



Bilkent University

Department of Computer Engineering

Object Oriented Software Engineering Project

STARS League

Analysis Report

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1. Introduction

STARS League is a strategy game that uses the same logic as “Football Manager”. We have decided to implement such a game because our team is made of four football fans. We thought it would be more than fun to design game similar to “Football Manager” instead of just playing ready one. However, due to scarcity of time and resources we were forced to appease some of the most delicate parts of the game. Notwithstanding, we can add some of those functionalities throughout the semester as we advance with our project. For instance, after the first iteration we plan to add transfer feature. This feature would help the managers enhance their team. One more point we want to add, as of the first iteration, is different actions made by the players in the field. As of the time, players are able to score and make fouls that results red or yellow cards. These cards will penalty Later on we can give them ability to be injured and retreat from fields for a few matches. The user plays the game in the shoes of the manager of the team that he or she have chosen at the beginning of his or her career in the game. Manager’s career will continue until his/her team wins a cup or loses to a team and gets eliminated at some point during the league. The team will compete with 32 teams in total. At first, these teams will be distributed randomly to 8 groups with 4 teams in each. Then these teammate groups will play with each other. After that first of one group will be matched with the second of another group. Then these 8 teams will struggle to win the cup. If user’s team manages to reach this stage without any failure it will continue with knockout stage. Otherwise, it will be eliminated and asked if to play again for another game from scratch.

2. Overview

2.1 Gameplay

In “STARS League”, you must choose a team and continue with the team throughout the whole cup. User, in the position of manager, can change his/her team only after the cup or when gets eliminated and prompted to restart. Afterwards, the manager decides the tactics the team will apply when it plays against an opponent. Then it will use the same tactics throughout the match. If the tactic needs to be changed it has to be done after half time or when the match finishes. For the scores of teams in a match we will come up with some formulas in order to decide which team should score. After each game, statistics will be updated accordingly.

2.2 Actors

Each team will have its players, the manager and the president. Moreover, each game will have a referee. Throughout the game, we will deal mostly with teams’ players. We will keep each player’s statistics such as goals scored, assists made and cards given accordingly. We will use these data to decide during each game and the cup. We will use president of each team visually. President will stay there just to represent position. He or she is unable to do any actions. On the other hand, players can score a goal, assist a goal or act so harsh that they get a card. After each action a brief explanation regarding the action is displayed. When there is some actions occurs so that match needs to be paused, the referee of the match whistles and pauses the match and decides if it is red or yellow or just free kick. Then he whistles again and match is resumed from the time it was paused.

2.3 Statistics

There is no doubt about the main component that makes the games so fun is statistics. So it is when implementing a game application. We rely on statistics to decide which team should win in a match, which player should score a goal and when. So that we will gather statistics for each player separately. We will do the same for teams in both group stage and knockout stage. We will decide which player is a top scorer or which player has the most assists in each stage by using the statistics of each player. Then we will have separate frame to display these tops.

3. Requirements

3.1 Functional Requirements

3.1.1 Play Match

Before the beginning, there will be some information including date, stadium, referee, weather, odds, results of previous matches of both teams, etc. After the user starts the match, actions including time, type, player will be visible in chronological order. Obviously, the number of goals that both teams scored will be visible also.

3.1.2 Choose Team

Before the tournament, the user has to make a choice from 32 given teams. Since quality of teams are important for the user, it should be allowed to give some general information including players, balance, etc. In other words, to make a good decision, displaying teams and accessing general information about them will be possible.

3.1.3 Display Calendar

A calendar of matches will be displayed. For each match, some simple information such as opponent team's name, logo, and home-away status will be visible. Also, this calendar will include days without matches. For the sake of progress, the user will be able to jump to next day. When the user prefers not to continue, it will be available to switch to other panels.

3.1.4 Display Player

STARS League provides wide information about players. For each player, general information including team, position, age, preferred foot, nationality, height, weight, value, wage, status will be visible. Also, attributes such as pace, shooting, dribbling, passing, defense, physical, goal keeping, mental are included. In addition to all of them, statistics including the number of matches played, goals, assists, yellow cards, red cards will be visible too.

3.1.5 Display Tournament Information

If the user wants to be the champion of the STARS League, it is necessary to pass 2 main steps of the game: Group stage and knockout stage. For group stage, general information about all groups, named from A to H, will be visible. It will be possible to see teams and points that they got, goals that they scored, wins, losses, draws, etc. The teams will be ordered according to their points, the results of the matches played between the teams that got same points, etc. For knockout stage, all matches played up to the current time will be displayed. Eliminated teams will be colored with grey, while others are colored with red. For the sake of understanding, all names of the steps of the knockout stage, “Last 16”, “Quarter Final”, “Semi Final”, “Final”, will be visible.

3.2 Non-functional Requirements

3.2.1 Ease of Use

The game is very easy to play in spite of its wide content. There is no need to use keyboard, the game is played with mouse only. The user can get information about the game, if he/she encounter with an issue during the game. Therefore, there must be an option to get information about the game widely. STARS League includes “How to Play?” option to provide information.

3.2.2 Performance

Performance is one of the important requirements. Response time is important from the user’s view. The game should not allow any delay. Also, average FPS should be high. In other words, to maximize player’s enjoy, the game should run fast.

Extensibility

Since extensibility and reusability are really important for software engineering, we decided to design the game in such a way that it can modified later. This will lead to make STARS League more enjoyable. In the second iteration, we are planning to add new features which will increase satisfaction.

3.2.3 Pseudo Requirements

STARS League will be implanted in Java. The game is highly portable because it will run on JVM (Java Virtual Machine). Graphics will be implemented by using JavaFX and AWT libraries.

4. System Models

4.1. Use Case Model

In this part includes information about the main use case model of STARS League. Use case detailed is on the below.

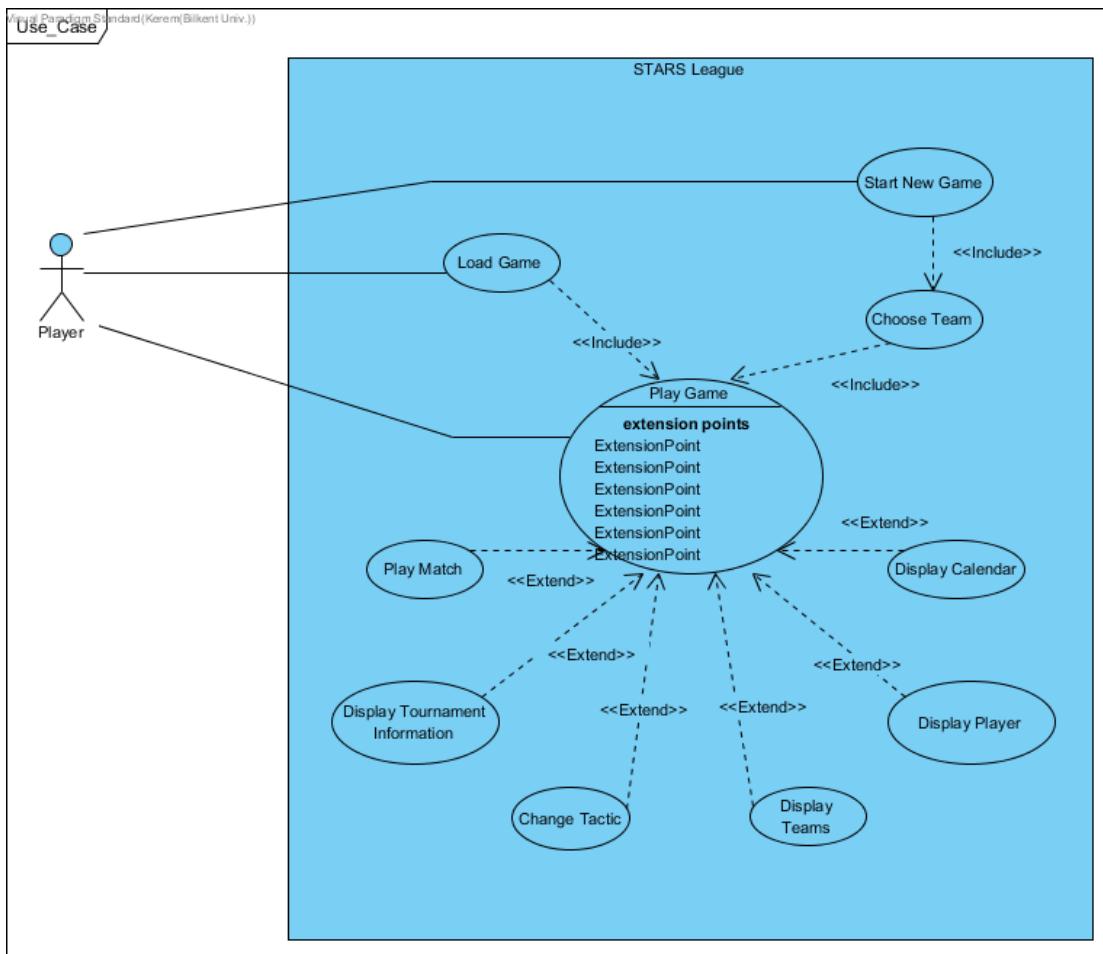


Figure 4.1 - Illustrates the use case model of Stars League

4.1.1 Start New Game

Use case #1

Use case name: Start New Game

Participating actors: Player

Stakeholders and Interests:

- Player wants to start new game.
- System shows the team list to user for choosing the team.

Pre-conditions: The game should be opened from the player.

Post-condition: -

Entry condition: Player has already opened the game and is on main menu.

Exit condition: Player has chosen to quit the game via in-game menu.

Success Scenario Event Flow:

1. System displays the team selection window to user.

Main Flow of Events:

1. Player starts a new game.
2. Player chooses a team to participate in tournament.
3. Player plays matches unless he is eliminated.

Alternative Flow of Event:

- A. If player desires to exit from the game at any time:
 - a. Player selects exit button from the main menu.
 - b. System quits from the game and team selection window.

4.1.2. Choose Team

Use case #2

Use Case Name: Choose Team

Primary Actor: Player

Stakeholders and Interests:

- Player chooses the team for participating the STARS League tournament.
- System keeps the team of the Player for participating the STARS League tournament.

Pre-condition: Player should press the “start new game” button to reach the team selection window.

Post-condition: The team which is chosen by player participating tournament and draws the groups according to this selection.

Success Scenario Event Flow:

1. The team is chosen by Player.
2. Chosen team is participated STARS League tournament.
3. Player can start the game by pressing “Start New Game” button after choosing a team.

Alternative Flows:

A. If the player wants to choose new team:

- a. Player presses “Main Menu” button to return to main menu and choose a new team.
- b. System displays the Main Menu by starting new game.

4.1.3. Play Game

Use case #3

Use Case Name: Play Game

Primary Actor: Player

Stakeholders and Interests:

- Player starts to manage the team which is chosen by him/her.
- System starts the game.

Pre-condition: For starting to game, user has to press “Start New Game” button on the main menu and choose the team for determining which team would be managed by player.

Post-condition: -

Entry Condition: Player chooses the team for starting the game.

Exit Condition: Player selects “Return to Main Menu” button or “Exit” button from bar.

Success Scenario Event Flow:

1. Player chooses the team for starting to game.
2. Game is started by the System.
3. Group stage of STARS League tournament would be drawn by the system randomly.
4. Matches of group stages and knock-out stage will be scheduled by the system.
5. System allows player to manage its own team.
6. Player changes tactics of his/her own team.

Alternate Flows: -

4.1.4. Load Game

Use case #4

Use Case Name: Load Game

Primary Actor: Player

Stakeholders and Interests:

- Player wants to continue the game from the last save date.
- System allows player to continue his/her game from the last save date.

Pre-Condition: Player has to be in Main Menu of the STARS League.

Post-Condition: The loaded document would be changed after user press the save button which is on the Main Menu.

Entry Condition: Player selects “Load Game” button from the main menu.

Exit Condition: Player selects “Back” button from return main menu.

Success Scenario Event Flow:

1. Player presses “Load game” button to continue the game from the last saved file.
2. Game displayed the user according to last saved file.

Alternative Flows:

A. If Player wants to return to the main menu at any time:

- a. Player selects “Return to Main Menu” button to return the main menu instead of loading the game.
- b. System displays the Main Menu instead of loading the game.

4.1.5. Play Match

Use case #5

Use Case Name: Play Match

Primary Actor: Player

Stakeholders and Interests:

- Player wants to play a match after changing his/her own team tactic to qualify from the group stage and knock-out stage of STARS League tournament.
- System simulates the matches according to player's ratings and display the live match to player.

Pre-condition: Player has to start the game after choosing a team to play game with his/her team.

Post-condition: Match simulation has been played by the system and displayed the result.

Entry Condition: Player selects "Play Game" button to play game.

Exit Condition: Player selects "Main Menu" or "Exit" button to exit from the match.

Success Scenario Event Flow:

1. Player presses "Play Match" button to start the match.
2. Live center of the match screen displayed by the system
3. According the result of the match, the game would update the group stage standings and fixtures successfully.

Alternative Flows

- A. Player selects "Main Menu" button to exit match before it is finished.
- B. Player selects "Tactics", "Fixtures", "Standings" buttons to examine the situation of opponents and his/her own team.

4.1.6 Display Tournament Information

Use case #6

Use Case Name: Display Tournament Information

Primary Actor: Player

Stakeholders and Interests:

- Player wants to see the standings of the teams.
- Player wants to see the statistics of the players and the teams.
- System displays a list of players and teams' statistics.
- System displays the standings of the teams.

Pre-conditions: Player should play game to access display tournament information.

Post-condition: -

Entry Condition: Player selects “Display Tournament Information” button from the bar.

Exit Condition: Player selects “Back” to return previous screen.

Success Scenario Event Flow:

1. Player selects “Display Tournament Information” from bar.
2. System displays the standings or knockout stage tree of the STARS League tournament.
3. System displays the statistics of the teams and players.

Alternative Flows: -

4.1.7. Change Tactic

Use case #7

Use Case Name: Change Tactic

Primary Actor: Player

Stakeholders and Interests:

- Player wants to change the tactic of the team which is managing by him/her.
- System displays the tactic screen and player list to the player for changing tactic.

Pre-condition: Player has to choose a team for starting the game. Thus, he/she can access the tactic button to change tactics of his/her own team.

Post-condition: Player selects “Back” to return previous screen.

Entry Condition: Player selects “Change Tactic” button.

Exit Condition: Player selects “Back” to return menu.

Success Scenario Event Flow:

1. Player presses “Change tactic” button to make changes on tactics on managing team.
2. Tactic screen is displayed to Player in “Change Tactic” button by the System.
3. Player changes the tactic of the managing team according to it is own favorite tactic.
4. System updates the new tactic successfully.

Alternative Flows:

- A. If Player wants to use default tactic for the managing team.
- B. Player selects “Default Tactic” button from “Change Tactic” screen.
- C. Default tactic is updated by System.

- D. If Player requests to return previous menu at any time.
 - a. Player selects “Back” button from the bar.
 - b. Player returns the previous screen.

4.1.8 Display Teams

Use case #8

Use Case Name: Display teams

Primary Actor: Player

Stakeholders and Interests:

- Player desires to view the player list of the managing team, for checking the player ratings, values, positions, etc.
- System displays the player list of the managing team

Pre-condition: Player has to choose a team for starting the game. Thus, he/she can access the display the tactic button to display player list of his/her own team.

Post-condition: Player list would be ordered by player’s request.

Entry Condition: Player selects “Display Teams” button.

Exit Condition: Player selects “Back” to return previous screen.

Success Scenario Event Flow:

1. Player presses “Display Teams” button to display the player list of the team.
2. Player list of the managing team is displayed to player.
3. Player orders the list of the team player list.
4. System updates team list ordering successfully.

Alternative Flows: -

4.1.9. Display Player

Use case #9

Use Case Name: Display Player

Primary Actor: Player

Stakeholders and Interests:

- Player desires to see the statistics of the player, information of the player, rating of the player and attributes of the player by display player.
- System displays the player information, statistics, rating and attributes of the player.

Pre-condition: Player has to choose a team for starting the game. Thus, he/she can access the player display screen to be get information about players which are players of managing team of the player.

Post-condition: -

Entry Condition: Player selects “player name” from the team list.

Exit Condition: Player selects “Back” to return previous screen.

Success Scenario Event Flow:

1. Player presses the player name to display the player.
2. Rating of the player displayed by the System.
3. Attributes of the player displayed by the System.
4. Information of the player displayed by the System.

Alternative Flows: -

4.1.10. Display Calendar

Use case #10

Use Case Name: Display Calendar

Stakeholders and Interests:

- Player wants to see the calendar to see the match dates for doing preparation for incoming matches.
- System display the calendar to the player with match dates.

Pre-condition: Player has to choose a team for starting the game. Thus, player can see the incoming matches' dates for doing preparations to his/her managing team.

Post-condition: Schedule is displayed by the system.

Entry Condition: Player selects “display calendar” button from the bar.

Exit Condition: Player selects “Back” button to display the previous screen.

Success Scenario Event Flow:

1. Player presses “Display Calendar” button for displaying the schedule.
2. System displays the calendar to the player.
3. Player sees the incoming matches.
4. Player checks the calendar for preparations for incoming matches.

Alternative Flows: -

4.2 Dynamic models

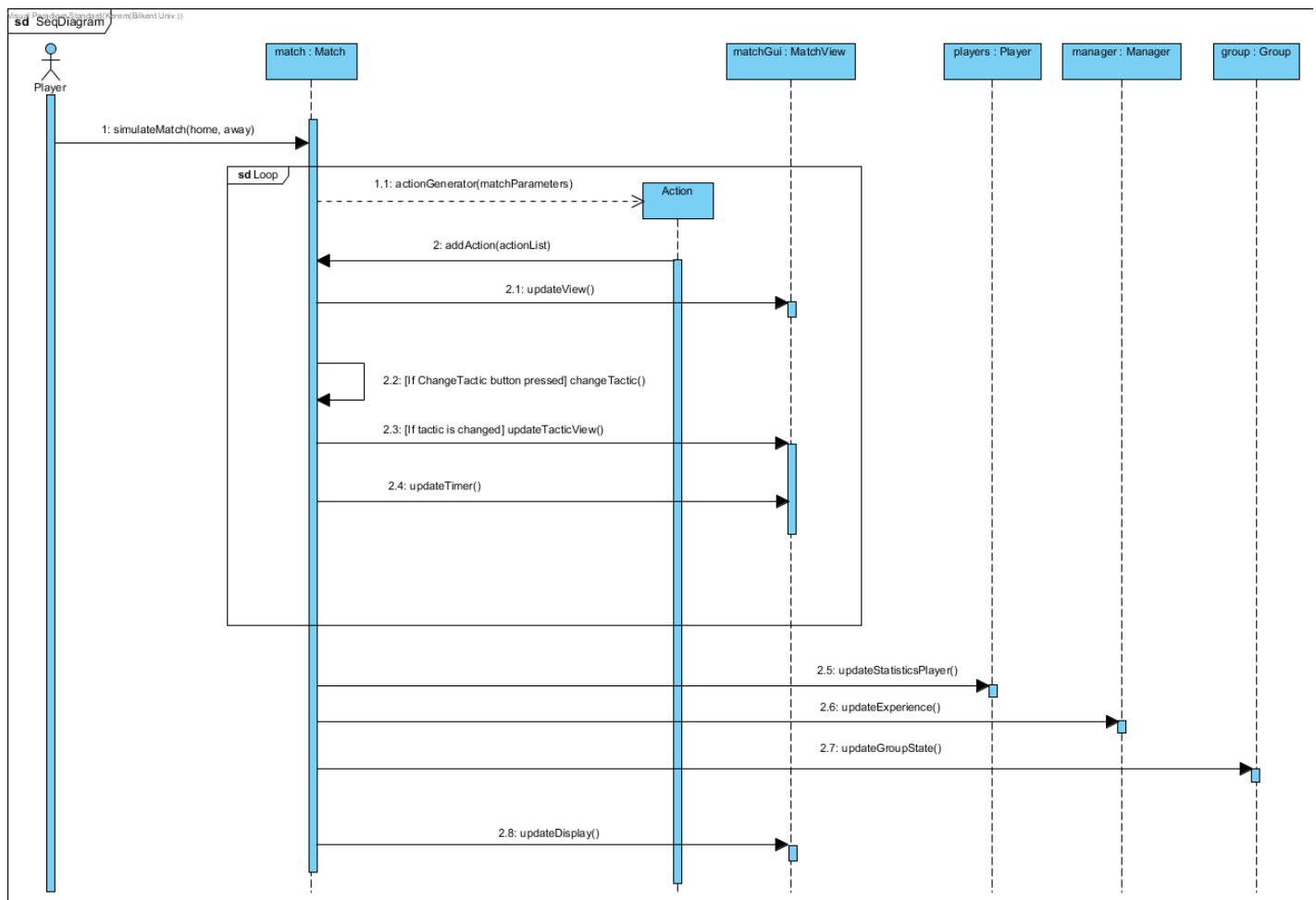
4.2.1 Sequence Diagram

We introduce the most important sequences in our sequence diagrams. One of them is Play Match, which represents the event flow and object communication while player wants the next match in his/her schedule.

4.2.1.1 Play Match

Scenario Name: Play Match

Scenario:

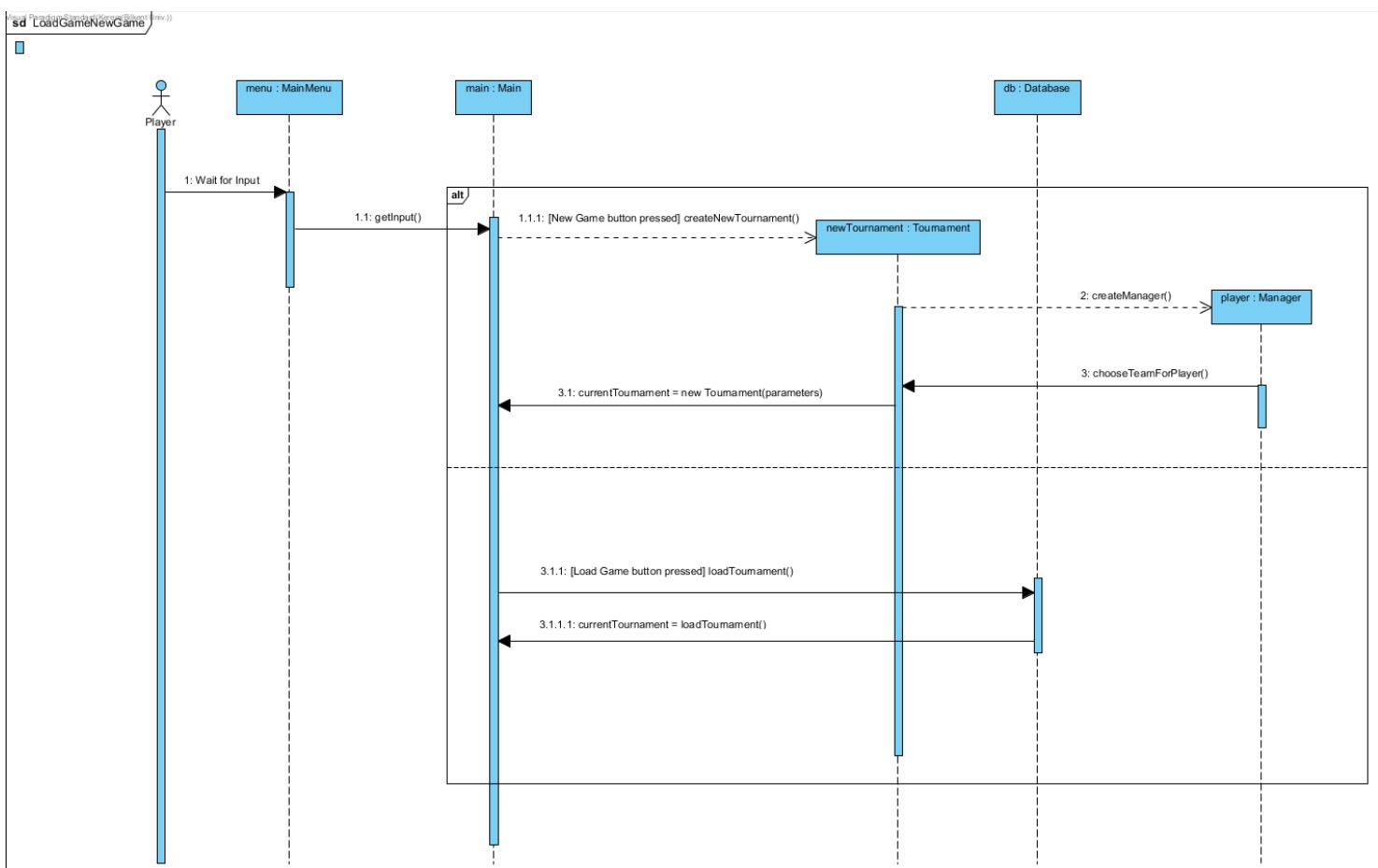


Description: During the match, many actions are created randomly. However, players' attributes and tactic also have some effects on these actions. After creation of an action, according to its type, there may be some changes related to player, manager. Also, for each action, its type and time is displayed on the screen.

4.2.1.2 Load Game

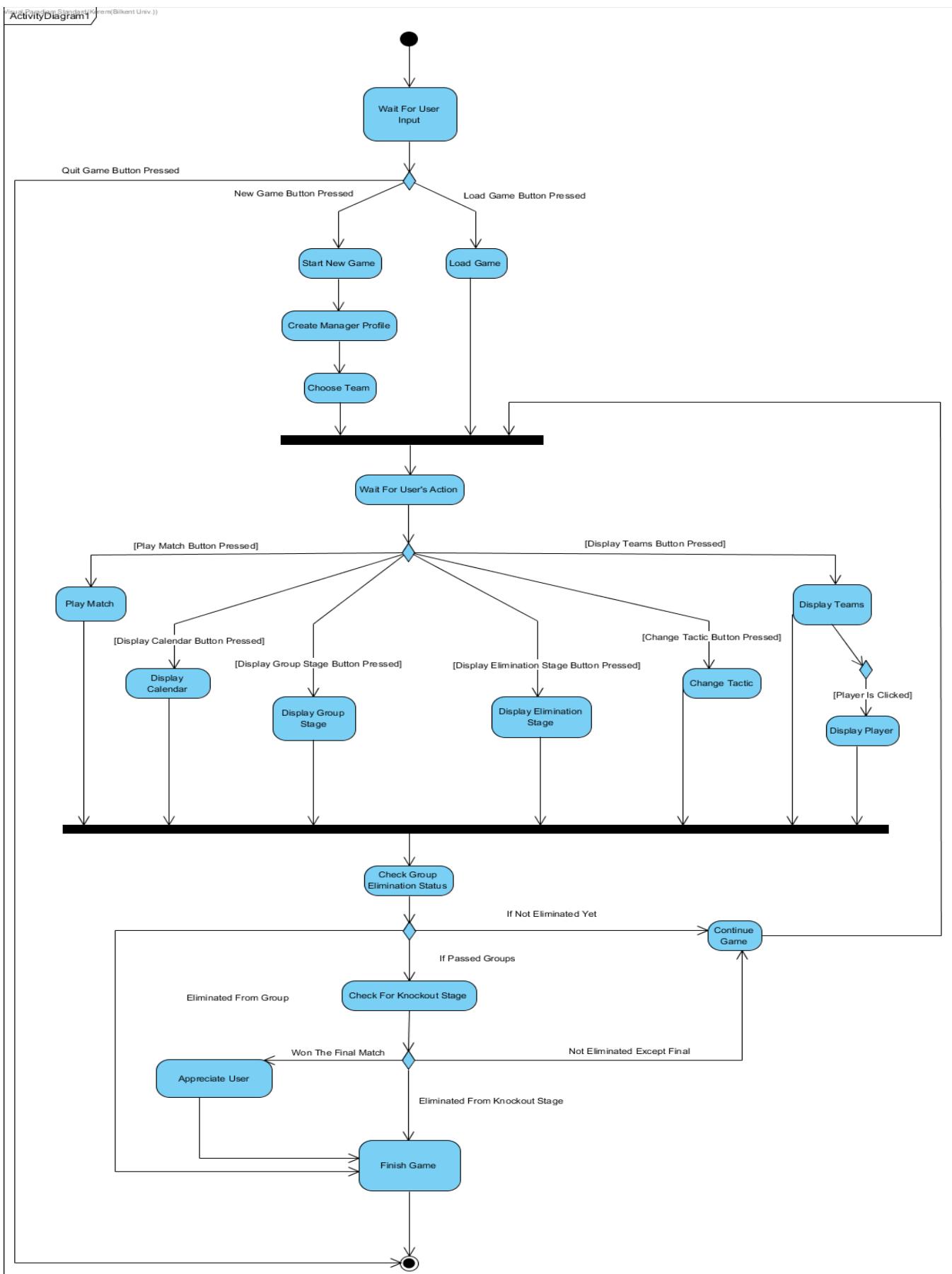
Scenario Name: Load Game & New Game

Scenario:



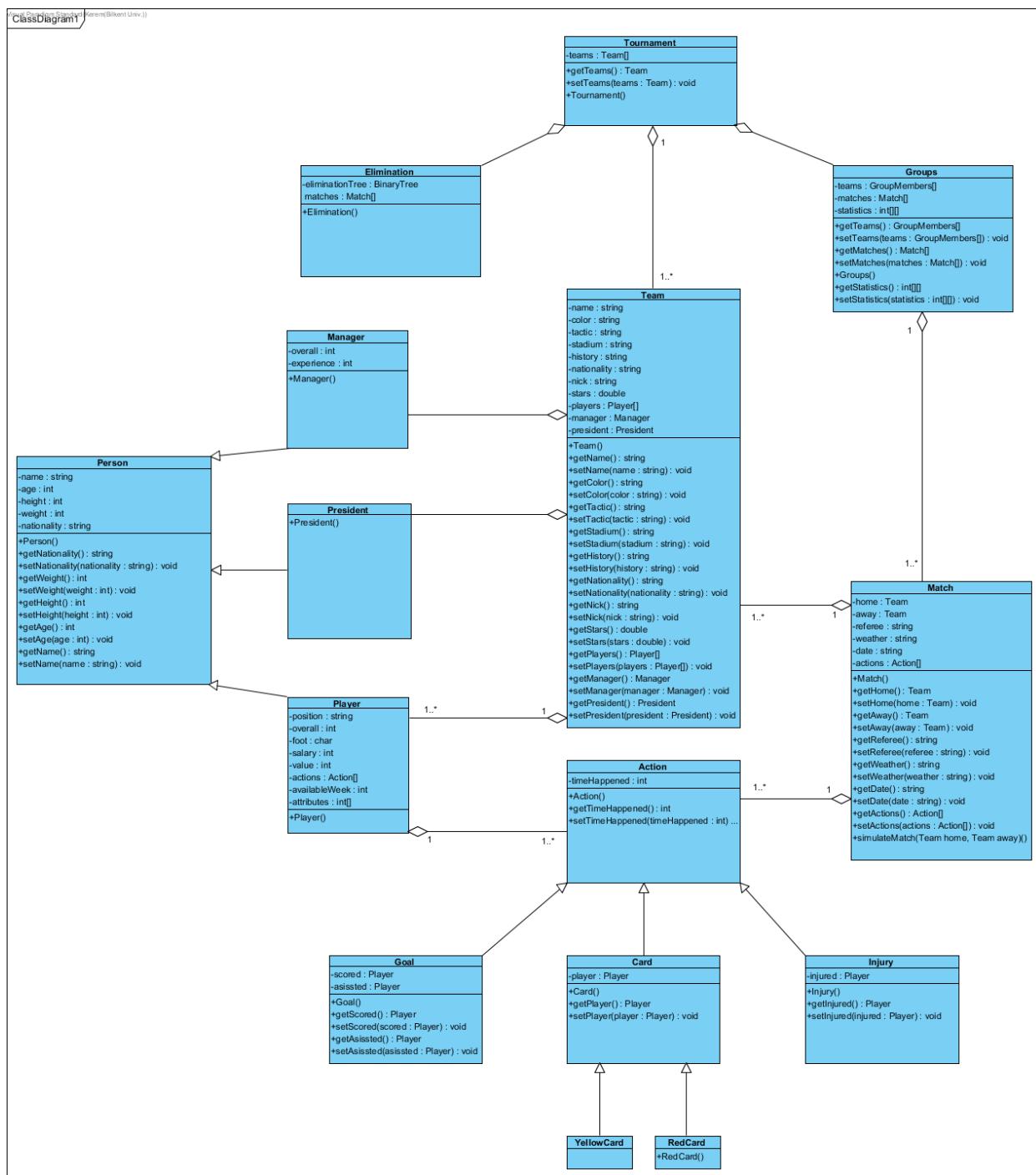
Description: If user chooses to load the latest saved game, he/she continues to play from the latest checkpoint. Otherwise, the user creates a manager and chooses a team. Then, the user start a new tournament from the very beginning.

4.2.2 Activity Diagram



Description: Activity diagram shows the main flow of gameplay. At the beginning of the game, it checks whether new game or load game is chosen. Then, the system controls which tab is clicked. There are many options for the user. These are “Play Match”, “Team”, “Group Stage”, “Knockout”, “Player Statistics”, “Calendar”, “Save&Exit”.

4.3 Object and Class Model



Description: Class diagram of the project is complex. A person can be a player, manager, or president of the club. During a match, a series of actions including goals, optionally assists, red cards, yellow cards, injuries occur. A team constitutes of many units like players, president, manager, etc. STARS League tournament has 2 stages: group stage and knockout stage.

4.4 User Interface

4.4.1 Home Screen



It is a simple menu that have 3 options: start a new game, load a saved game, and instructions that will give some general info about STARS League.

4.4.2 Group Stage View

Stars League



[Team](#) | [Tactics](#) | [Group Stage](#) | [Knockout](#) | [Player Statistics](#) | [Calendar](#) | [Save&Exit](#)

[Continue](#)

Group Stage

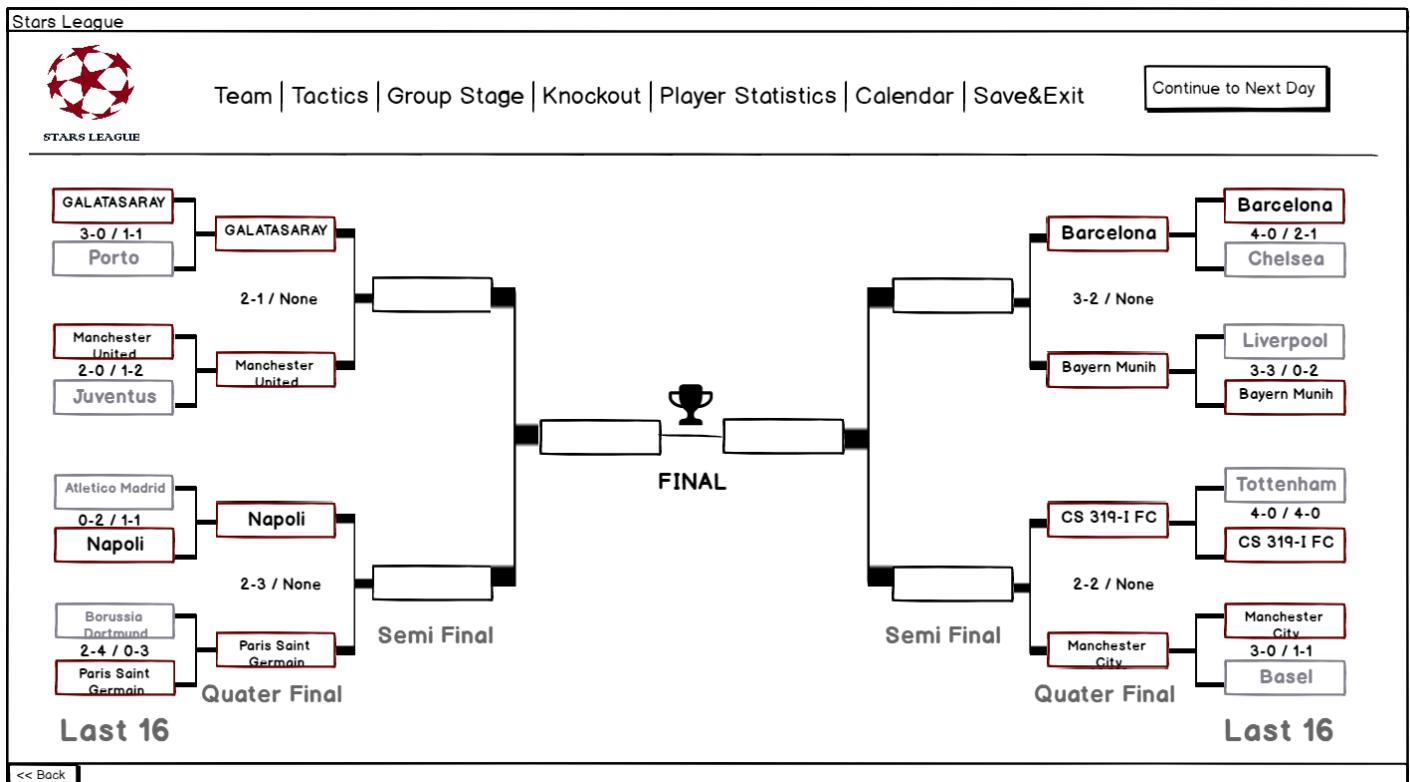
Group A		Group B		Group E		Group F																	
POS	Team	P	W	D	L	GD	PTS	POS	Team	P	W	D	L	GD	PTS	POS	Team	P	W	D	L	GD	PTS
1	Real Madrid	5	4	1	0	12	13	1	Manchester City	5	4	1	0	12	13	1	Tottenham	5	4	1	0	12	13
2	Borussia Dortmund	5	3	1	1	8	10	2	Napoli	5	3	1	1	8	10	2	Juventus	5	3	1	1	8	10
3	CSKA Moscow	5	1	0	4	-3	3	3	PSV	5	1	0	4	-3	3	3	Monaco	5	1	0	4	-3	3
4	Salzburg	5	0	0	5	-17	0	4	Zenit	5	0	0	5	-17	0	4	Ajax	5	0	0	5	-17	0

Group C		Group D		Group G		Group H																	
POS	Team	P	W	D	L	GD	PTS	POS	Team	P	W	D	L	GD	PTS	POS	Team	P	W	D	L	GD	PTS
1	Galatasaray	5	4	1	0	12	13	1	Paris Saint Germain	5	4	1	0	12	13	1	Barcelona	5	4	1	0	12	13
2	Liverpool	5	3	1	1	8	10	2	Manchester United	5	3	1	1	8	10	2	Porto	5	3	1	1	8	10
3	Benfica	5	1	0	4	-3	3	3	Roma	5	1	0	4	-3	3	3	Lyon	5	1	0	4	-3	3
4	RB Leipzig	5	0	0	5	-17	0	4	S. Lisbon	5	0	0	5	-17	0	4	Leverkusen	5	0	0	5	-17	0

[<< Back](#)

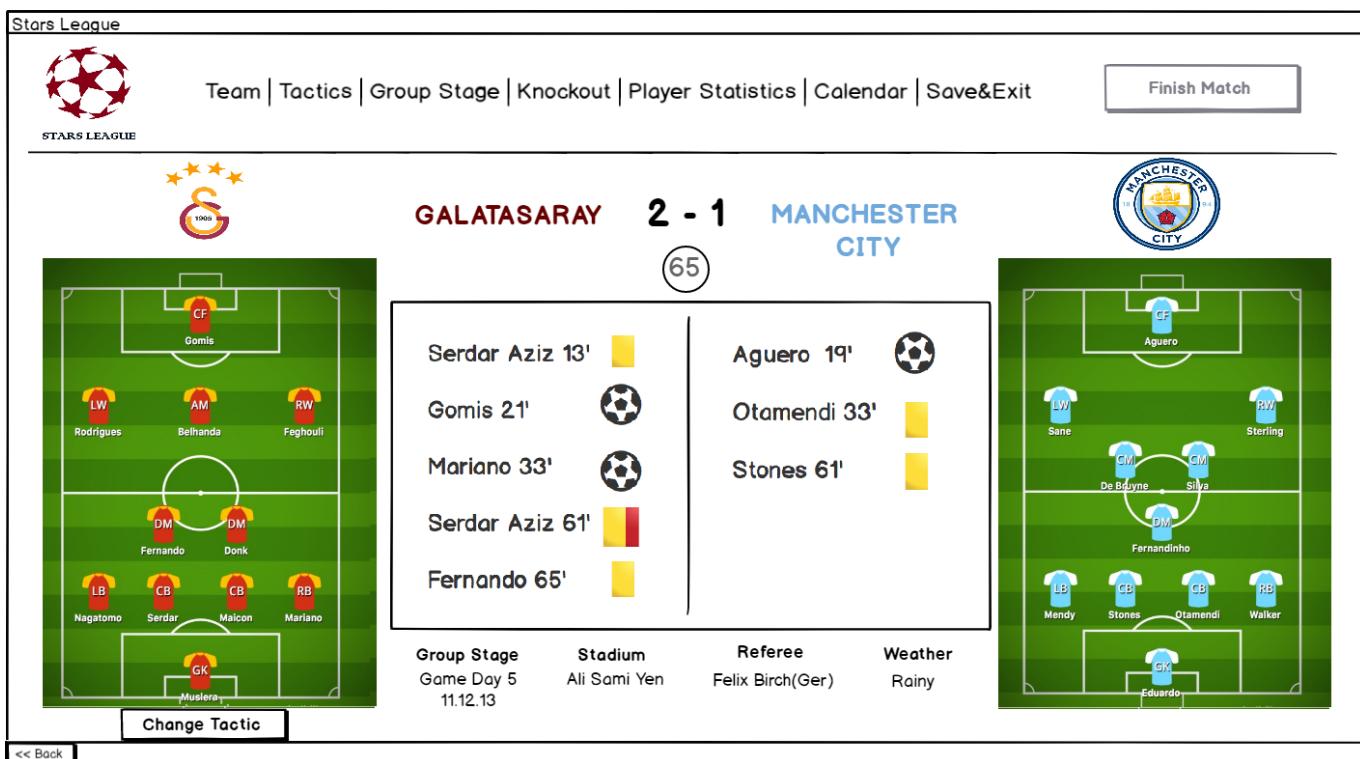
For group stage, general information about all groups, named from A to H, will be visible. It will be possible to see teams and points that they got, goals that they scored, wins, losses, draws, etc. The teams will be ordered according to their points, the results of the matches played between the teams that got same points, etc.

4.4.3 Knockout Stage View



For knockout stage, all matches played up to the current time will be displayed. Eliminated teams will be colored with grey, while others are colored with red. For the sake of understanding, all names of the steps of the knockout stage, “Last 16”, “Quarter Final”, “Semi Final”, “Final”, will be visible.

4.4.4 Match Playing View



After the user starts the match, actions including time, type, player will be visible in chronological order. Obviously, the number of goals that both teams scored will be visible also. Player is able to change the tactic of the team by pressing the “Change Tactic” button.

4.4.5 Pre-Match View

Stars League



[Team](#) | [Tactics](#) | [Group Stage](#) | [Knockout](#) | [Player Statistics](#) | [Calendar](#) | [Save&Exit](#)

[Begin the Match](#)

GALATASARAY VS **MANCHESTER CITY**

GALATASARAY Current Form: W/D/W/L/D

MANCHESTER CITY Current Form: D/W/W/W/L

Group Stage

Game Day 5
11.12.13

Stadium
Ali Sami Yen

Referee
Felix Birch(Ger)

Weather
Rainy

Odds
Galatasaray: 2.50
Draw: 3.20
Manchester City: 1.60




<< Back

Before the beginning, there will be some information including date, stadium, referee, weather, odds, results of previous matches of both teams, etc. Player could see the opponents' tactic from that screen. He/She might want to change the tactic according to that information during the match.

4.4.6 Player View

Stars League

 Team | Tactics | Group Stage | Knockout | Player Statistics | Calendar | Save&Exit Continue to Next Day

 **Lionel Messi** Overall: **95**

General		Attributes	
Team: FC Barcelona	Height: 168 cm	Pace - 89	Defence - 70
Position: ST	Weight: 50 kg	Shooting - 94	Physical - 80
Age: 30	Value: 250 M	Dribbling - 97	Goal Keeping - 30
Preferred Foot: Left	Wage: 400k per week	Passing - 96	Mental - 94
Nationality: Argentina	Status: Available		

Statistics

Match Played	Goal	Assist	Yellow Card	Red Card
12	10	6	1	0

<< Back

For each player, general information, attributes, and statistics will be available. Also different attributes and overall could be seen from that view. Player can track the statistics of his /her team players from that scene. Also he could decide which player to put in his/her starting 11 by looking that attributes and overall.

4.4.7 Player Statistics View

The screenshot shows a web-based application for the 'Stars League'. At the top, there's a navigation bar with links for 'Team', 'Tactics', 'Group Stage', 'Knockout', 'Player Statistics' (which is the active page), 'Calendar', 'Save&Exit', and a 'Continue' button. Below the navigation is a section titled 'Player Statistics' in red. There are four boxes containing player statistics:

- TOP SCORERS**
Cristiano Ronaldo - 8
Lionel Messi - 8
Kylian Mbappe - 5
Bafetimbi Gomis - 5
Mauro Icardi - 4
- TOP ASSIST**
Luka Modric - 4
Lionel Messi - 3
Younes Belhanda - 3
Marco Veratti - 3
Paul Pogba - 3
- YELLOW CARD**
Martin Skrtel - 3
Gerard Pique - 3
Maicon - 2
Milan Skriniar - 2
Sergio Ramos - 2
- RED CARD**
Jeremy Morel - 2
Antony Rudiger - 1
Thieume Bakayoko - 1
Nemanja Matic - 0
Arturo Vidal - 0

At the bottom left, there's a 'Back' button.

It displays top scorers, top assisters, and players with most red and yellow cards. Player can track the opponents' best players by that scene. Also he/she could track his top performing players. In the end, one of his player's may become a top scorer or top assister.

4.4.8 Team View

Stars League



Team | Tactics | Group Stage | Knockout | Player Statistics | Calendar | Save&Exit Continue to Next Day

Name	Nationality	Height	Weight	Salary	Foot	Position	Goals	Avg Rot
Ederson	fig BRA	1,83 m	75 kg	0,89 M	L	GK	0	69%
Danilo	fig BRA	1,75 m	81 kg	0,91 M	R	D(RL)	0	73%
Nicolas	fig ARG	1,71 m	74 kg	1,00 M	R	D(C)	1	76%
Daniele	fig ITA	1,76 m	76 kg	0,95 M	L	D(C)	2	74%
Marcelo	fig BRA	1,85 m	75 kg	2,10 M	R	D(L)	0	73%
Willian	fig BRA	1,80 m	73 kg	1,60 M	L	M	3	72%
Pogba	fig FRA	1,69 m	70 kg	1,30 M	L	DM	1	74%
Radja	fig BEL	1,81 m	74 kg	0,89 M	R	DM	1	74%
Marcus	fig ENG	1,72 m	82 kg	0,91 M	R	M(L)	6	74%
Ederson	fig BRA	1,83 m	75 kg	1,00 M	R	GK	0	69%
Danilo	fig BRA	1,75 m	81 kg	0,95 M	L	D(RL)	0	73%
Nicolas	fig ARG	1,71 m	74 kg	2,10 M	R	D(C)	1	76%
Daniele	fig ITA	1,76 m	76 kg	1,60 M	R	D(C)	2	74%
Marcelo	fig BRA	1,85 m	75 kg	1,30 M	L	D(L)	0	73%
Willian	fig BRA	1,80 m	73 kg	0,89 M	R	M	3	72%
Pogba	fig FRA	1,69 m	70 kg	0,91 M	L	DM	1	74%
Radja	fig BEL	1,81 m	74 kg	1,00 M	L	DM	1	74%
Marcus	fig ENG	1,72 m	82 kg	0,95 M	R	M(L)	6	74%
Ederson	fig BRA	1,83 m	75 kg	2,10 M	R	GK	0	69%
Danilo	fig BRA	1,75 m	81 kg	1,60 M	L	D(RL)	0	73%
Nicolas	fig ARG	1,71 m	74 kg	1,30 M	R	D(C)	1	76%
Daniele	fig ITA	1,76 m	76 kg	0,89 M	R	D(C)	2	74%
Marcelo	fig BRA	1,85 m	75 kg	0,91 M	L	D(L)	0	73%
Willian	fig BRA	1,80 m	73 kg	1,00 M	L	M	3	72%
Pogba	fig FRA	1,69 m	70 kg	0,95 M	R	DM	1	74%

<< Back



CS319I FC.
SPRING 2018

Displaying teams and accessing general information about them will be possible to enable the user make a good decision. Player could see all of his/her players and their features from that table. Logo of the team is displayed in that scene also.

4.4.9 Calendar View

Stars League

Team | Tactics | Group Stage | Knockout | Player Statistics | Calendar | Save&Exit | Continue to Next Day

STARS LEAGUE

1 MON	1 TUE	1 WED	1 THU	2 FRI	3 SAT	4 SUN
5 MON	6 TUE  Bayern Home	7 WED	8 THU	9 FRI	10 SAT	11 SUN
12 MON	13 TUE  Schalke 04 Away	14 WED	15 THU	16 FRI	17 SAT	18 SUN
19 MON	20 TUE	21 WED	22 THU	23 FRI  PSG Away	24 SAT	25 SUN

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A calendar of matches will be displayed. For each match, some simple information such as opponent team's name, logo, and home-away status will be visible in addition to an option to jump to next day.

4.4.10 Tactic Screen View

Stars League
Team | Tactics | Group Stage | Knockout | Calendar | Save&Exit
Continue to Next Day


MANCHESTER CITY

Player Name	Position	Position	Matches	Goals	Assists
Ederson	GK	81	4	0	0
Walker	RB	83	4	0	2
Otamendi	CB	82	3	1	0
Stones	CB	81	2	0	0
Mendy	LB	82	4	0	1
Fernandinho	CDM	83	4	0	0
David Silva	CM	86	4	1	3
Kevin De Bruyne	CM	89	4	2	4
Sterling	RW	84	2	2	1
Leroy Sane	LW	81	3	1	0
Agüero	ST	88	4	4	1
Claudio Bravo	-	80	0	0	0
Vincent Kompany	-	84	2	0	0
Yaya Toure	-	83	1	0	1

Tactic
4-3-3 ▾

Style
Attack ▾

Tempo
Fast ▾



Player could display and change his tactic from that screen.

He/She could also see basic information about his/her players. Player could change the team's tactic, style of the team and the tempo of the team from that screen. This part is really important for winning the cup because tactic means almost everything in the Stars League.

Player should be careful in that part.

5. Glossary and References

5.1 Conclusion

In this analysis report iteration one, we specified requirements and system models of “STARS League”. We presented our requirements in two forms which are functional and non-functional requirements. In functional requirements, we specified what kinds operations/functions the user, manager of the team, can do inside the game. In the latter, we presented what kinds of measures we plan to take to make the user more comfortable throughout the game.

In the system models part, we present our models in four parts, These are use case models, dynamic models, object and class models and user interface. In the use case models, we described every case the user encounters inside the game. In dynamic model, we utilized sequence diagram and activity diagram to describe the game dynamically. In sequence diagram, we described the flow of the game in form of one event after another. However, in activity diagram, we described events from “STARS League” point of view. We presented what kinds of activites should “STARS League” perform. In object and class model, we listed detailed presentation of “STARS League’s” classes and objects. Lastly, user interface includes mockups that shows how “STARS League” will look like visually.

2.2 References

- [1] B. Bruegge and A. H. Dutoit, *Object-Oriented Software Engineering, Using UML, Patterns, and Java*, 3Rd Edition. Prentice-Hall.
- [2] “Balsamiq,” *Balsamiq*. Balsamiq Studios, LLC , 16-Oct-2017.
- [3] C. H. K. Tsang, “Object-oriented technology from diagram to code with visual paradigm for UML.” .