**Object-Oriented Software Engineering Project**

**Interim Project Report**

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| **PROJECT TEAM** | |
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**Minecraft Project : Adventures in the Forest**

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**Index of Deliverables**

1. Background of the project
2. Identify the actors (Team)
3. Construct a Use Case Model (Team)
4. Describe in detail any use case from the use case model. The use case must contain an alternate flow. (Individual)
5. Create a conceptual class diagram of the chosen use case. The conceptual class diagram should demonstrate the use of attributes, relationships, navigability, association class, multiplicity and composition. (Team)
6. **Scope of the project**

The purpose of the project is to develop of computer system for a Minecraft game. The game consists in challenging the single or multiple players to live or survive in a forest. The game allows them to explore, dig, destroy and build to get the vital resources to live or face challenges in the forest. They also have the possibility to craft tools or weapons that will help them to achieve their goals.

The players can choose between the two following game modes:

* Safe where the players have an unlimited number of blocks without any trials
* Survival where the players are challenged and should build/destroy blocks to avoid death or attack from creatures in the forest. If the game is played by multiple players, they will need to compete and confront each other to gain ownership the resources.

The degree of the challenges would vary in relation to the game mode that are split in three levels in the survival mode: easy, normal and hard. In the case, the game mode is safe, there is no defined specific level.

The game should be compatible with PC, devices and deployed via the cloud.

1. **Identification of the actors**

The actors in this game are defined as follows:

Player

Game Engine

1. **Use Case Diagram**
2. **Use Case Description**

**Assign use cases**

1. **Project Plan**