development of a computer system for a Minecraft Game System.

OOSE PROJECT Plan 2017

Students :

Vinit Date

Rajeeva Revankar

Carl Mohn

# **Project Scope**

## **The work to be accomplished**

The main objective of this project is the develop an “**Sample Software Engineering Model**” of a computer system for a Minecraft Game System. The model would be developed using Object Oriented Concepts. The concept would be presented using Unified Modelling language.

## **The purpose this project?**

The project work being under taken as part of academic presentation for “**Object Oriented Software Engineering Module”**

Since this is an academic project with time restrictions only of a sub section of Minecraft would be modelled. We have chosen to model the “**Survival Mode of game play for Minecraft**”

## **Stakeholders**

The project is presented to National College of Ireland

Vinit Date

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## **What’ work is out of scope**

There will be no Software Implementation of the project. All material of this project is for academic purposes only.

## **Objectives**

## Technical objectives

## Schedule objectives

## **Deliverables**

## Deliverables Group = GREEN Individual = BLUE

For the above Problem description:

1. [Group] Identify the actors.(5 Marks)
2. [Group] Construct a Use Case Model. (5 Marks)
3. [Individual] Describe in detail any use case from the use case model. The use case must contain an alternate flow. (10 Marks)
4. [Group] Create a Project Plan to deliver your application. The plan must include a minimum of 3 nesting levels and include all the major tasks and deliverables. (10 marks)
5. [Individual] Create a conceptual class diagram of the chosen use case. The conceptual class diagram should demonstrate the use of many of the following: attributes, relationships, navigability, association class, multiplicity and composition. (10 Marks)
6. [Individual] Create a glossary that lists and defines all the terms that require clarification. (5 marks)
7. [Individual] Draw a System Sequence diagram from the conceptual class diagram. (10 Marks)
8. [Individual] Develop Contracts for a minimum of two of the system operations in the system sequence diagram. (10 marks)
9. [Individual] Draw Communication diagrams based on the contracts. The communication diagrams should demonstrate the use of design patterns. (10 marks)
10. [Group] Presentation (how well does the package of models look?). (5 marks)
11. [Group] Use of a UML tool. (10 marks)
12. [Group] Put together a Testing Plan outlining how you propose to validate the application and verify that it is free of defects. (10 marks)

## **Success Factors**

* Demonstrate the conceptual, practical and technical skills of planning and monitoring a project plan using an appropriate CASE tool
* Describe in detail the theory, concepts and methods pertaining to the Unified Modelling Language (UML).
* Create requirements using use case modelling concepts.
* Demonstrate conceptual and technical skills in the analysis, design and implementation of a software system using Object Oriented Concepts.

# **Project Team Roles and Responsibilities**

# **Implementation**

## Deliverable Timeline

## Implementation

# **Testing and Acceptance Criteria**

# **Glossary**