

COMP 2920 : Software Architecture & Design

Assignment #3

Due Date : 28nd November (0 for late submissions - Strictly)

Max marks : 60

Weight : 5%

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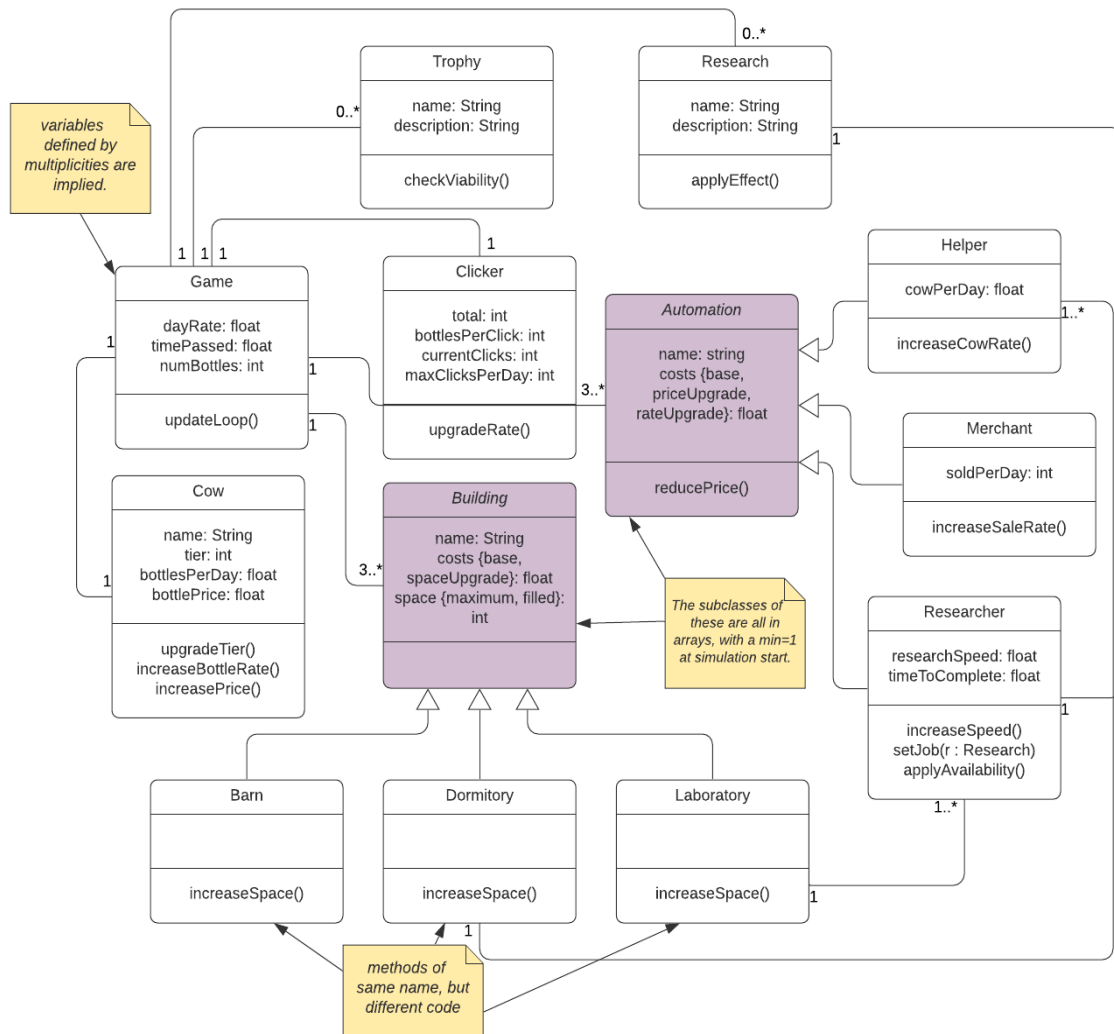
Structural Diagram

Q1. Using the guidelines of the case study discussed in the class, Prepare an overall class diagram for the software you are planning to build (Defined in Activity#3)

The assignment must contain:

- a. List of all candidate classes
- b. List of tentative classes after removing irrelevant and duplicates
- c. List of relationships
- d. Class interactions with multiplicities
- e. **Tentative** attributes and methods of each class
- f. Do not include Constructors, getter and setters in the methods.

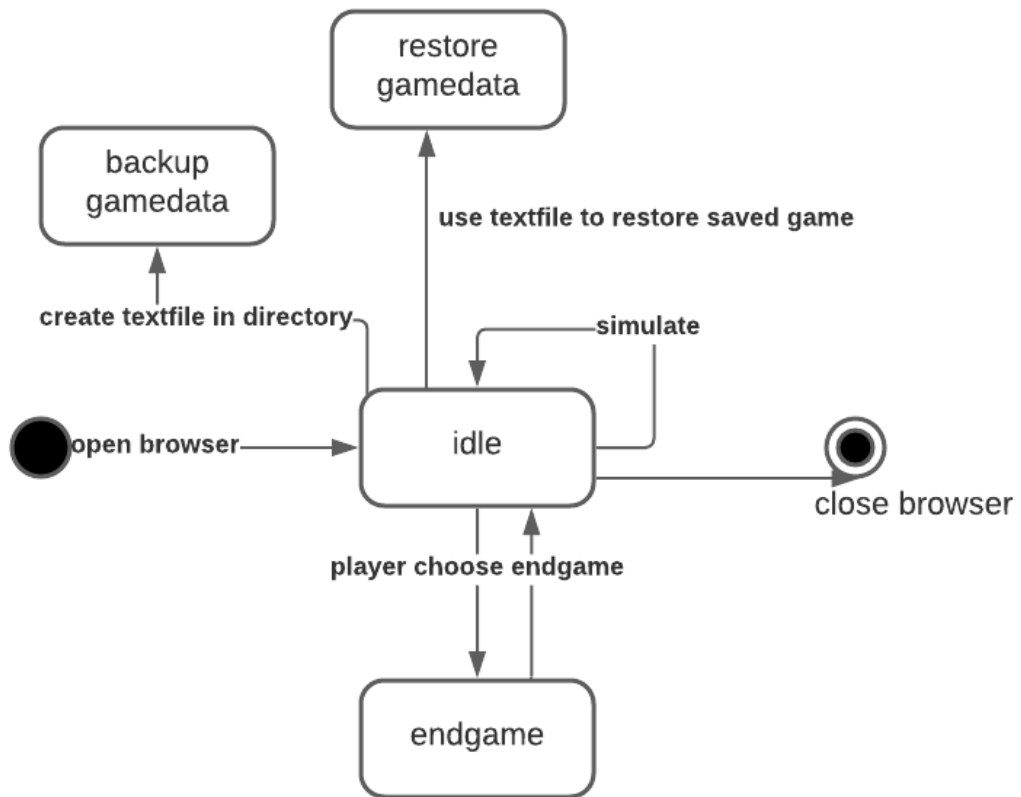
Cow Clicker: Class Diagram



Q2. Make sure all the diagrams are computer generated. Hand drawn diagrams will not be marked

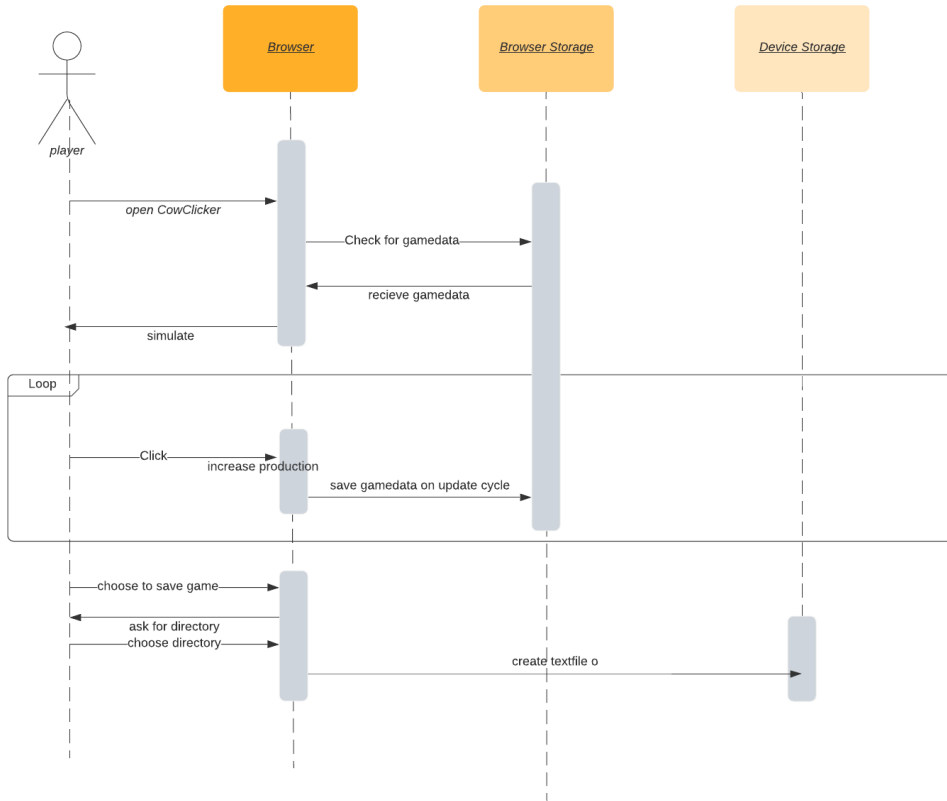
For this questions, we are working on Dynamic Diagrams. For the same software you have been working on, **build the following diagrams i.e.**

1. State chart diagram - 1

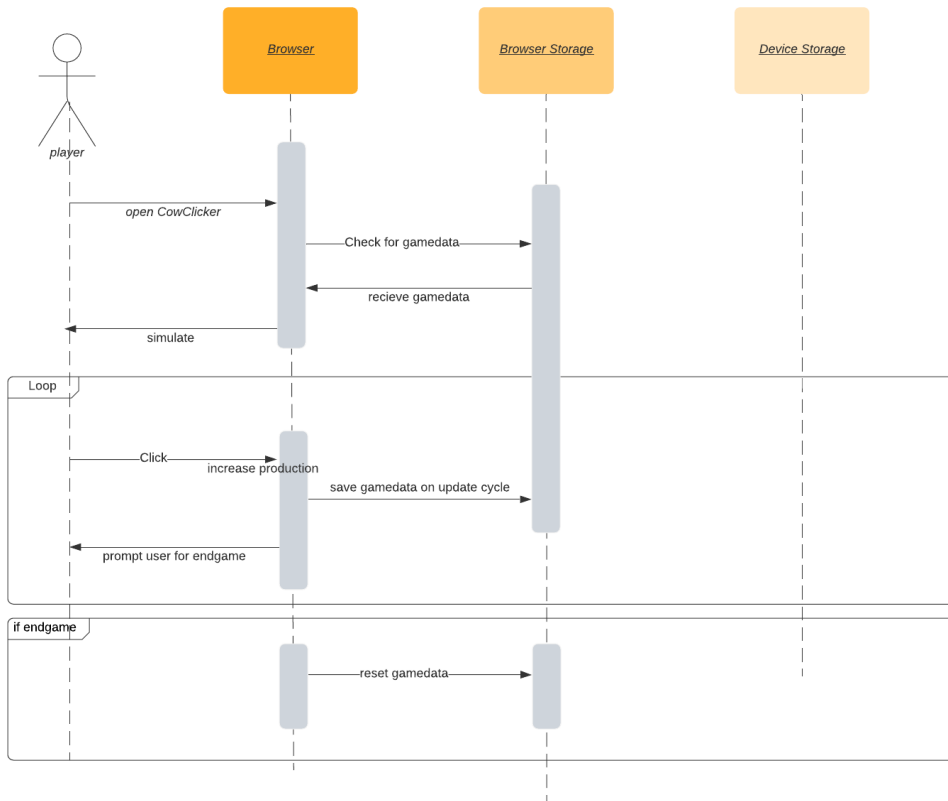


2. 2 sequence diagrams for the use case you have defined – 2

use case: create save game file



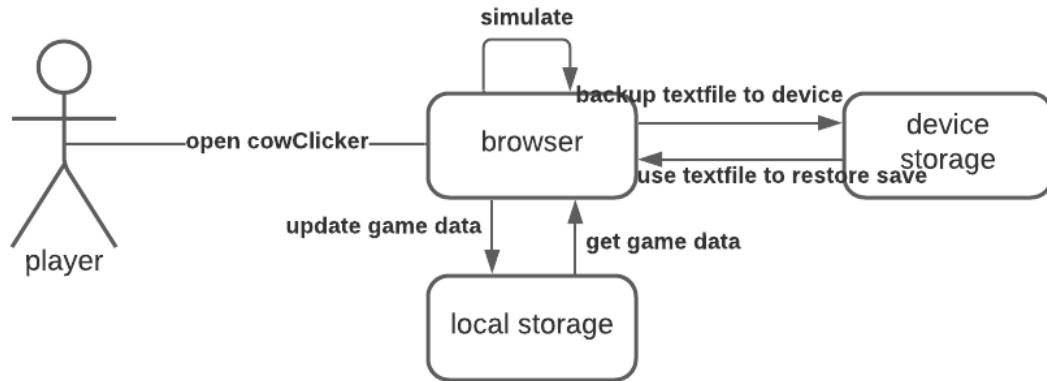
usecase: Choose endgame



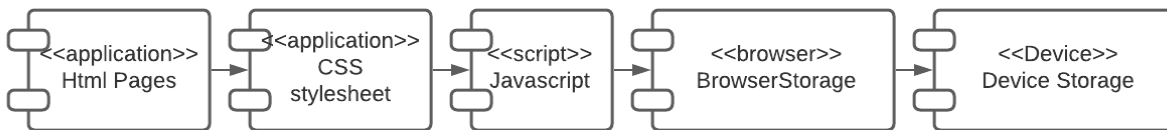
3. 1 communication diagram with the use case (this may be for one of the sequence diagrams too)- 1

use case: backup gamedata to textfile

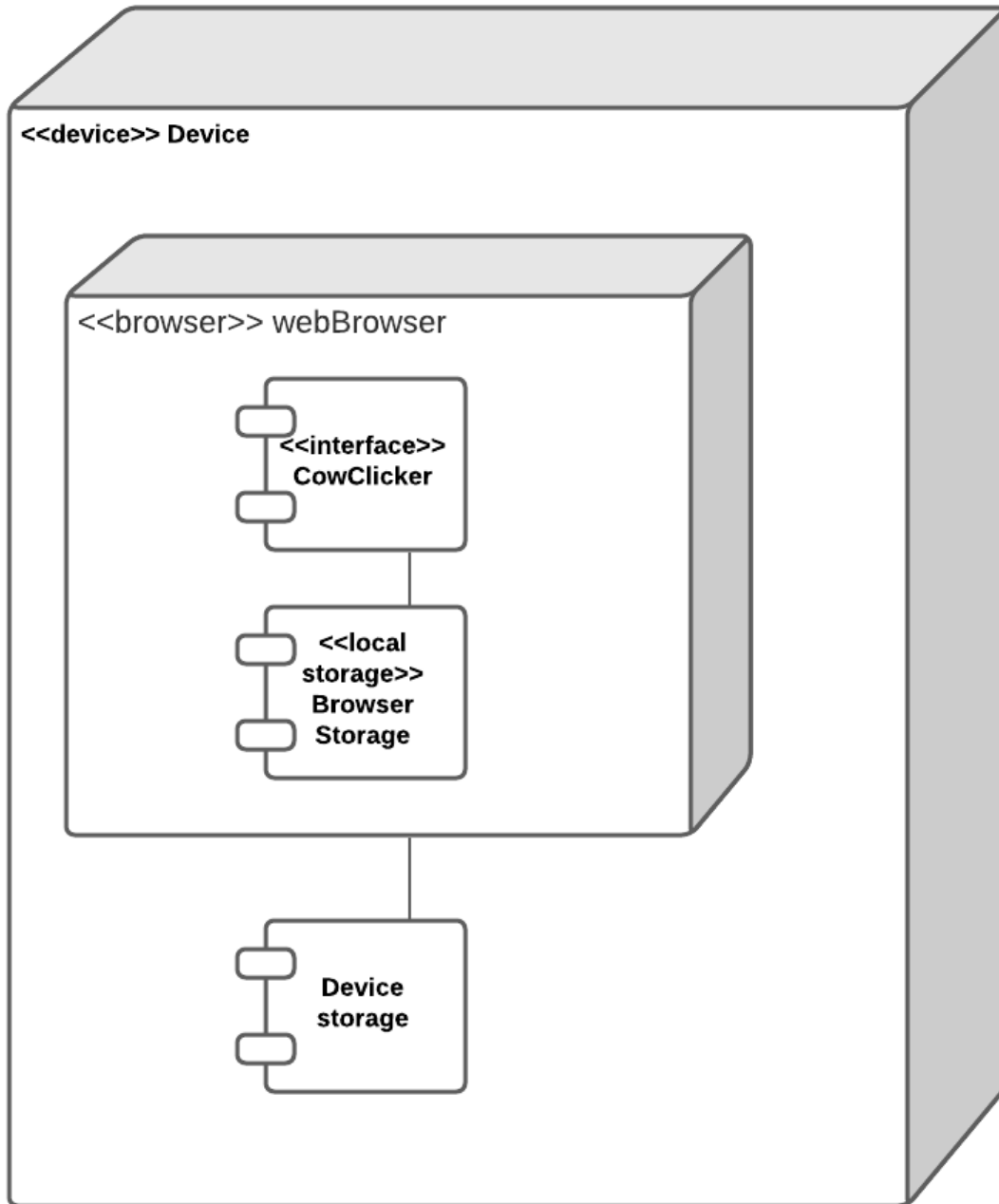
use case: restore gamedata from textfile



4. Component diagram - 1



5. Deployment diagram – 1



(total 5 diagrams - 18+8+8+8+8 +10 = 60 marks)

Submission: Only one submission per group is required. Please write the names of the group members on the first page of the submission.

Make sure all the diagrams are computer generated. Hand drawn diagrams will not be marked

