**C Sc 335 Analysis and Design Artifacts for the Final Project, Fall 2014**

*Due: 11:59pm Sunday 9-Nov to the common repository on GitHub*

**1. Team Name:** \_\_\_\_\_Creative Team Name\_\_\_\_\_

**2. Team Members**: \_\_\_\_\_Chioke Aarhus \_\_\_\_\_\_\_Brian Seaman\_\_\_\_\_\_

\_\_\_\_\_\_Michael Finley\_\_ \_\_\_\_\_\_Katelyn Hudspeth \_\_\_

**3. Candidate Objects or Class Hierarchies**

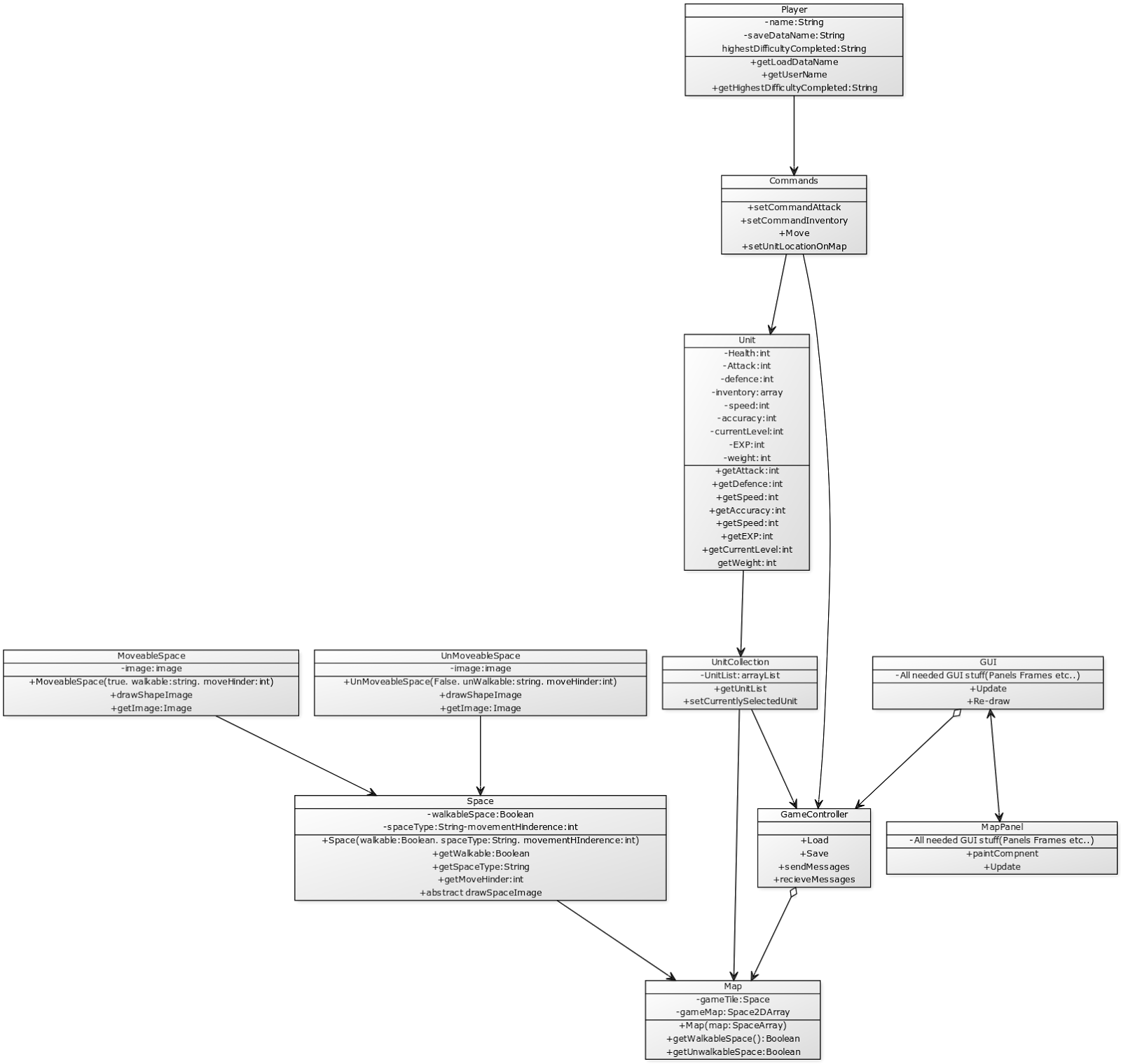
List the seven most important objects, or the name of a hierarchy, and the main responsibility of each

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| --- | --- |
| **Candidate Object** | **Single Responsibility in 1 or 2 sentences** |
| 1. 1. Game/Controller | This will coordinate activities. Loads games, sets maps, sends maps and messages in between the different objects. |
| 2. GUI | The main view. Displays messages, maps, stats, etc. |
| 2. GameMap | Is the map made of Spaces. Has location of all of the PCU and CPUs, items, objectives. Observable. |
| 3. Command | Command interface. Commands can be sent through it. Commands that will implement it will be commands like Attack, Move, Use Item, etc. |
| 4. Unit | Controllable/NPC unit interface (Abstract?). Has Health, Attack, Inventory, Defense, Experience, Current Level, Behavior and strategies, etc. |
| 5. UnitCollection | Contains all of the units controlled by the player. |
| 6. Player | The game player. Class contains, difficulty, levels completed player name. |
| 7. SpaceInterface | Contains the space type, what it’s effects are on the player. |
| 9. Map Panel | Map panel will be clickable. When clicked, moves character, and updates whenever a unit move |
| 10. Space | A generic space. Holds a player and tells if a player is currently occupying it. Implements SpaceInterface |

*These Class and Sequence Diagrams may be written by hand and scanned or drawn with a UML editor such as Violet* [*http://sourceforge.net/projects/violet/files/violetumleditor/*](http://sourceforge.net/projects/violet/files/violetumleditor/) *and / or the sequence diagram editor or* [*https://www.websequencediagrams.com/#*](https://www.websequencediagrams.com/)

4. Class Diagram: Your team UML Class Diagram must show at least all of your candidate objects from above. Show any relationships between them the classes such as inheritance or interface implementation. Draw general associations such as dependency or aggregation. Label some to help explain things. Add any multiplicity adornments that seem appropriate. Use notes to explain things if you feel it will help. Each UML class must show the class name. For full credit, each class must have an average of at least one attribute per class. There must be an average of at least 2.0 methods per class, which may be implicit (no need to repeat methods) if the class implements a Java interface with methods shown there.

The image is on the next page.



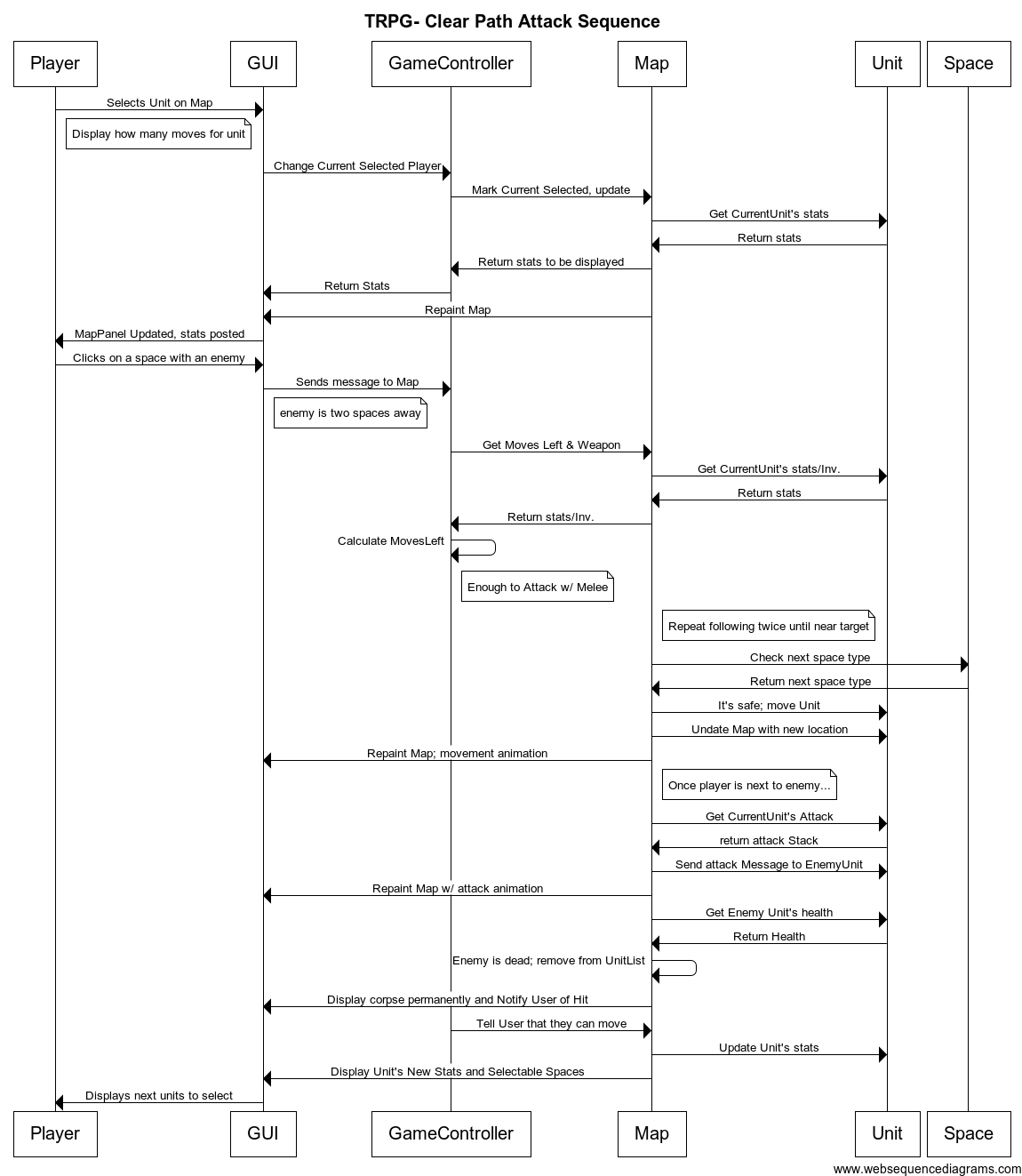
PLEASE USE THIS LINK TO SEE UML DIAGRAM WITH ZOOM ABILITIES!

<http://yuml.me/7425698a>

**5. Sequence Diagram:** Your team UML Sequence Diagram should show the most important scenario you can think of. Your sequence diagram should show most of your objects from above and how they communicate with each other.

Link to Image: http://tinyurl.com/ly9z68r

Image is Displayed below.



UML CODE - Edit link: <http://yuml.me/edit/7425698a>

Sequence Diagram - Edit Link: <http://www.websequencediagrams.com/?lz=dGl0bGUgVFJQRy0gQ2xlYXIgUGF0aCBBdHRhY2sgU2VxdWVuY2UKClBsYXllci0-R1VJOiBTZWxlY3RzIFVuaXQgb24gTWFwCm5vdGUgcmlnaHQgb2YgACkGOiBEaXNwbGF5IGhvdyBtYW55IG1vdmVzIGZvciB1bml0CkdVSS0-R2FtZUNvbnRyb2xsZXI6IENoYW5nZSBDdXJyZW50AGcHZWQATgcKACEOLT5NYXA6IE1hcmsAIREsIHVwZGF0ZQpNYXAtPlVuaXQ6IEdldABSCFVuaXQncyBzdGF0cwpVbml0AEUHUmV0dXJuABEHADYFAIESEAAWDCB0byBiZSBkAIFkBmVkAIEPEQCCLgUATQdTAGcFAE4HABIGcGFpbnQAgj4FAIIIBQCCMghNYXBQYW5lbCBVAIE-BWQsAGcHcG9zdGVkAIMCD0NsaWNrcyBvbiBhIHNwYWNlIHdpdGggYW4gZW5lbXkAglEWU2VuZHMgbWVzc2FnZSB0bwCDNBMAg2kFAD4FIGlzIHR3bwBYBnMgYXdheQCCcxZHZXQgTQCDYAVMZWZ0ICYgV2VhcG9uAIJgIy9JbnYuAIJOOgA5BgCCbBEAhEwQYWxjdWxhdGUAgR8GTGVmdACBZBAAhH8PRW5vdWdoIHRvAIYNCHcvIE1lbGVlAIVkDwCENAdwZWF0IGZvbGxvd2luZyB0d2ljZSB1bnRpbCBuZWFyIHRhcmdldACFDAZTcGFjZTogQ2hlY2sgbmV4dACDNgd0eXBlCgAYBQCFBA4AExAAhUwLSQCFRQVhZmU7AIZeBQCHFgUAhWsMVW5kAIFwBWFwAIQVBm5ldyBsb2NhdGkAgxQIAIR_EABDBm1lbnQgYW5pbQAkBgCBYBNPbmNlIACFdgVyIGlzAIFBBnRvAIRzBi4uLgCGXh4AiGIGAIZxDHIAhncGYQCIegcAGgUAhzQLU2VuZAAVCE0AhTEKRW5lbXkAgWoKAIZLECB3LwBKCACBQgoAiAYPAD4FAIlOBSdzIGhlYWx0aACIAhNIABMGAIhMBQCIdAUAMQZpcyBkZWFkOyByZQCCegVmcm9tAIoaBUxpcwCBCAwAiggIY29ycHNlIHBlcm1hbmVudGx5IGFuZCBOb3RpZnkgVXNlciBvZiBIaXQAiVgWVGVsbAAgBnRoYXQgdGhleSBjYW4AilkFAINpDQCJegUAgU0IAIlFDACBAQwAigEHTmV3AIkaBgCBBgUAi14GYWJsZSAAhSIFcwCJEQ4Ai1IHAINpB3VuaQCKAwZzAIwVBQ&s=default>