



Assignment 2, Due Thur., 27 Jan.

1. Your team will implement the Walris Game described in the SRS that was distributed on the first day of class. However, do not start writing code just yet. This assignment is a set of collaborative specification and design activities within your group.
2. Obtain a copy of the **SRS** (the original Microsoft Word document will be made available) and annotate the requirements R1, R2, ... so that they can be referenced easily.
3. Next, create a set of **use cases** for the game: U1, U2, ..., and build a **traceability matrix** that relates the use cases to the requirements.
4. Next, identify the set of **domain classes** that represent evident aspects of the game.
5. Finally, extend those domain classes to a preliminary set of **implementation classes** and assign preliminary responsibilities to the latter.