

Little Animal Horror Zoo

Use cases v1

Snake

Title: Move snake

ID: UC-1

Description:

- Move up
- Move down
- Move left
- Move right
- Announce location

Actor: player

Rabbit

Title: Move rabbit

ID: UC-2

Description

- Move up
- Move down
- Move left
- Move right
- Announce location

Actor: player

Field

Title: Check gameplay

ID: UC-3

Description

- Check rabbit and snake location
- If adjacent print dialog
- Check for "collision"
 - If collision roll a die to decide outcome (victor)
- Field is 10x10

Actor: System

Use cases v2

title: snake movement

actor: player

disc: Player moves snake in a coordinate system. Print location each turn in a 10x10 table. Check for rabbit location.

title: rabbit movement

actor: player

disc: Player moves rabbit in a coordinate system. Print location in a 10x10 table. Check for snake location.

Domain Model

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Class Diagram

Snake
- name: String - x: int - y: int
+ Move(); + getLocation(); + printLocation();

Rabbit
- name: String - x: int - y: int
+ Move(); + getLocation(); + printLocation();

Board
+ compareLocations(); + Fight(); + Dialog();

Version 3

Animals

- name: String - x: int - y: int
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+ move(int newX, int newY); + SetLocation(int newX, int newY); + getLocation(String z);

Board
+ Fight(Animals snake, Animals rabbit); + Dialog(Animals snake, Animals rabbit);

Version 4

Board

GamePiece
- name : String - x : int - y : int
+ getPRNG(int i) + move() + setLocation() + getLocation(String z)