Lecture Housekeeping

- The use of disrespectful language is prohibited in the questions, this is a supportive, learning environment for all - please engage accordingly. **(FBV: Mutual Respect.)**

- No question is daft or silly - **ask them!**

- There are **Q&A sessions** midway and at the end of the session, should you wish to ask any follow-up questions. Moderators are going to be answering questions as the session progresses as well.

- If you have any questions outside of this lecture, or that are not answered during this lecture, please do submit these for upcoming Open Classes. You can submit these questions here: **Open Class Questions**

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Lecture Housekeeping cont.

- For all **non-academic questions**, please submit a query:
  www.hyperiondev.com/support

- Report a **safeguarding** incident:
  www.hyperiondev.com/safeguardreporting

- We would love your **feedback** on lectures: **Feedback on Lectures**

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Lecture Objectives

- **Review Tutorial Code!**

Problem Statement

We have been asked to develop a mini game for a local school, they would like their students to be able to challenge each other to different educational challenges.

Each player will be able to challenge other players and the person making the challenge should be able to track the winner of the challenge.

Requirements

Actors

Admin
- Create new players
- Generate challenge report
    - Show the percentage of challenges that each player has been involved in
    - See the number of incomplete challenges
    - Show the player with the most challenges
- See all challenges

Player
- View all challenges that they have made
- Create a new challenge
- View all the challenges that have been made to them
- Accept or reject a challenge
- Set the outcome of a challenge

Automated System
- Update the database to show overdue challenges (Done once a day)

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File Structure

User.txt
username, password

Challenge.txt
challenger, title, rules, challenging, created on, deadline, accepted, winner

Task

1. Create a use case diagram for the application
2. Create the sequence diagram for the application
3. Create the class diagram for the application.