Settlers of Catan® Phase 0

Conceptual Model (UML Class Diagram)

Objective
The objectives of this phase are to:
1. Learn about conceptual modeling and UML class diagrams
2. Become familiar with the Settlers of Catan project

Conceptual Model
First, study the rules for the Settlers of Catan game (available on the course website). Then, create a conceptual UML class diagram for the game. Your model should include all major concepts of the game and the relationships between them. Major concepts would include things such as players, the Catan map, objects that appear on the map, resources, development cards, etc. Include multiplicity constraints on associations. Use generalization/specialization where appropriate. To enhance the clarity and readability of your conceptual model, rather than including everything in one diagram, you may create multiple smaller diagrams, each of which focuses on a subset of the model. If it helps, some classes may appear in multiple sub-diagrams.

Deliverables
Submit a hard-copy printout of your conceptual UML class diagram(s).