

Coin Flip

USE CASE : Description

A player at random offers a prediction of a coin flip. The other player gets the other option. The coin is flipped. The correct guess wins.

Triggers

1. A player at random offers a prediction of a coin flip

Actors

1. A player who makes the prediction
2. A player that gets the other option
3. Coin
4. Coin Game

Preconditions

1. 2 players are available
2. A coin is available

Goals

1. One player wins and the other loses

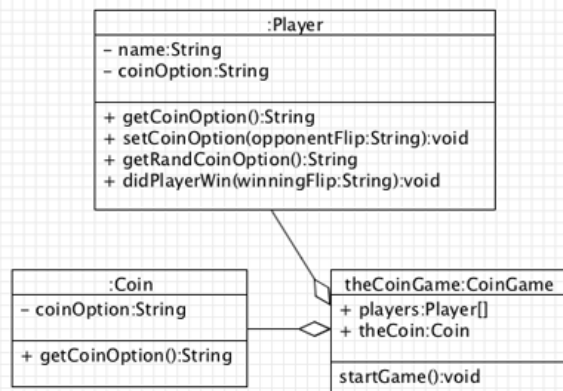
Not Available

Failed Conclusion, Extensions (Alternatives)

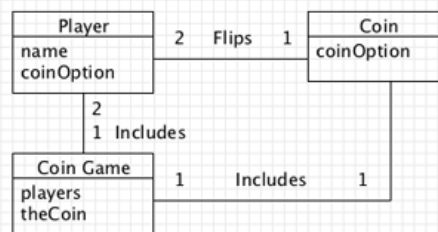
Steps of Execution

1. A player at random is picked to predict the coin flip
2. The player picked offers a prediction of a coin flip
3. The other player gets the other coin flip option
4. The coin is flipped and a result is provided
5. A winner and loser is picked
6. Offer to try again

CLASS DIAGRAM



OBJECT MODEL



Document the main objects of the system and the main fields they have

SEQUENCE DIAGRAM

