Assignment: Behavior Specification

In class, we discussed how to develop use cases. For this assignment, you will need to develop a behavioral specification for the game. This is based on the Use Cases you developed for your first assignment. In class, we went through examples to develop a complete behavior specification with UML sequence diagrams. The idea is to think through how the system will implement the interaction that happens during the use case scenarios with the help of the classes you have identified that you will need to realize this interaction.

I want you to develop a sequence diagram for the three following use cases:

1. Initializing the game.

2. Playing the Explore card.

3. Playing the Gather card.

This small number of diagrams is sufficient to understand and practice this modeling technique and from the feedback you can learn enough to then develop the complete specification.

Please also add two paragraphs on how you did it and what was challenging.

Deliverables:

1. A single pdf file per team should be submitted to via Beachboard in the Dropbox.
2. The cover page should include all names and student IDs of the team members.

Evaluation:

- Is the complete interaction from the use case realized?
- Are the alternatives and options realized?
- Are all swimlanes named correctly with the participating agents (actor and analysis classes)?
- Are all transitions labeled with method names?
- Are the transitions annotated with the information that gets passed on (the attributes of the methods)?
- Is the diagram layouted in a way that is easy to read and understand?
- Are there two paragraphs of description on how this exercise was done and what was difficult?