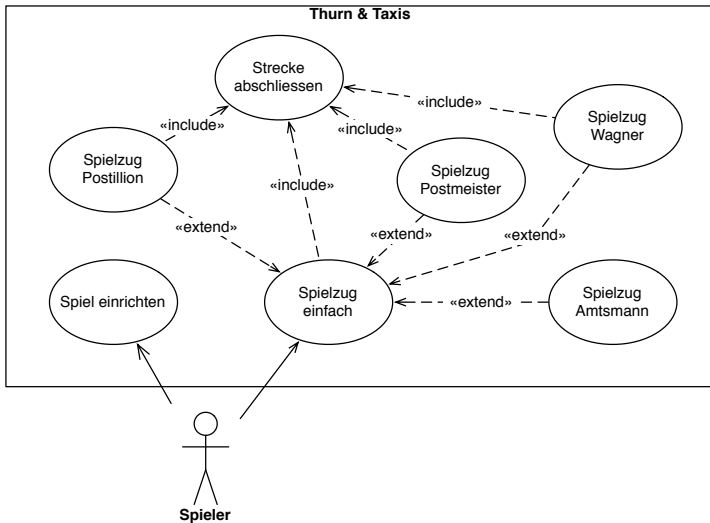
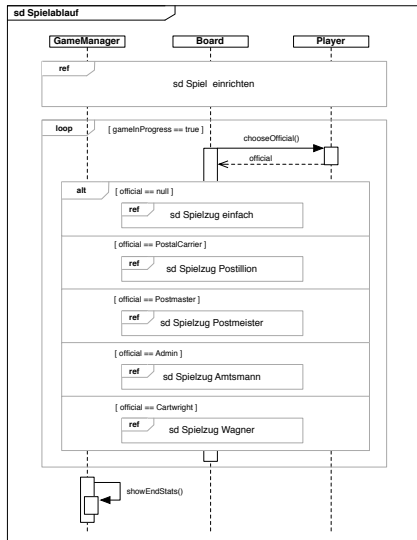


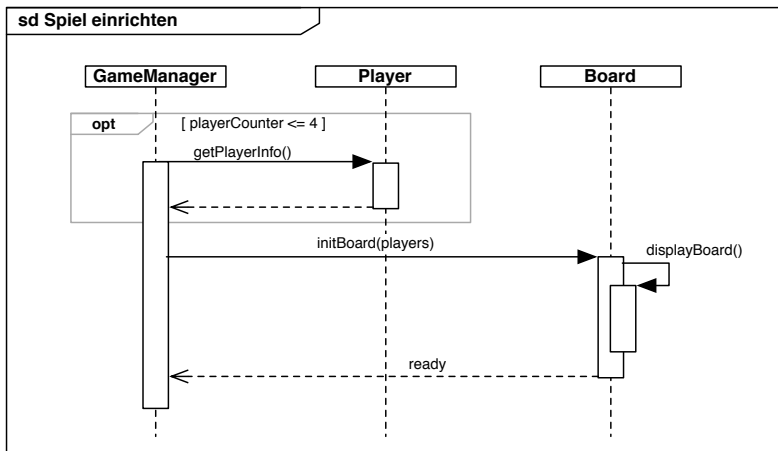
Übersichtsdiagramm



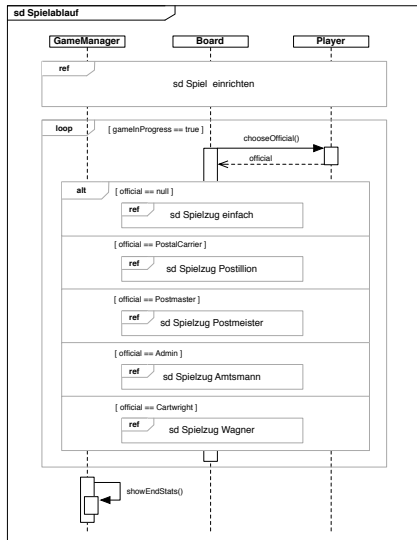
Spielablauf



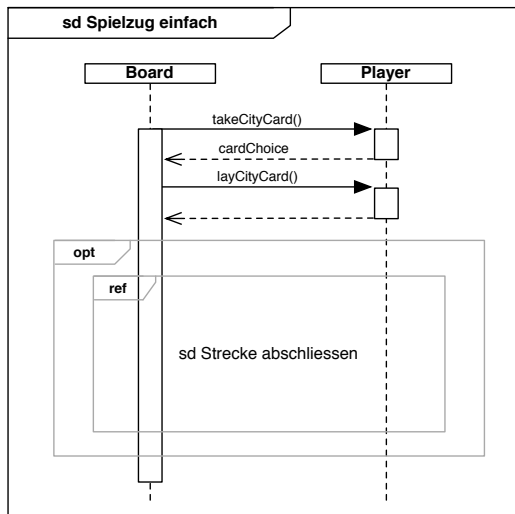
Use Case «Spiel einrichten»



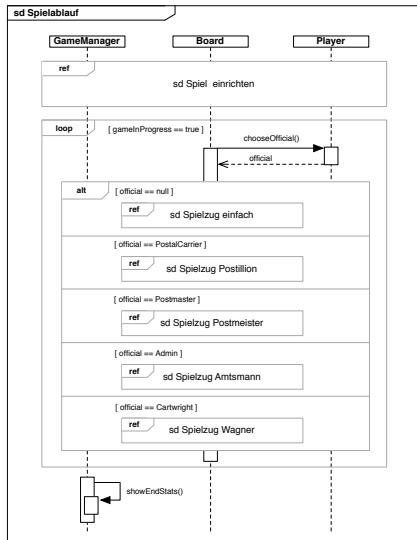
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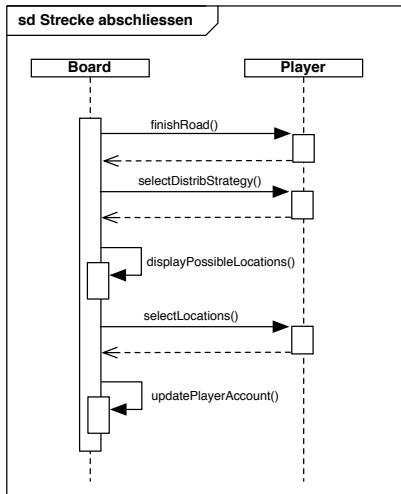
Use Case «Spielzug einfach»



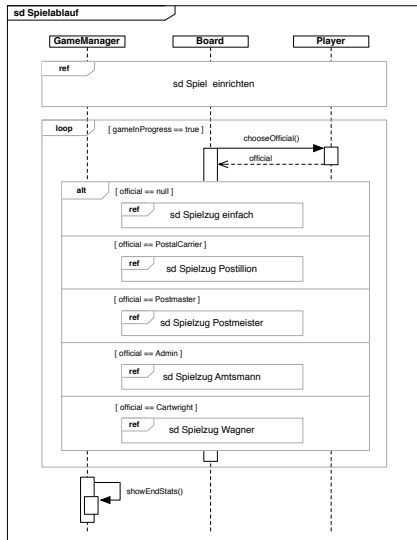
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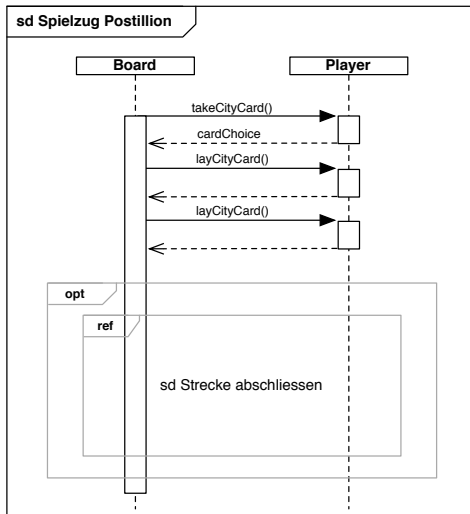
Use Case «Strecke abschliessen»



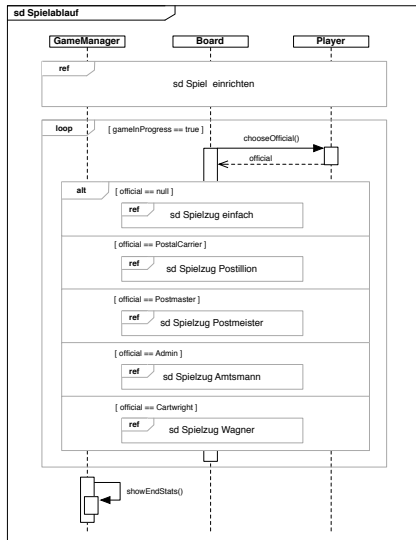
Spielablauf



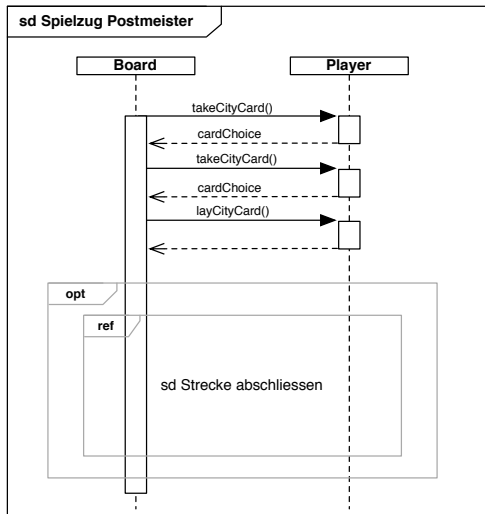
Use Case «Spielzug Postillion»



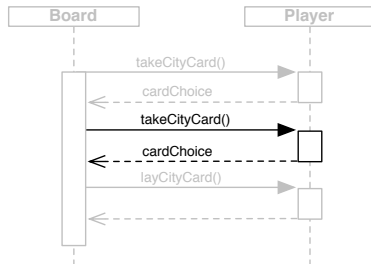
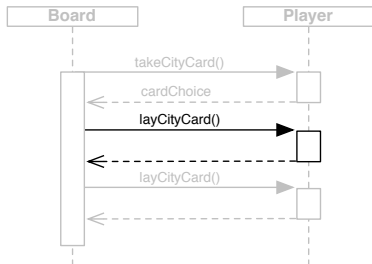
Spielablauf



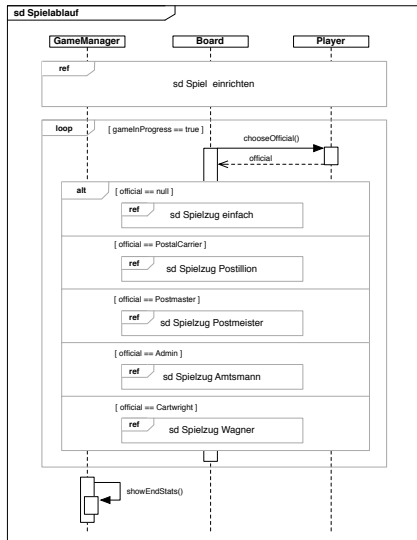
Use Case «Spielzug Postmeister»



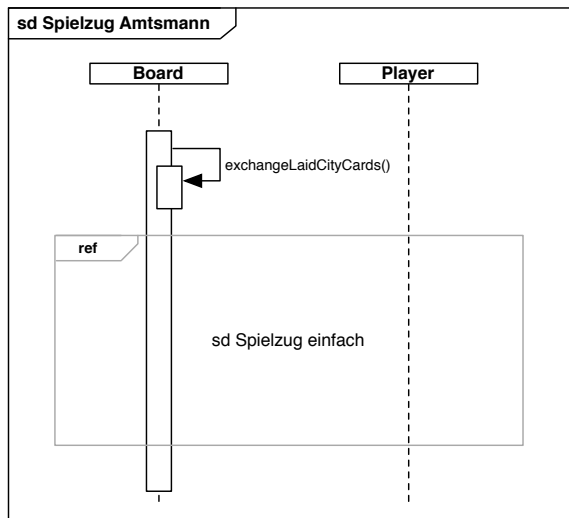
Differenz Postillion ↔ Postmeister



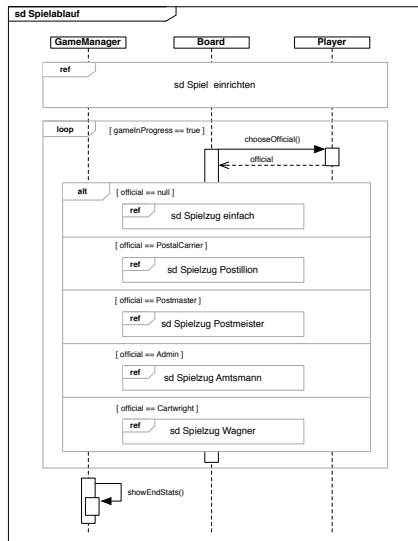
Spielablauf



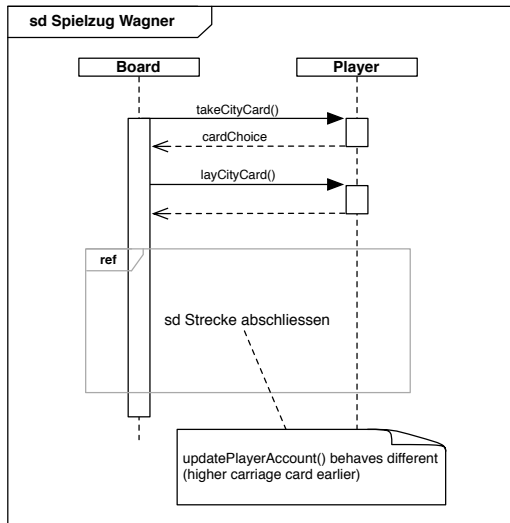
Use Case «Spielzug Amtsmann»



Spielablauf



Use Case «Spielzug Wagner»



Inhalt

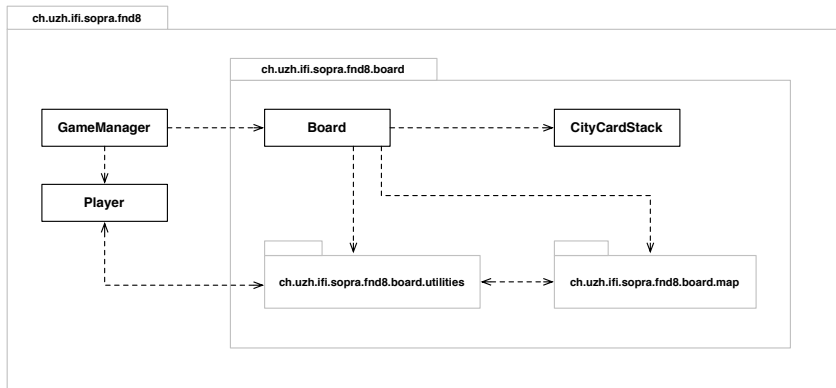
1 Use Cases

2 Projektplanung

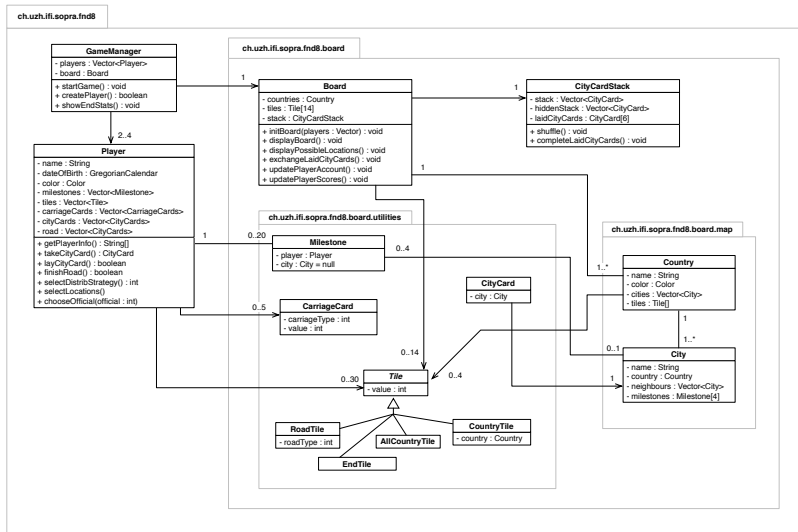
3 Domain Model

- Überblick
- GameManager, Player
- Board, CityCardStack
- Utilities, Map
- Übersicht

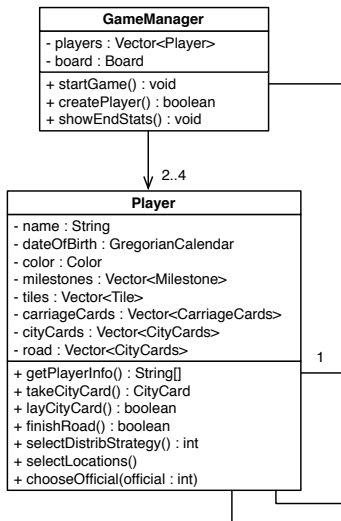
Domain Model: Überblick



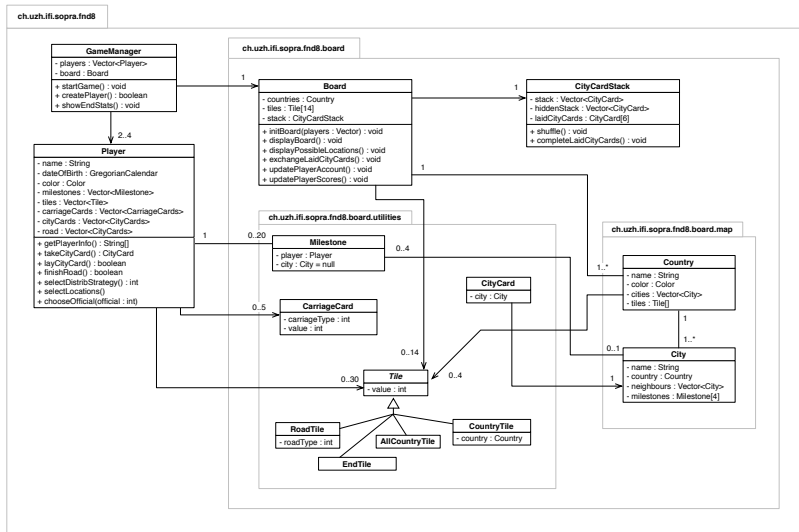
Domain Model: Übersicht



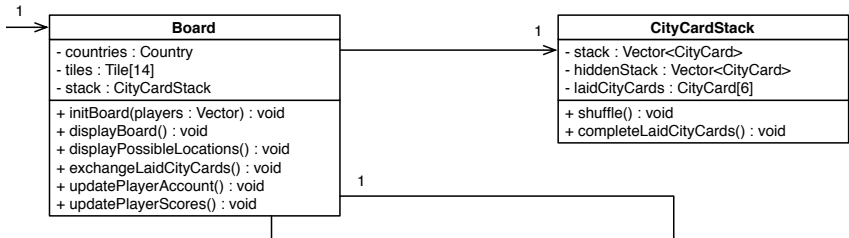
Domain Model: GameManager, Player



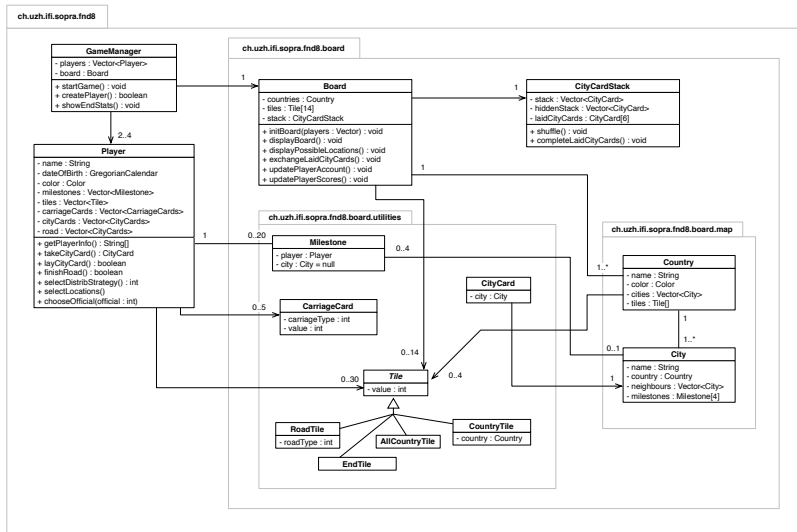
Domain Model: Übersicht



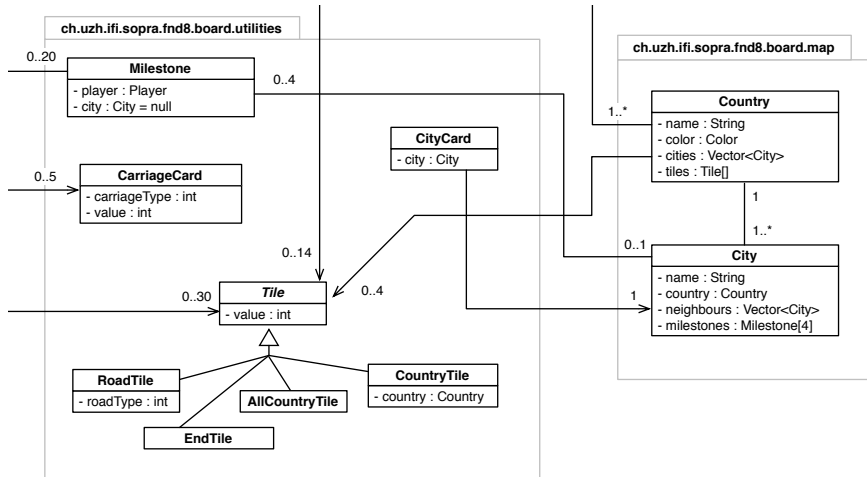
Domain Model: Board, CityCardStack



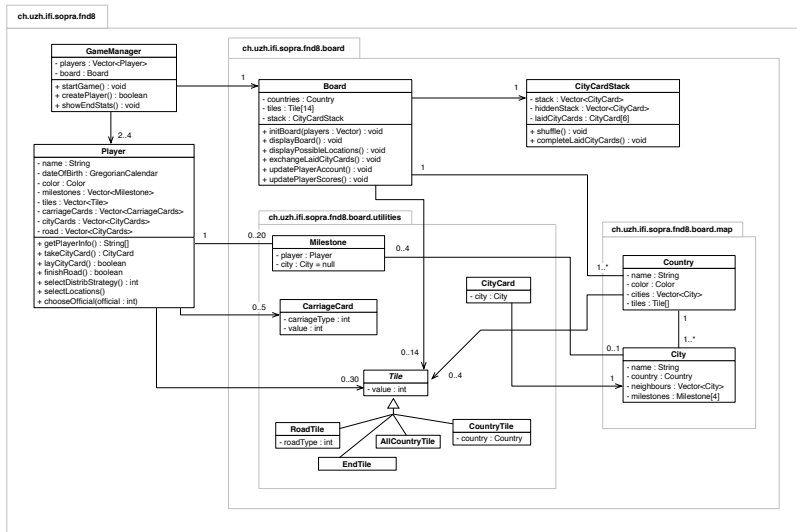
Domain Model: Übersicht



Domain Model: Utilities, Map



Domain Model: Übersicht



We're done.