

# UML soutenance

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# Steam - Presentation

Steam is a platform for :

- Digital distribution
- Digital rights management
- Social networking



This platform :

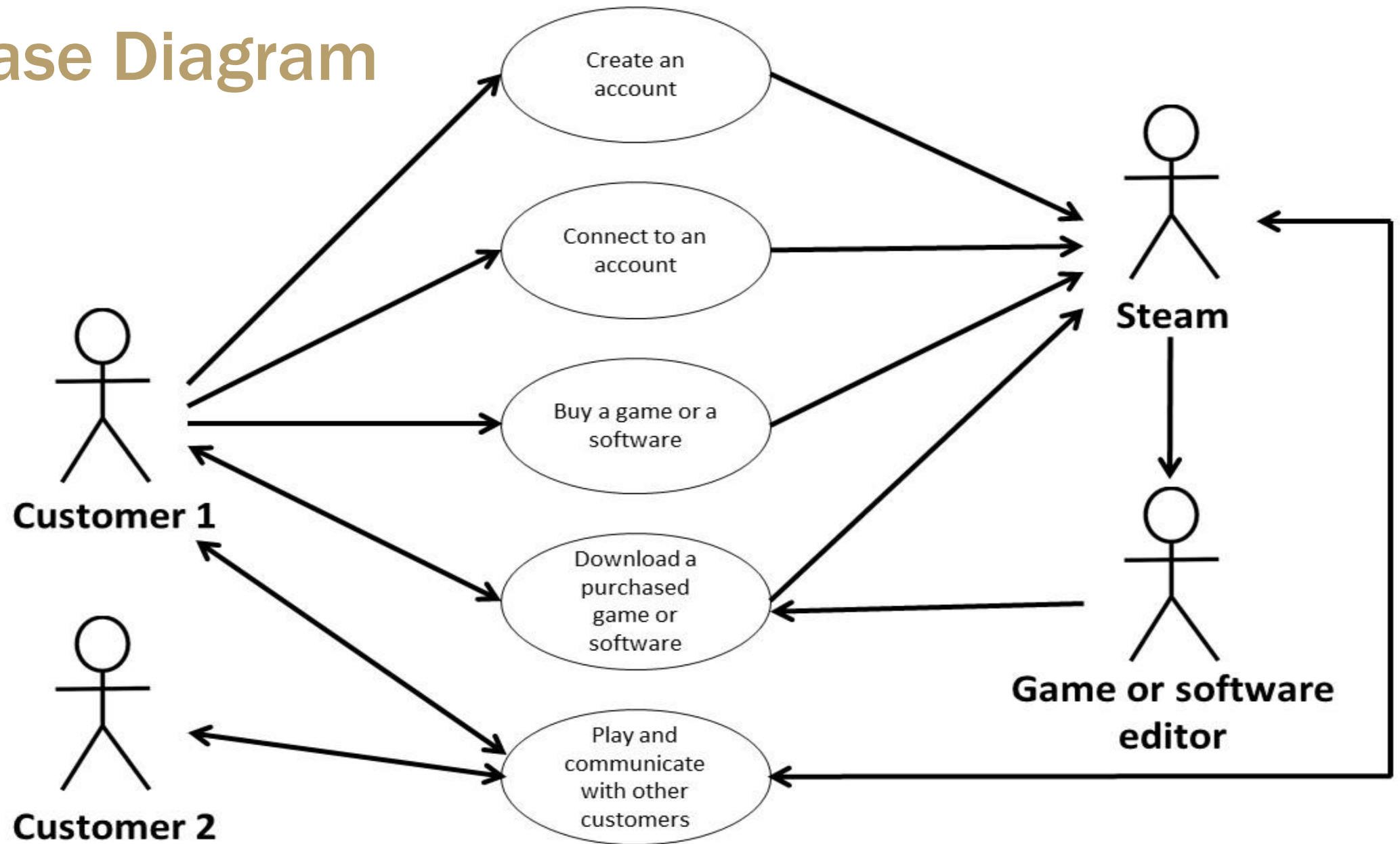
- Is video game oriented
- Was developed by Valve Corporation



# Steam - Features

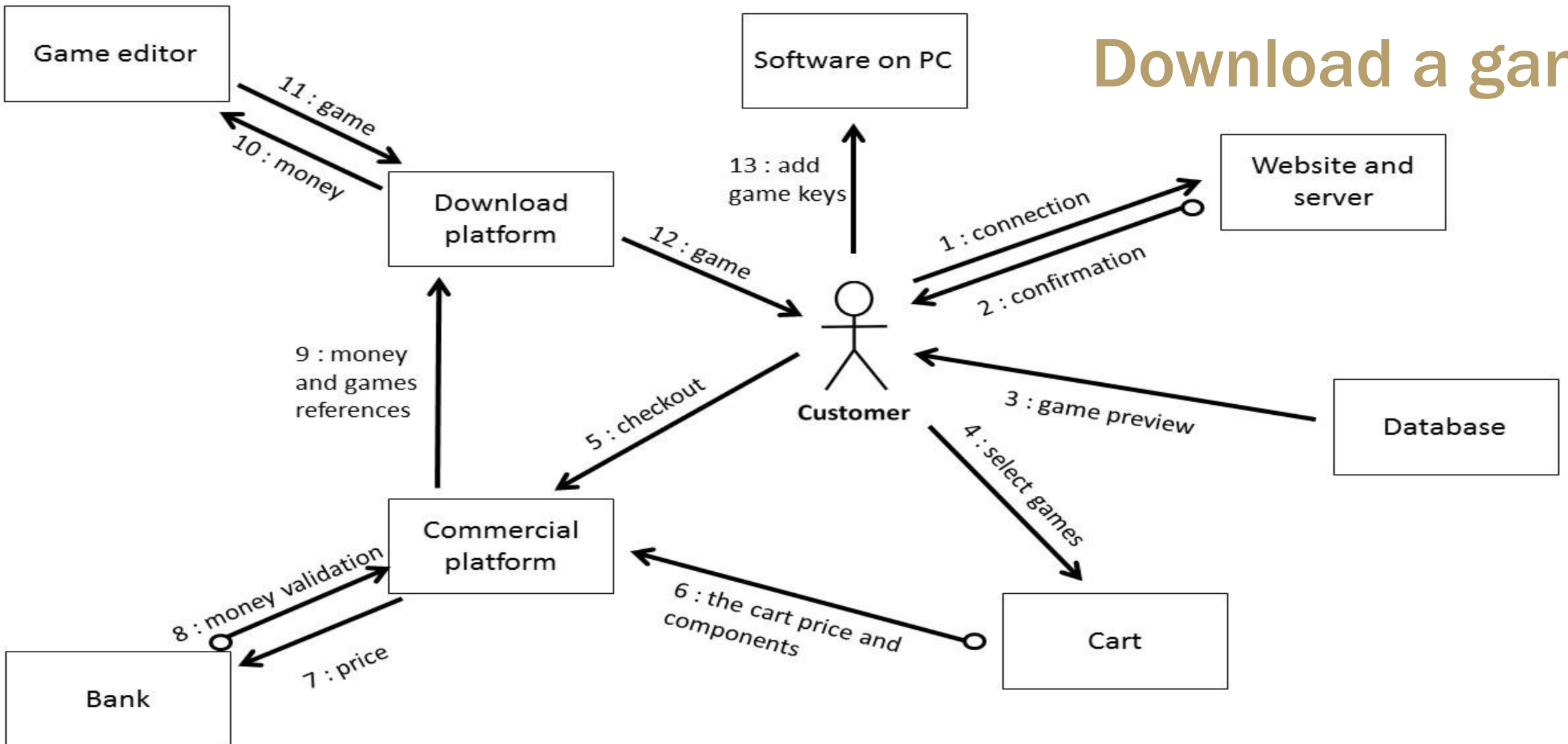
- Game purchasing and downloading
- Automatic updating of games installed
- Cloud saving
- In-game voice and chat functionality
- Community features (friends lists, events, user's profile...)

# Use-Case Diagram

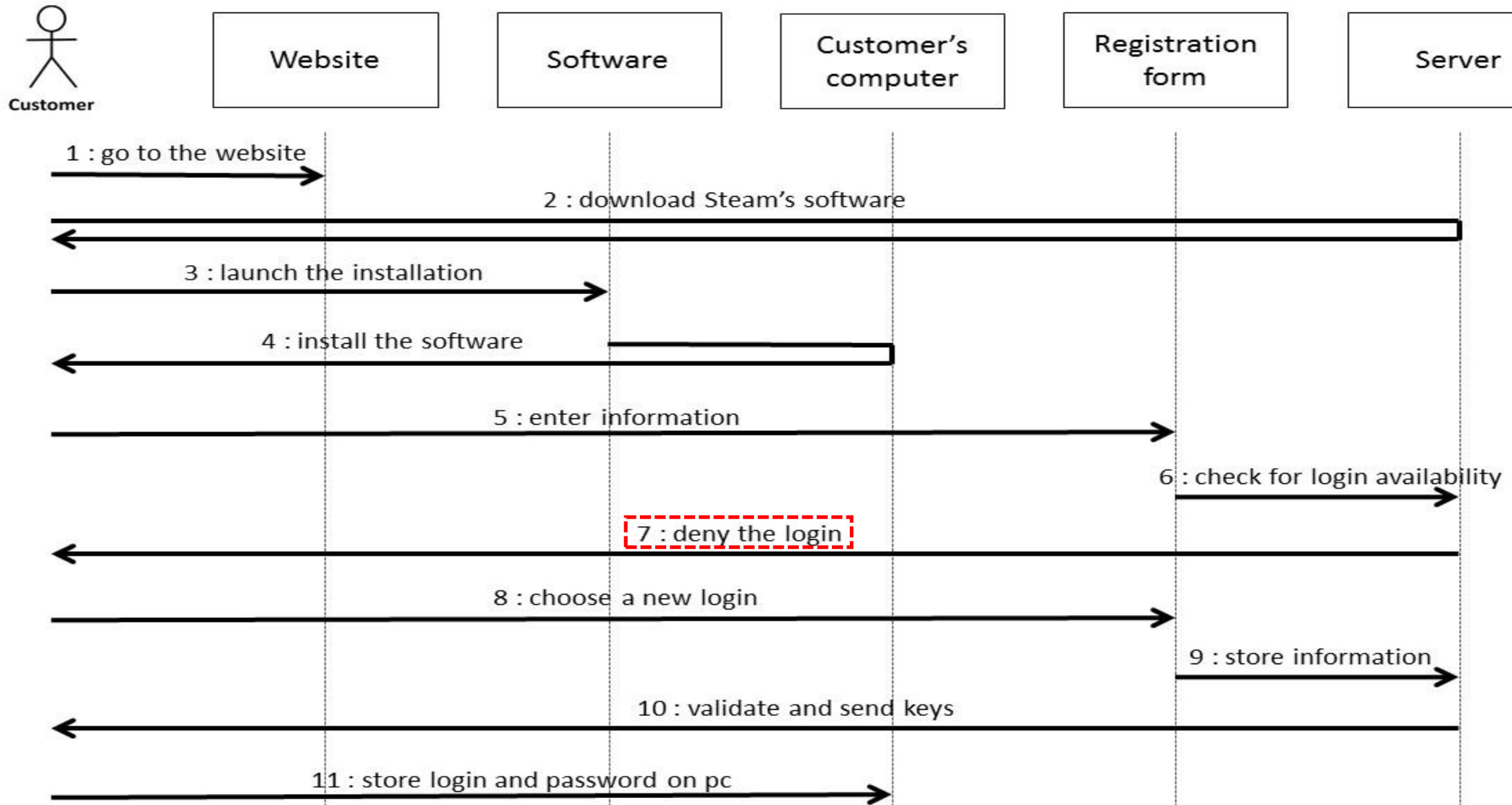


# Collaboration Diagram : *Happy scenario*

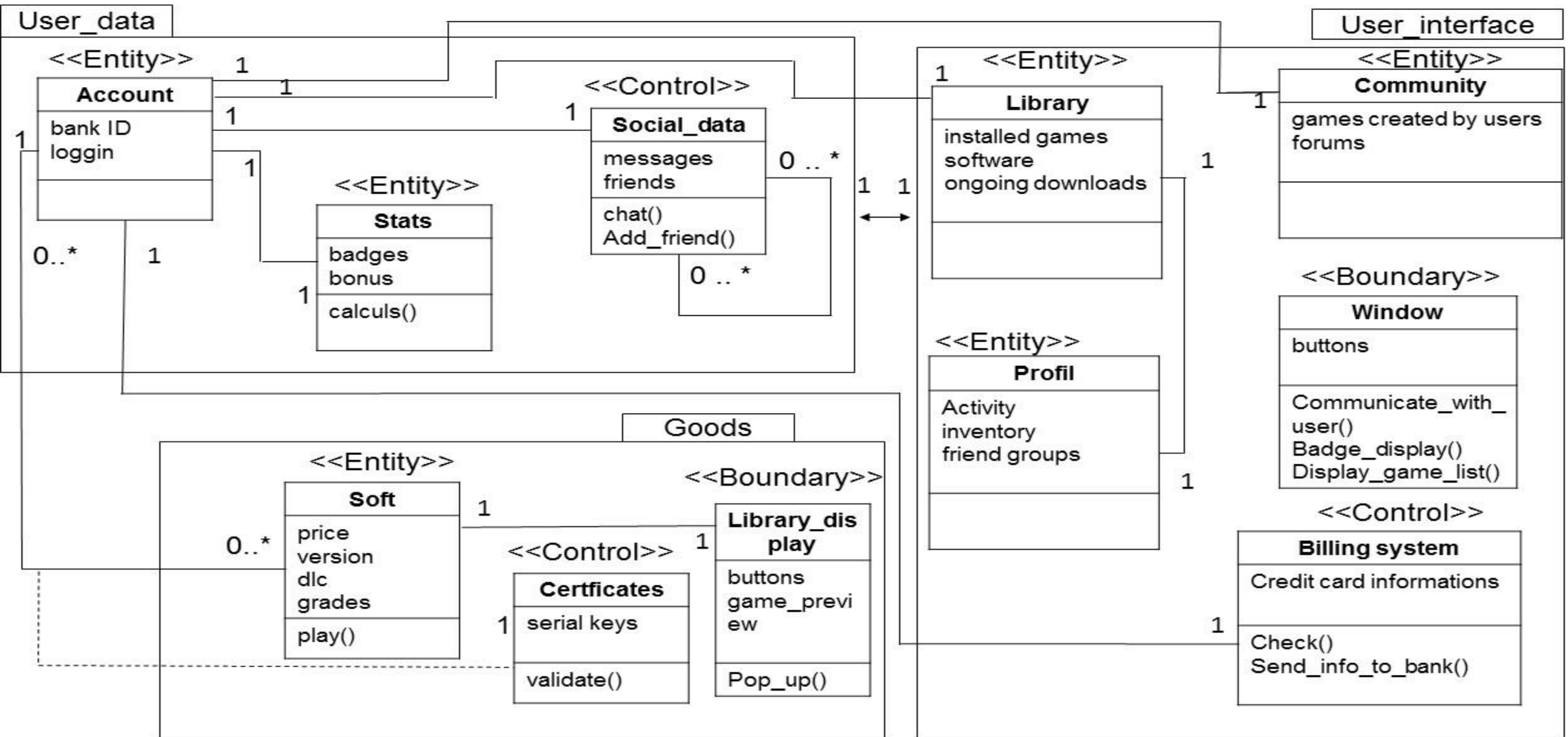
## Download a game



# Sequence Diagram : *Sad scenario* – Subscribe to Steam

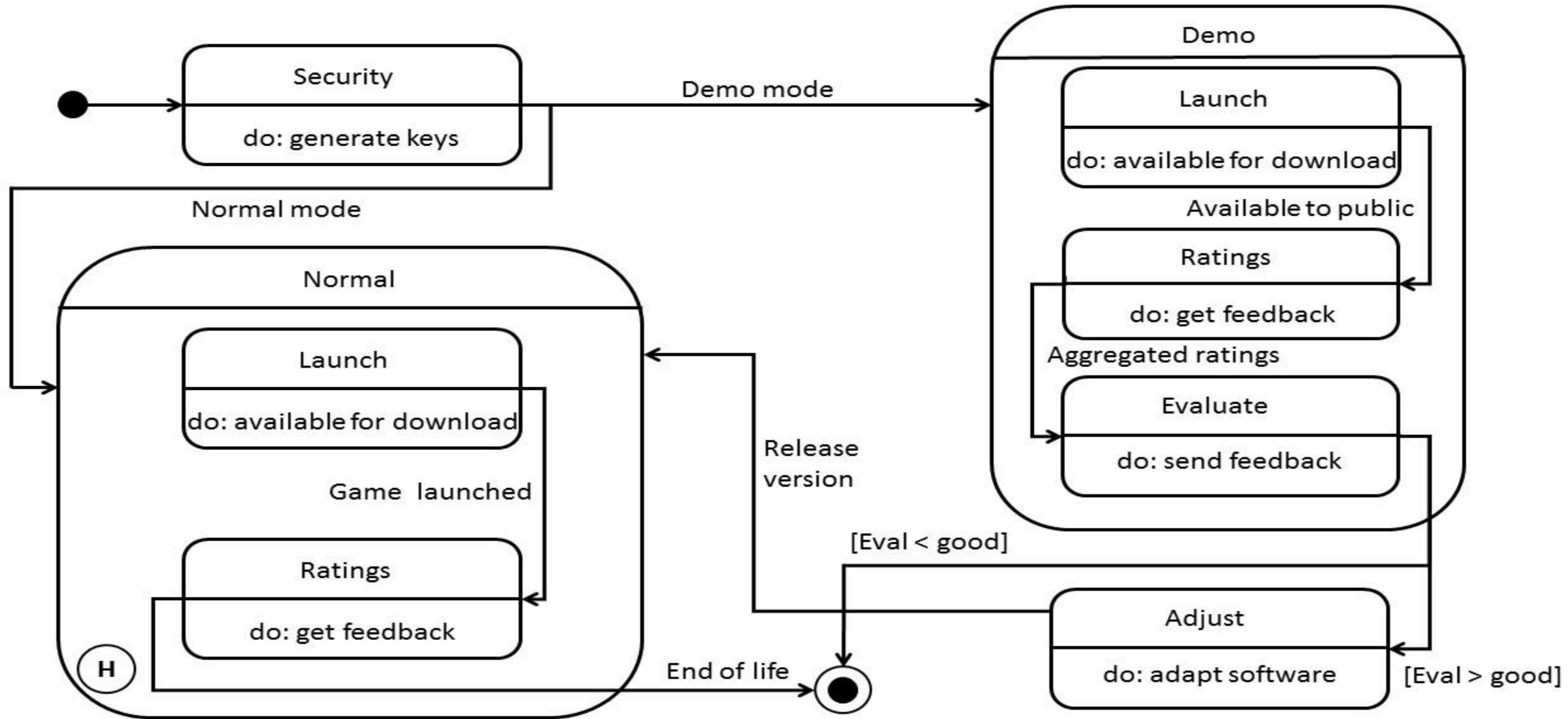


# Package and Class Diagrams





# State Transition Diagram – Class Game





**Thank you for your  
attention !**