



The above Domain Model models the core concepts and associations that describe the Siftables Emulator domain. The two primary user groups – Players and Programmers – sit on opposite sides of the model, and the remaining classes are roughly positioned based on how relevant they are to those primary groups of users. The middle tier of classes represents the very fundamental parts of the Siftables platform. The Application is a program (e.g. a game) that is created by the Programmer (via the API) and played by the Player (via the Cubes). The Workspace houses the cubes – in the physical world Siftables models, this is simply the area in which the cubes are used.

We opted not to create a full model for the Application Programming Interface (API) on the advice of our client, who suggested that simply accounting for it in the model was sufficient for planning purposes. He also suggested that any further specification might impede future development. We also opted to show both user groups on the model because of the thought framework explored in the above description. Finally, we were sparse in our use of attributes because so much of the data relevant to the running of this system is generated and used at runtime, rather than being stored and accessed regularly.