

P2: Domain Modeling

Hnefatafl

Cookie Byte

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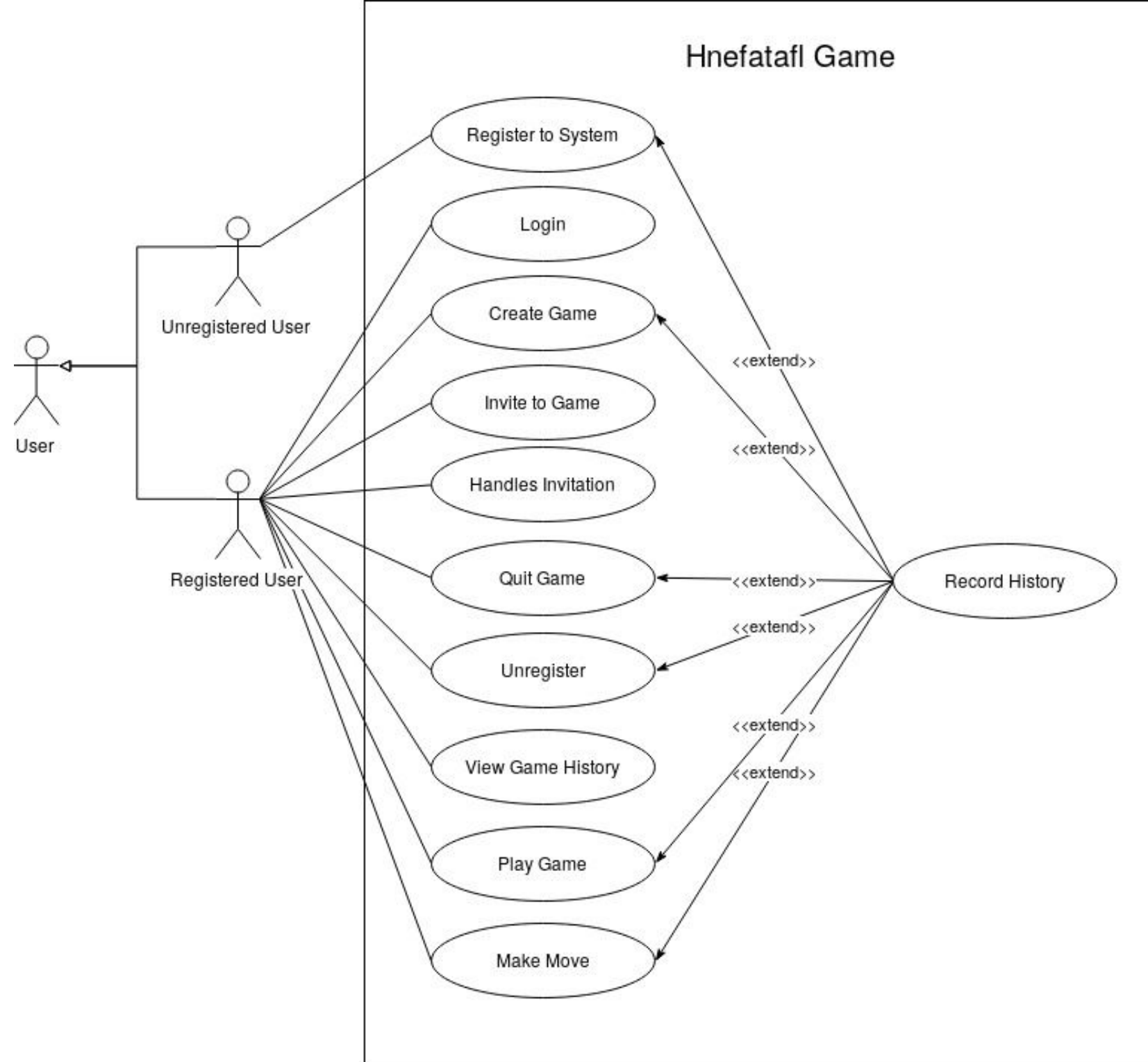


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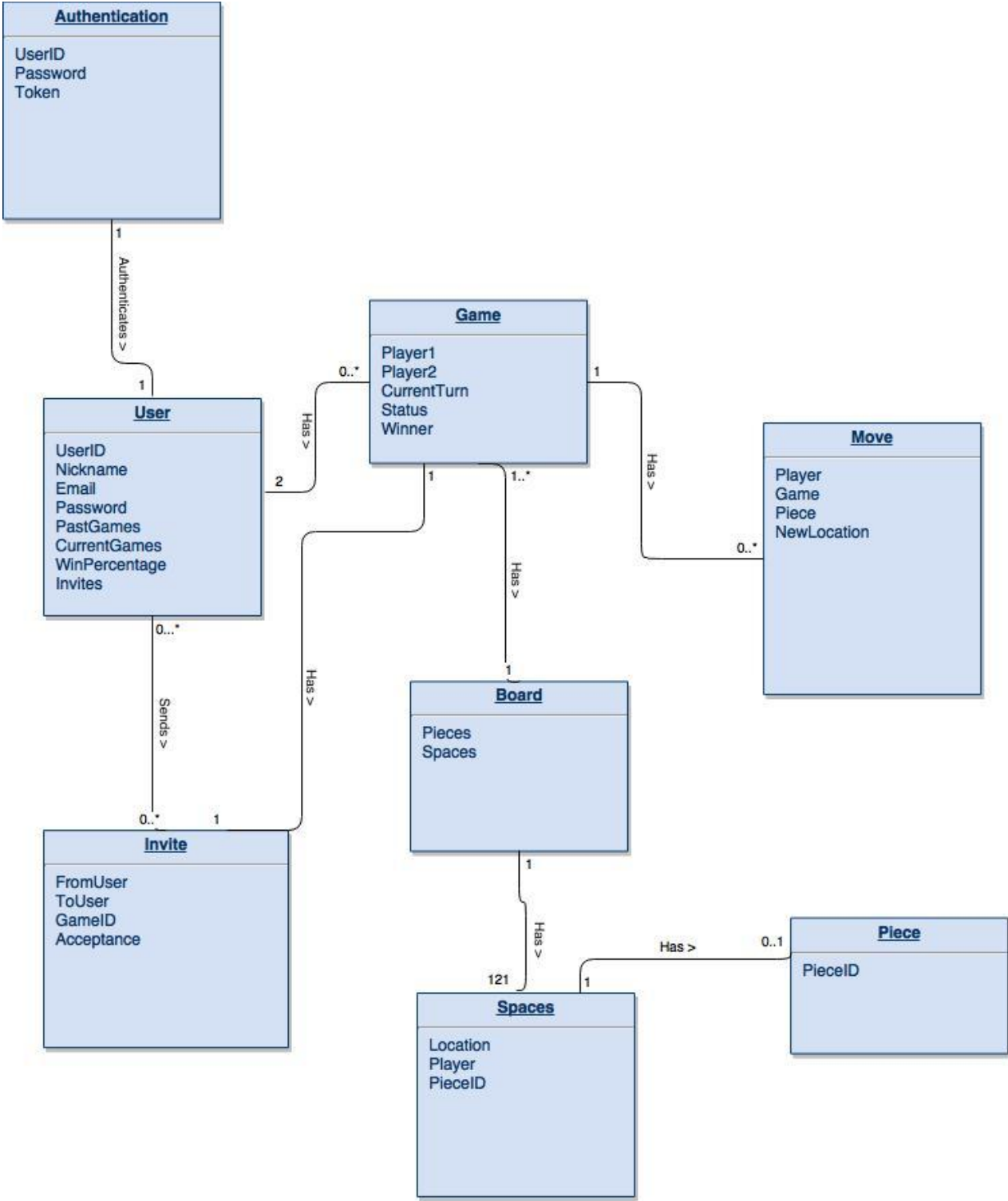
What we changed:

- We removed the action phase and system actor from our diagram because it does not clearly represent our use cases or the interaction our users would have.
- Confirmation before the user tries to unregister.
- The user should be informed and notified about the success of every transaction our system makes which is now described discreetly in our use cases. (Invitations or Registration)
- Absence or misplacement of preconditions, postconditions, or alternative flows that left holes within the game. (Minimum Number of Players Have Joined Game)
- Had many ambiguous cases that were not fleshed out well enough due to semantics. (Look up dictionary vs. Look up system)
- Many use cases were not necessary or were steps instead of stand alone use cases. (Saving, Taking Turns)

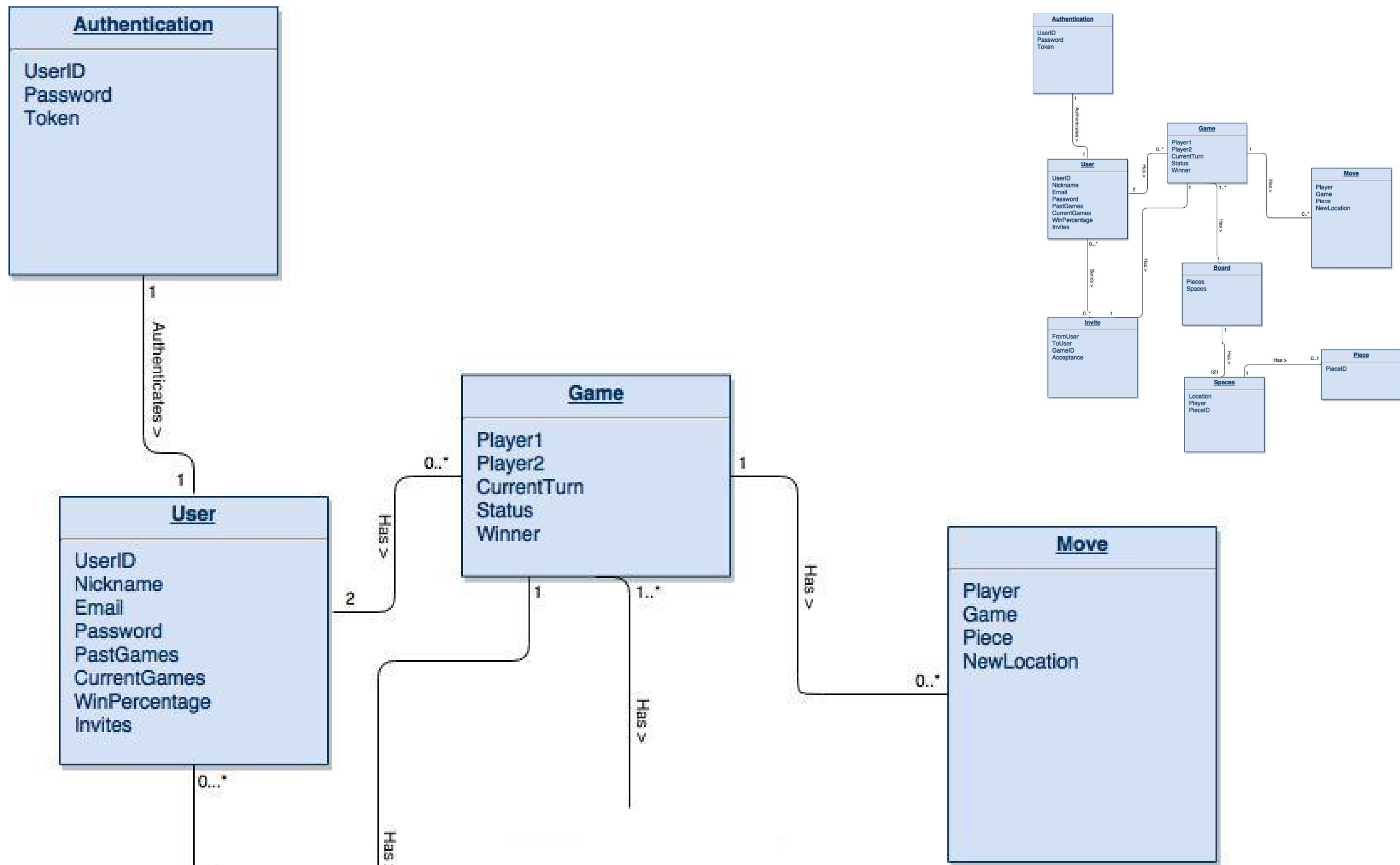
New Use Case Diagram



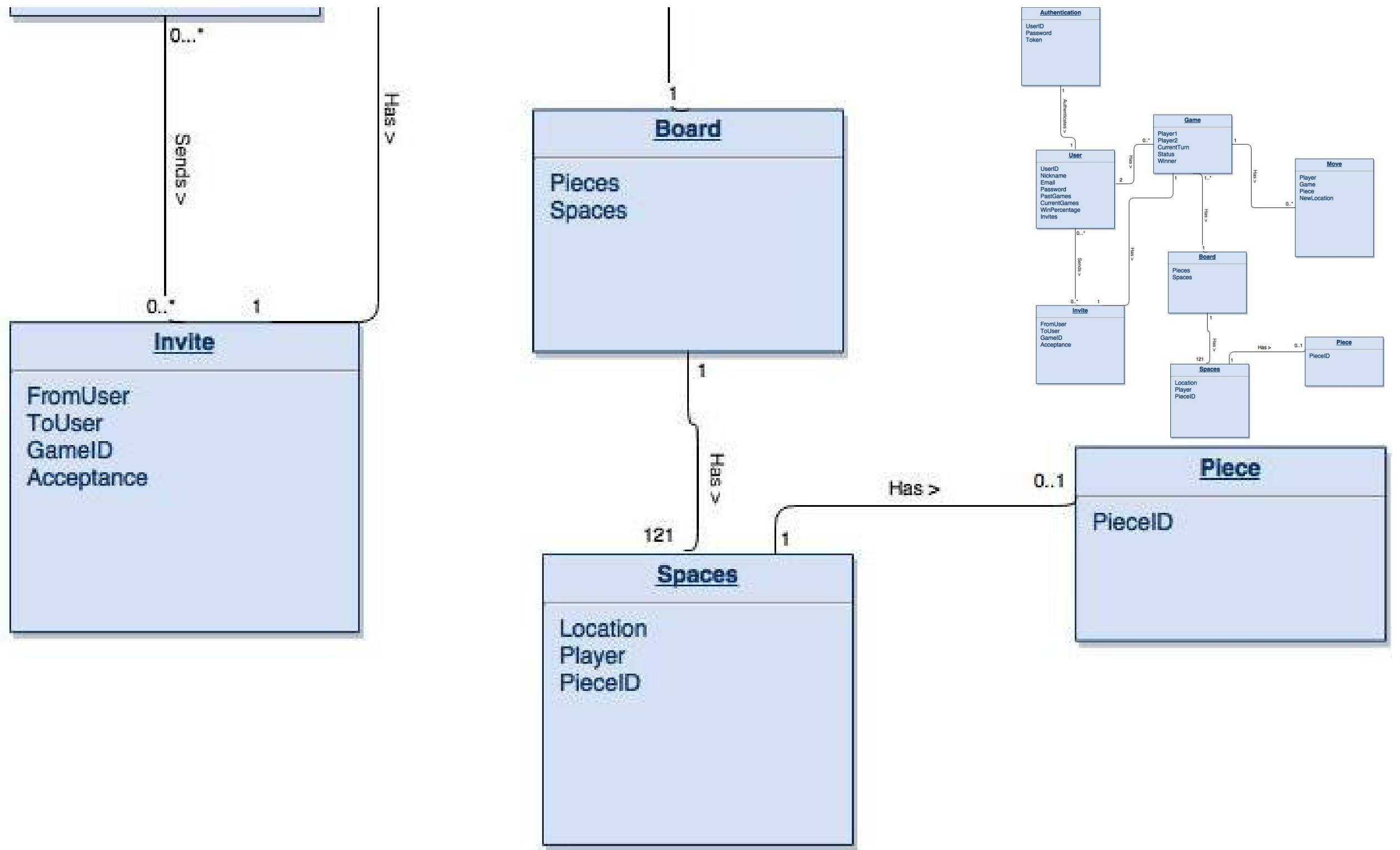
Domain model



Domain model



Domain model



Thank you

We'll dodge your questions now



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