# System Name Actor-Based Design

## Team

1. First person name
2. … etc …

## Actors

Specify the design of your actors using as many copies of the following table as necessary.

|  |
| --- |
| **Name:** actor1 name |
| **State information (What does the actor know?):*** …
* …
 |
| **Responsibilities (What does the actor do?):*** …
* …
 |
| **Messages Received** |
| **Message class** | **Sender** | **Contents** | **Resulting action or effect** |
|  |  |  |  |
|  |  |  |  |
| **Messages Sent** |
| **Message class** | **Recipient** | **Contents** | **Purpose and trigger** |
|  |  |  |  |
|  |  |  |  |

|  |
| --- |
| **Name:** actorN name |
| **State information (What does it know?):*** …
* …
 |
| **Responsibilities (What does it do?):*** …
* …
 |
| **Messages Received** |
| **Message class** | **Sender** | **Contents** | **Impact or effect** |
|  |  |  |  |
|  |  |  |  |
| **Messages Sent** |
| **Message class** | **Recipient** | **Contents** | **Purpose and trigger** |
|  |  |  |  |
|  |  |  |  |

## Actor Collaboration Diagram

Notes:

* [N] means N copies of the indicated actor, where N is an integer.
* [\*] is zero of more, [+] is one or more
* Actors can be circles, ellipses, or rounded-corner rectangles – but be consistent!
* Messages sent as responses are shown with dotted lines, physically close to the triggering message.
* Use whatever drawing tool you are most familiar with, then copy and paste the actor collaboration diagram

message\_class(contents[,…])

message\_class(contents[,…])

message\_class(contents[,…])