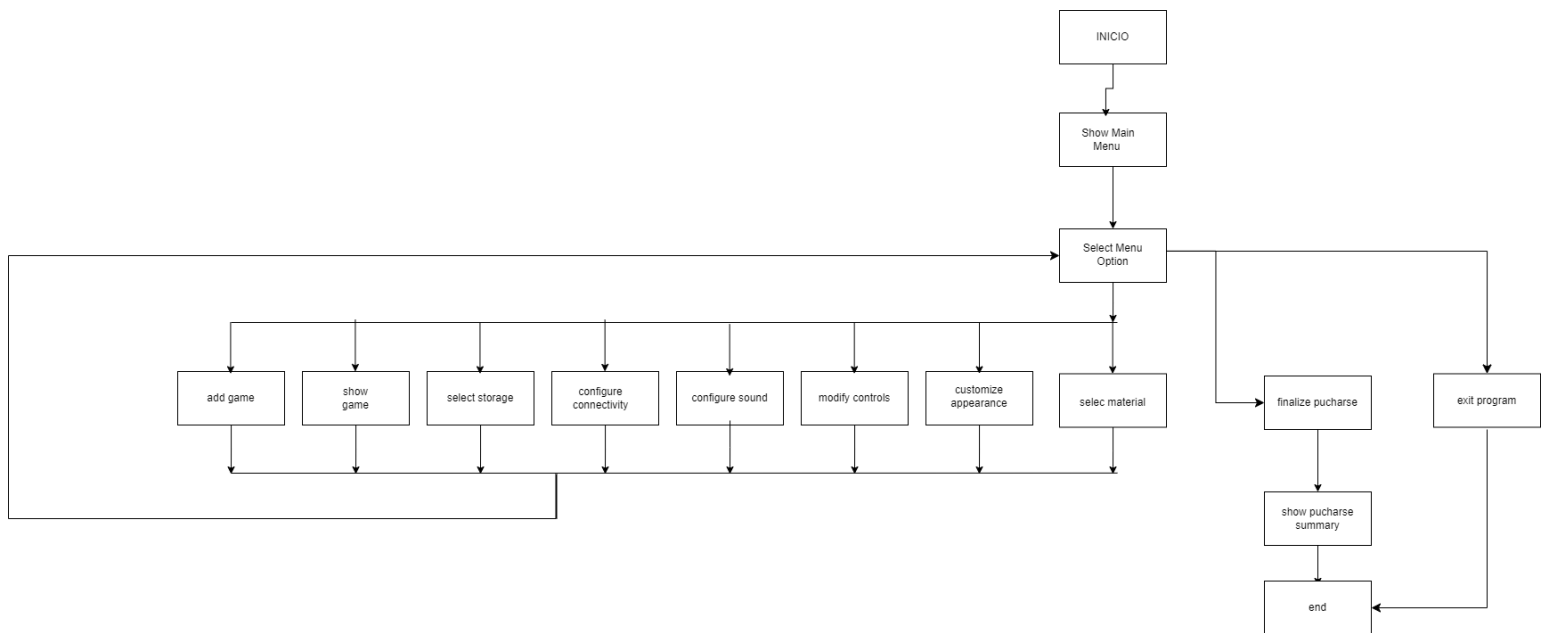
The ArcadeMachine class provides an abstraction of the customizable arcade machine by hiding the complexity of its customization options and game management. Through methods such as `select_material()` and `add_game()`, the user interacts with a simplified interface that represents the key functionalities of the arcade machine without being concerned with the detailed implementation.

### CRC cards:

ArcadeMachine	
<b>Select material</b> <b>Customize appearance</b> <b>Modify controls</b> <b>Configure sound system</b> <b>Set connectivity</b> <b>Select storage</b> <b>Show game catalog</b> <b>Add games</b> <b>Finalize purchase and collect data</b> <b>Show purchase summary</b>	<b>Cliente</b>

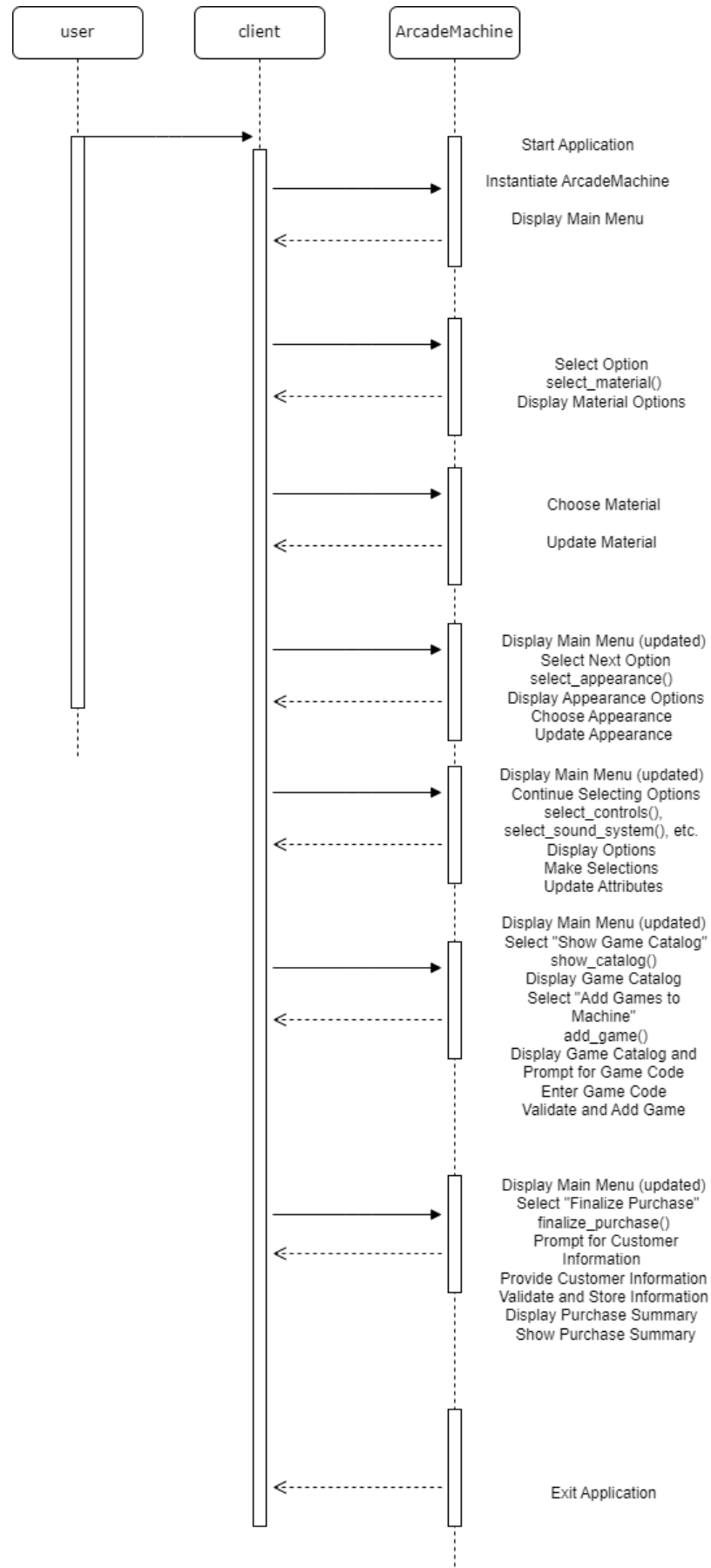


### activity diagram





## sequence diagram



## class diagram

