Assignment 3

Project documentation

Student(s):

* Vulpe Valentin

**Group: 30444**

**Contents**

[I Project specification](#_heading=h.gjdgxs) **3**

[1.1 Domain Model Diagram](#_heading=h.30j0zll) 3

[II Use-Case model](#_heading=h.1fob9te) **3**

[2.1 Users and stakeholders](#_heading=h.f2irg1azp7rm) 4

[2.2 Use-Case identification](#_heading=h.3znysh7) 4

[2.3 UML Use-Case diagram](#_heading=h.2et92p0) 4

[III Architectural design](#_heading=h.tyjcwt) **5**

[3.1 Conceptual architecture](#_heading=h.3dy6vkm) 5

[3.2 Package diagram](#_heading=h.1t3h5sf) 5

[3.3 Class diagram](#_heading=h.4d34og8) 5

[3.4 Database (E-R/Data model) diagram](#_heading=h.2s8eyo1) 6

[3.5 Sequence diagram](#_heading=h.17dp8vu) 6

[3.6 Activity diagram](#_heading=h.3rdcrjn) 6

[IV Supplementary specifications](#_heading=h.26in1rg) **6**

[4.1 Non-functional requirements](#_heading=h.lnxbz9) 6

[4.2 Design constraints](#_heading=h.35nkun2) 6

[V Testing](#_heading=h.1ksv4uv) **7**

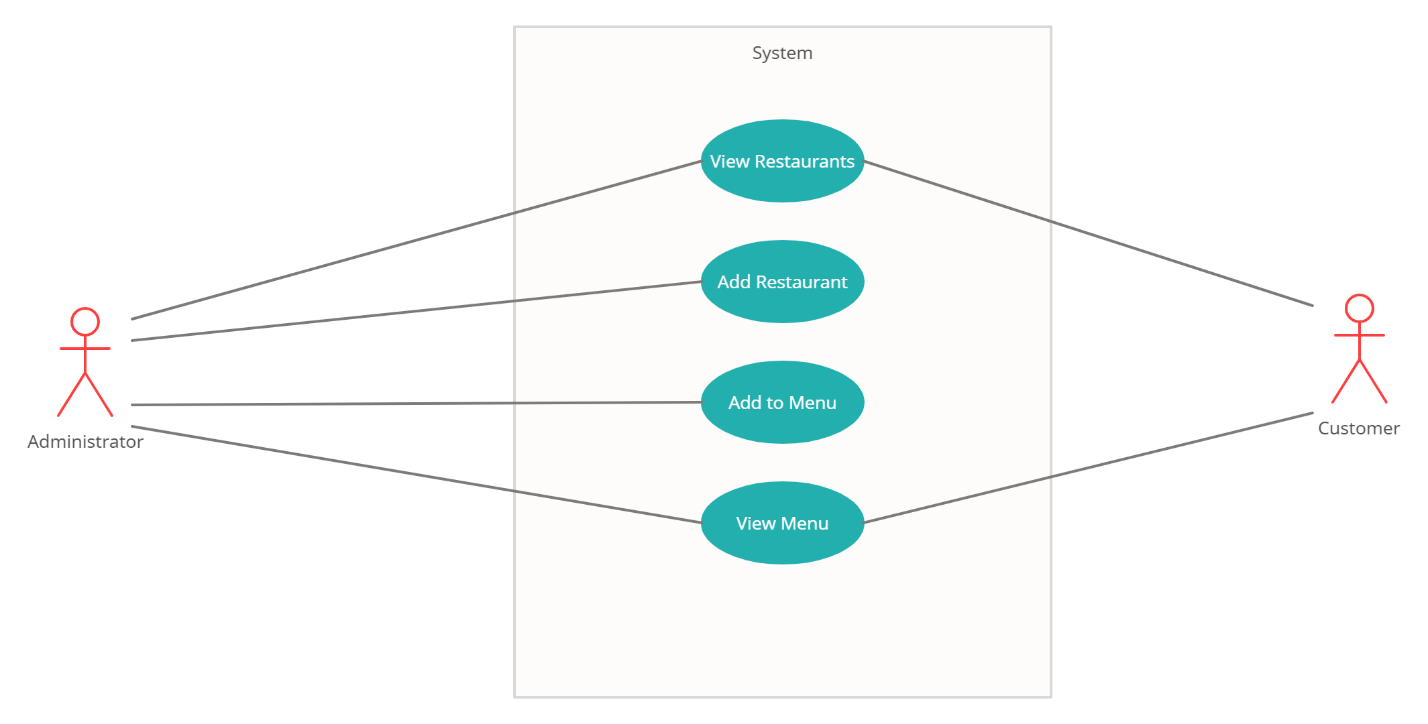
[5.1 Testing methods/frameworks](#_heading=h.44sinio) 7

[5.2 Future improvements](#_heading=h.2jxsxqh) 7

[VI Bibliography](#_heading=h.z337ya) **7**

# II Use-Case model

## 2.3 UML Use-Case diagram

**

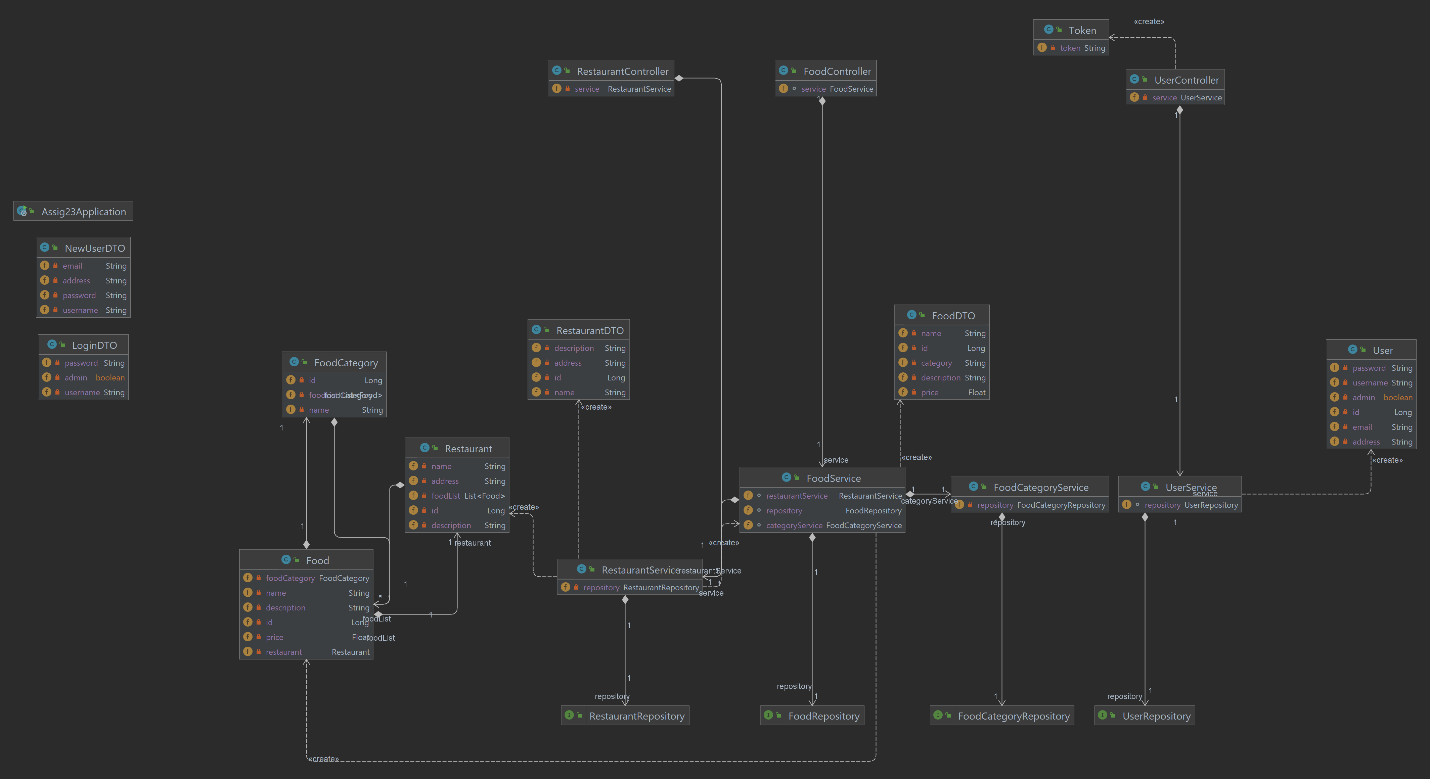
# III Architectural design

## 3.2 Package diagram

A screenshot of a video game

Description automatically generated

## 3.3 Class diagram

**

A screenshot of a computer

Description automatically generated with medium confidence

## 3.4 Database (E-R/Data model) diagram

## Diagram Description automatically generated