

CRC Cards

Class Name: <u>Game</u>	
1. Allow user to Play Game and maintain their Game stats. 2. Work as interface to provide access to other functionalities. 3. Maintain session of individual player.	Session

Class Name: <u>Console</u>	
1. Allow user to input data. 2. Allow user Display Score, News, Updates etc.	

Class Name: <u>OrganiseGroup</u>	
1. Allow user to create Group. 2. Allow user to join Group. 3. Allow user to play In Group. 4. Allow user to chat with other user.	Group Game Chat

Class Name: <u>BroadCastNews</u>	
1. Allow Game Authority to update news, game info.	News

Class Name: <u>Chat</u>	
1. Allow user to create new chat room. 2. Allow user to join chat room. 3. Allow user to share score, news etc.	Group Share

Class Name: <u>Share</u>	
1. User can Share their Game score. 2. Share news, chat, updates, characters etc.	Game

Class Name: <u>Advertise</u>	
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<ol style="list-style-type: none"> 1. Allow to broadcast advertisement on different console. 2. Allow user to redirect to advertiser. 	Advertisement
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Class Name: <u>Session</u>	
<ol style="list-style-type: none"> 1. Take user info. 2. Validate user info. 3. Start session. 	Console Player

Class Name: <u>Group</u>	
<ol style="list-style-type: none"> 1. Maintain Details of unique group. 2. Information of Group Chats, Scores etc. 	

Class Name: <u>News</u>	
<ol style="list-style-type: none"> 1. Store content of news and Information. 	

Class Name: <u>Advertisement</u>	
<ol style="list-style-type: none"> 1. Stores content of Advertisement. 	

Class Name: <u>Player</u>	
<ol style="list-style-type: none"> 1. Allow to play game. 2. Store basic details of player. 3. Store details about user interest. 4. Details of players associated groups. 	Game Group

Class Name: <u>GetNews</u>	
<ol style="list-style-type: none"> 1. Update user(Player) with latest broadcast news. 2. Allow player to see news. 3. Allow player to share news. 	News Console Share