

## Assignment: Design

In lab, we discussed how to develop use cases. For this assignment, you will need to develop a design for the game.

The design is based on your behaviour specification developed for assignment 2.

Follow the examples provided in class to elaborate a class diagram of your system that demonstrates that you know how to design good, modular software and that you have understood how to use design patterns (use inheritance, use model-view-controller or a different pattern you find useful in your design).

### **Deliverables:**

1. A single pdf file per team should be submitted to via Beachboard in the Dropbox by the evening of Monday April 13 (you can still use the lab time while I go around to check on your prototypes to work on this).
2. The cover page should include all names and student IDs of the team members.

### **Evaluation:**

- All classes are there (model/analysis classes, user interface, controller of some sorts)
- All classes are modelled correctly
- Associations are depicted correctly
- Data types are assigned to the attributes
- Methods have the right parameters