

Phase 2 Clarifications – Dr. Wilkerson

The following is a list of clarifications and/or changes to the phase 2 spec and requirements for Dr. Wilkerson's sections.

1. The Phase 2 design rubric indicates that a sketch of the game play views is required. This should be interpreted to mean a screenflow diagram showing wireframes for all of the views and how they interact. This should be created with a tool such as Lucid Chart or Visio.
2. The spec and design rubric indicates that the classes for your design should be shown in a UML class diagram. This can be satisfied in one of two ways:
 - a. A package diagram showing your layered architecture with all classes and interfaces that are part of this phase included in the appropriate packages.
 - b. Multiple package diagrams with one showing the high-level architecture of your system and one or more others showing the details of specific packages.

The high-level architecture diagram need not include all classes and interfaces for the phase—just the ones needed to show how the parts of your system fit and work together.

The diagrams showing specific packages should include all classes and interfaces in that package that are relevant for this and previous phase(s) and may include other classes and interfaces (some that are not in the package the diagram is detailing) as needed to show connections between that and other classes.

Note: Remember that a package diagram is just a class diagram with classes shown in packages.