DOMAIN MODEL

1) Identify Potential Nouns
1. Spaceship
2. Credits
3. Player
4. Region
5. Skill Points
6. Difficulty
7. Price
8. Name
9. Game
10. Skill Type
11. Goods

2) Categorize Nouns

Game Objects:
• Player
• Region
• Spaceship
• Game
• Goods

Attributes:
• Price
• Credits
• Skill Points
• Skill Type
• Name
• Difficulty

3, 4, & 5) Draw Domain Model. Connect Classes, and Include Multiplicities

UML Class Diagram

Player
- name
- skill points
- skill type
- credits

Goods

Game
- difficulty

Region

Spaceship

purchases * — *

enters *

travels * — 1

pilots 1 — 1

upgrades 1

Game 1 — Spaceship 1

Game 1