Model Report

Dynamic View

Version   ●   Proposed

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Dynamic View

Package in package 'Model'

Dynamic View diagram

InteractionOverview diagram in package 'Dynamic View'

- old token player - is the player who starts the play round, or the one who won the last play round

- new token player - is the player that kills

- bottom card - is the first card laid (at the beginning of the current play round)

- round - is part of the game, since the old token player laid his card until every other player laid his card

- play round - consists of one or few rounds, ends when there are no players with leftover cards on their hands, or if at the end of a round the old token player cannot kill

- kill - to lay such a card that has the same value as the bottom card, or to lay the VII(seven), this act makes the player who kills the new token player

- value card - are the cards with values X(ten) or aces, this card is worth of 1 or 10 points (8 or 80 in total in one game)

GameStart

●

Deal/take the cards

Is the old token player chosen?

Yes   No

Oldtoket player lays the bottom card   **Set the player who host the game both as old and new token player**

Is it end of the round?

Yes   No   No

Does the Old token player have card to kill?   **Next player lays his card**

Yes

Does he want to kill?   Yes   **The player kills (he is the New Token Player)**   **Does the player kill?**

No   Yes

No   **Sum the points from layed cards and add them to the new token player`s score**   **The player becomes a new token player**

Put the layed cards away from the table

Are there more cards in the deck?

No

Find out who is the winner of the game

◉

End of the game
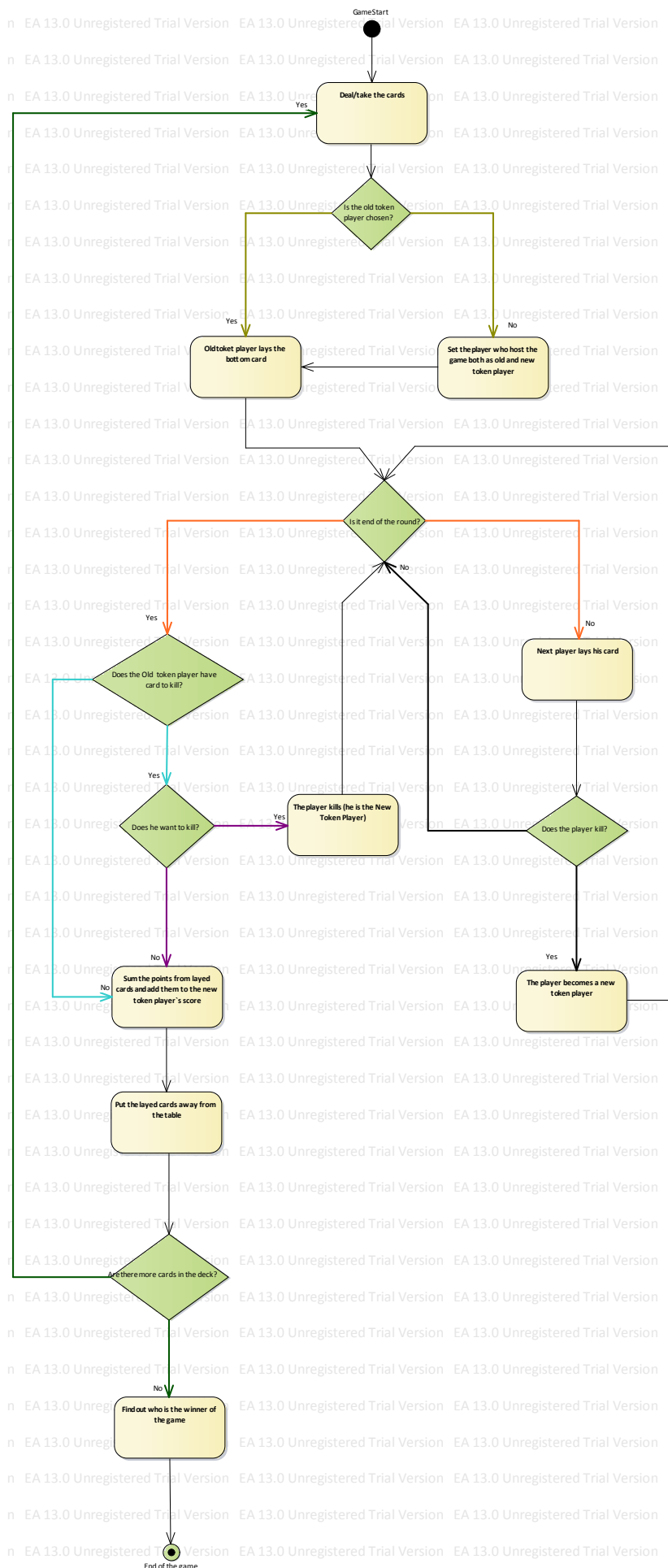
Figure 1: Dynamic View

Choose the starting/token player

Activity in package 'Dynamic View'

<div align="right">

Choose the starting/token player
Version 1.0 Phase 1.0 Proposed
Peter Šeliga created on 2.11.2016. Last modified 2.11.2016

</div>

Deal/take the cards

Activity in package 'Dynamic View'

<div align="right">

Deal/take the cards
Version 1.0 Phase 1.0 Proposed
Peter Šeliga created on 2.11.2016. Last modified 2.11.2016

</div>

OUTGOING BEHAVIORAL RELATIONSHIPS

⬅ ControlFlow from Deal/take the cards to Is the old token player chosen?

INCOMING BEHAVIORAL RELATIONSHIPS

➡ ControlFlow from GameStart to Deal/take the cards

Name: Yes
➡ ControlFlow from Are there more cards in the deck? to Deal/take the cards

Find out who is the winner of the game

Activity in package 'Dynamic View'

- value cards are X(tens) and aces, every card is worth of 10 points

- winner is the player with highest score (owns the majority of the value cards)

<div align="right">

Find out who is the winner of the game
Version 1.0 Phase 1.0 Proposed
Peter Šeliga created on 2.11.2016. Last modified 2.11.2016

</div>

OUTGOING BEHAVIORAL RELATIONSHIPS

⬅ ControlFlow from Find out who is the winner of the game to End of the game

INCOMING BEHAVIORAL RELATIONSHIPS

Name: No

INCOMING BEHAVIORAL RELATIONSHIPS

⇢ ControlFlow from Are there more cards in the deck? to Find out who is the winner of the game

Next player lays his card

Activity in package 'Dynamic View'

<div align="right">

Next player lays his card
Version 1.0 Phase 1.0 Proposed
Peter Šeliga created on 2.11.2016. Last modified 2.11.2016

</div>

OUTGOING BEHAVIORAL RELATIONSHIPS

⇠ ControlFlow from Next player lays his card to Does the player kill?

INCOMING BEHAVIORAL RELATIONSHIPS

Name: No
⇢ ControlFlow from Is it end of the round? to Next player lays his card

Old toket player lays the bottom card

Activity in package 'Dynamic View'

- <u>bottom card</u> - is the first card laid (at the beginning of the current <u>play round</u>)

- <u>round</u> - is part of the game, since the token player laid his card until every other player laid his card

- <u>play round</u> - consists of few <u>rounds</u>, ends when there are no players with leftover cards on their hands, or if at the end of a <u>round</u> the <u>token player</u> cannot <u>kill</u>

<div align="right">

Old toket player lays the bottom card
Version 1.0 Phase 1.0 Proposed
Peter Šeliga created on 2.11.2016. Last modified 2.11.2016

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OUTGOING BEHAVIORAL RELATIONSHIPS

⇠ ControlFlow from Old toket player lays the bottom card to Is it end of the round?

INCOMING BEHAVIORAL RELATIONSHIPS

Name: Yes
⇢ ControlFlow from Is the old token player chosen? to Old toket player lays the bottom card

⇢ ControlFlow from MergeNode to Old toket player lays the bottom card

⇢ ControlFlow from Set the player who host the game both as old and new token player to Old toket player lays the bottom card

Put the layed cards away from the table

Activity in package 'Dynamic View'

<div align="right">

Put the layed cards away from the table
Version 1.0 Phase 1.0 Proposed
Peter Šeliga created on 2.11.2016. Last modified 2.11.2016
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OUTGOING BEHAVIORAL RELATIONSHIPS
◀:: ControlFlow from Put the layed cards away from the table to Are there more cards in the deck?

INCOMING BEHAVIORAL RELATIONSHIPS
⇢ ControlFlow from Sum the points from layed cards and add them to the new token player`s score to Put the layed cards away from the table

Set the player who host the game both as old and new token player

Activity in package 'Dynamic View'

<div align="right">

Set the player who host the game both as old and new token player
Version 1.0 Phase 1.0 Proposed
Peter Šeliga created on 2.11.2016. Last modified 2.11.2016
</div>

OUTGOING BEHAVIORAL RELATIONSHIPS
◀:: ControlFlow from Set the player who host the game both as old and new token player to Old toket player lays the bottom card

INCOMING BEHAVIORAL RELATIONSHIPS
Name: No
⇢ ControlFlow from Is the old token player chosen? to Set the player who host the game both as old and new token player

Set the player who won the last play round as the first/token player

Activity in package 'Dynamic View'

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Set the player who won the last play round as the first/token player
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Sum the points from layed cards and add them to the new token player`s score

Activity in package 'Dynamic View'

Only value cards means points

<div align="right">

Sum the points from layed cards and add them to the new token player`s score
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Peter Šeliga created on 2.11.2016. Last modified 2.11.2016

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OUTGOING BEHAVIORAL RELATIONSHIPS

ControlFlow from Sum the points from layed cards and add them to the new token player`s score to Put the layed cards away from the table

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INCOMING BEHAVIORAL RELATIONSHIPS

Name: No
ControlFlow from Does the Old token player have card to kill? to Sum the points from layed cards and add them to the new token player`s score

Name: No
ControlFlow from Does he want to kill? to Sum the points from layed cards and add them to the new token player`s score

The player becomes a new token player

Activity in package 'Dynamic View'

- old token player - is the player who starts the play round, or the one who won the last play round

- new token player - is the player that kills

<div align="right">

The player becomes a new token player
Version 1.0 Phase 1.0 Proposed
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OUTGOING BEHAVIORAL RELATIONSHIPS

ControlFlow from The player becomes a new token player to Is it end of the round?

INCOMING BEHAVIORAL RELATIONSHIPS

Name: Yes
ControlFlow from Does the player kill? to The player becomes a new token player

The player kills (he is the New Token Player)

Activity in package 'Dynamic View'

if player kills the new round is started and this player will become the new token player

<div align="right">

The player kills (he is the New Token Player)
Version 1.0 Phase 1.0 Proposed
Peter Šeliga created on 2.11.2016. Last modified 2.11.2016

</div>

OUTGOING BEHAVIORAL RELATIONSHIPS

⬅ ControlFlow from The player kills (he is the New Token Player) to Is it end of the round?

INCOMING BEHAVIORAL RELATIONSHIPS

Name: Yes
➡ ControlFlow from Does he want to kill? to The player kills (he is the New Token Player)

MergeNode

MergeNode in package 'Dynamic View'

MergeNode
Version 1.0 Phase 1.0 Proposed
Peter Šeliga created on 2.11.2016. Last modified 2.11.2016

OUTGOING BEHAVIORAL RELATIONSHIPS

⬅ ControlFlow from MergeNode to Old toket player lays the bottom card

Action

Action in package 'Dynamic View'

Action
Version 1.0 Phase 1.0 Proposed
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Action

Action in package 'Dynamic View'

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Are there more cards in the deck?

DecisionNode in package 'Dynamic View'

OUTGOING BEHAVIORAL RELATIONSHIPS

Name: Yes
⬅ ControlFlow from Are there more cards in the deck? to Deal/take the cards

Name: No

OUTGOING BEHAVIORAL RELATIONSHIPS

◄▪ ControlFlow from Are there more cards in the deck? to Find out who is the winner of the game

INCOMING BEHAVIORAL RELATIONSHIPS

▪► ControlFlow from Put the layed cards away from the table to Are there more cards in the deck?

Does he want to kill?

DecisionNode in package 'Dynamic View'

OUTGOING BEHAVIORAL RELATIONSHIPS

Name: Yes
◄▪ ControlFlow from Does he want to kill? to The player kills (he is the New Token Player)

Name: No
◄▪ ControlFlow from Does he want to kill? to Sum the points from layed cards and add them to the new token player`s score

INCOMING BEHAVIORAL RELATIONSHIPS

Name: Yes
▪► ControlFlow from Does the Old token player have card to kill? to Does he want to kill?

Does the Old token player have card to kill?

DecisionNode in package 'Dynamic View'

- old token player - is the player who starts the <u>play round</u>, or the one who won the last <u>play round</u>

- new token player - is the player that kills

OUTGOING BEHAVIORAL RELATIONSHIPS

Name: No
◄▪ ControlFlow from Does the Old token player have card to kill? to Sum the points from layed cards and add them to the new token player`s score

Name: Yes
◄▪ ControlFlow from Does the Old token player have card to kill? to Does he want to kill?

INCOMING BEHAVIORAL RELATIONSHIPS

Name: Yes
▪► ControlFlow from Is it end of the round? to Does the Old token player have card to kill?

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Does the player kill?

DecisionNode in package 'Dynamic View'

- kill - to lay such a card that has the same value as the <u>bottom card</u>, or to lay the VII(seven), this act makes the player who <u>kills</u> the <u>token player</u>

OUTGOING BEHAVIORAL RELATIONSHIPS
Name: Yes ◀ ControlFlow from Does the player kill? to The player becomes a new token player
Name: No ◀ ControlFlow from Does the player kill? to Is it end of the round?

INCOMING BEHAVIORAL RELATIONSHIPS
➡ ControlFlow from Next player lays his card to Does the player kill?

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End of the game

ActivityFinal in package 'Dynamic View'

INCOMING BEHAVIORAL RELATIONSHIPS
➡ ControlFlow from Find out who is the winner of the game to End of the game

GameStart

ActivityInitial in package 'Dynamic View'

OUTGOING BEHAVIORAL RELATIONSHIPS
◀ ControlFlow from GameStart to Deal/take the cards

Is it end of the round?

DecisionNode in package 'Dynamic View'

the <u>end of the round</u> is when there are no leftover cards in players` hands

OUTGOING BEHAVIORAL RELATIONSHIPS

OUTGOING BEHAVIORAL RELATIONSHIPS
Name: No ControlFlow from Is it end of the round? to Next player lays his card
Name: Yes ControlFlow from Is it end of the round? to Does the Old token player have card to kill?

INCOMING BEHAVIORAL RELATIONSHIPS
ControlFlow from Old toket player lays the bottom card to Is it end of the round?
ControlFlow from The player kills (he is the New Token Player) to Is it end of the round?
Name: No ControlFlow from Does the player kill? to Is it end of the round?
ControlFlow from The player becomes a new token player to Is it end of the round?

Is it the end of the play round?

DecisionNode in package 'Dynamic View'

Is the old token player chosen?

DecisionNode in package 'Dynamic View'

- token player - is the player who starts the play round, or the one who won the last play round

OUTGOING BEHAVIORAL RELATIONSHIPS
Name: No ControlFlow from Is the old token player chosen? to Set the player who host the game both as old and new token player
Name: Yes ControlFlow from Is the old token player chosen? to Old toket player lays the bottom card

INCOMING BEHAVIORAL RELATIONSHIPS
ControlFlow from Deal/take the cards to Is the old token player chosen?

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