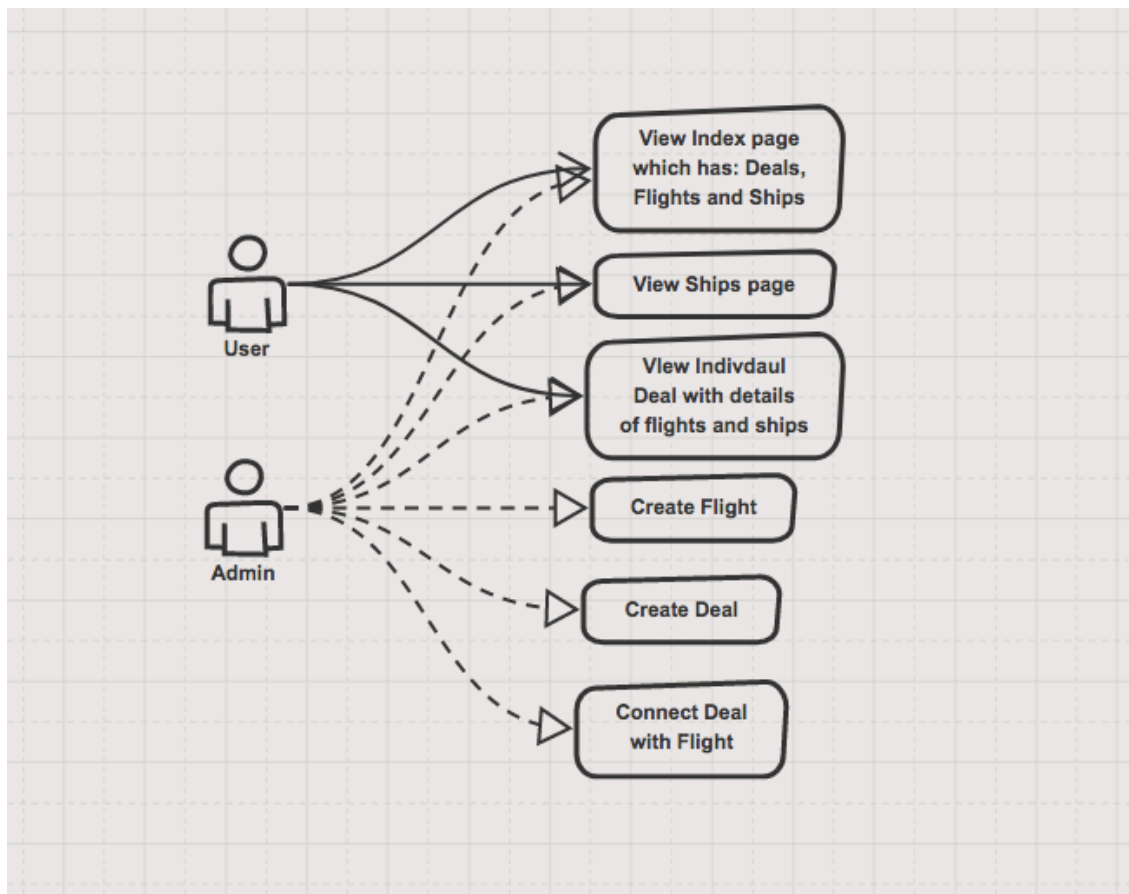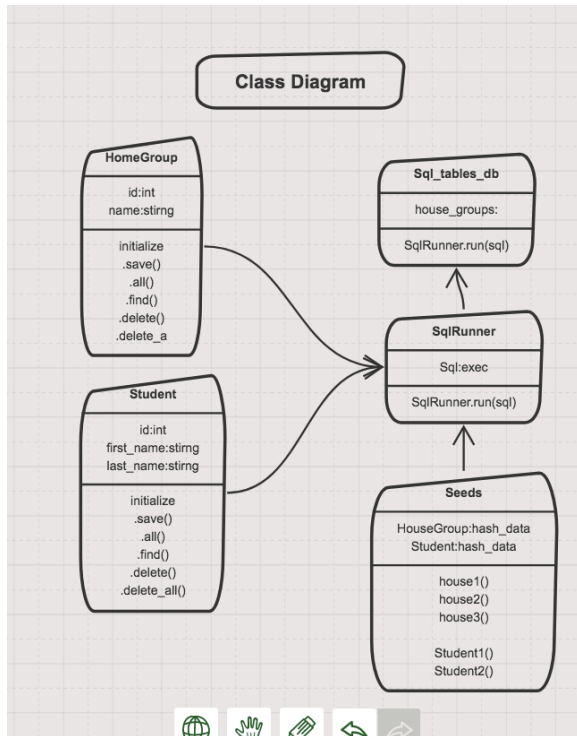**Evidence for Analysis and Design Unit.**

Reece Clifford Freeman Jones
Cohort E13
Date 22/5/2017
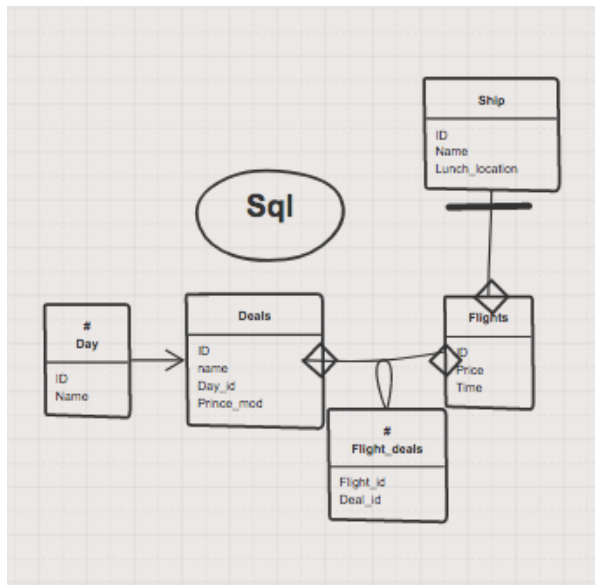
AD - 1 Use case Diagram

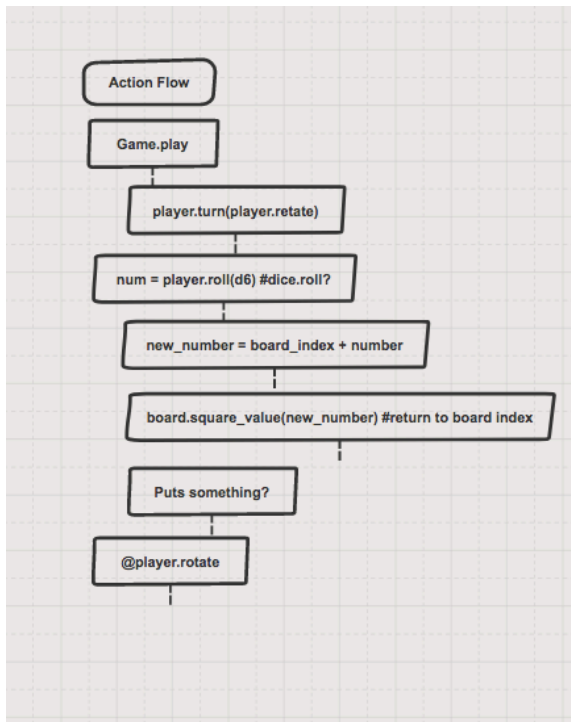**AD - 2 Create a Class diagram using your Use case diagram.**

AD - 3 Object diagram

AD - 4 Activity diagram

Action Flow

Game.play

player.turn(player.retate)

num = player.roll(d6) #dice.roll?

new_number = board_index + number

board.square_value(new_number) #return to board index

Puts something?

@player.rotate

AD - 5 Inheritance diagram

Snakes and Ladders

Game
put score

Players
Add player 1 name: string
Add player 2 name: string
Startlocation: int

Dice
dice_side.sample()

Board
board array()
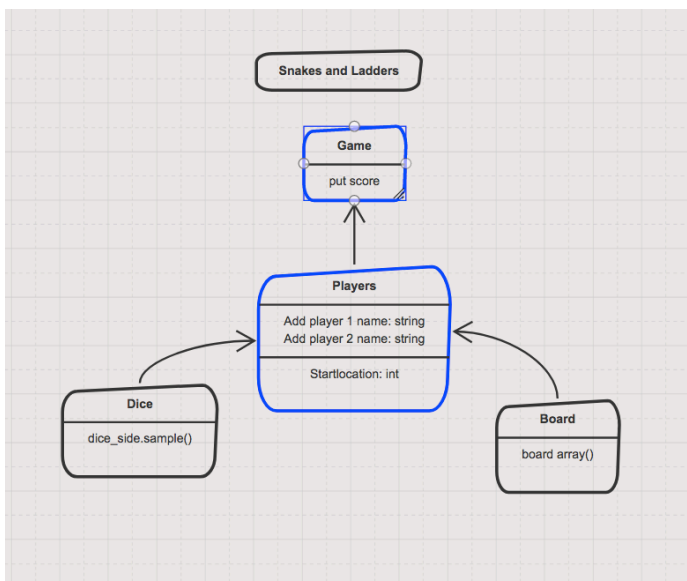
AD - 6 Implementations Constraints

Project 1 - Space Flights Deal		
Constraints	**Possible effect of constraint**	**Details**
Hardware and software platforms	**Will have to be run on unto standard Browsers such as Chrome as I used Sinartra and Embedded Ruby code.**	**older browsers may have problems implement the css and ruby depending on the browser used.**
Performance requirements	**As it is a web based app a browser is required, it has low memory requirements.**	**Was build to be use by online ecommerce**
Persistent storage and transactions	**Storage of Flights and Deals is 16 terabytes, so not a problem. Transactions happen between deals, flights and flight_deals Tables**	**I would not change the storage setup as it is adequate. I would like to add trisections towards ships and days to included company info and dates to my app.**
Budgets	**There was no budget used in this project**	**Personal project for the course of codeclan.**
Time	**We had a week to work on this project, time was short to add other features that I wanted to such as date, company to ship and a price_mod return against the flight price total.**	**I have decided to continue working on it at my own time. to include in my portfolio website.**