

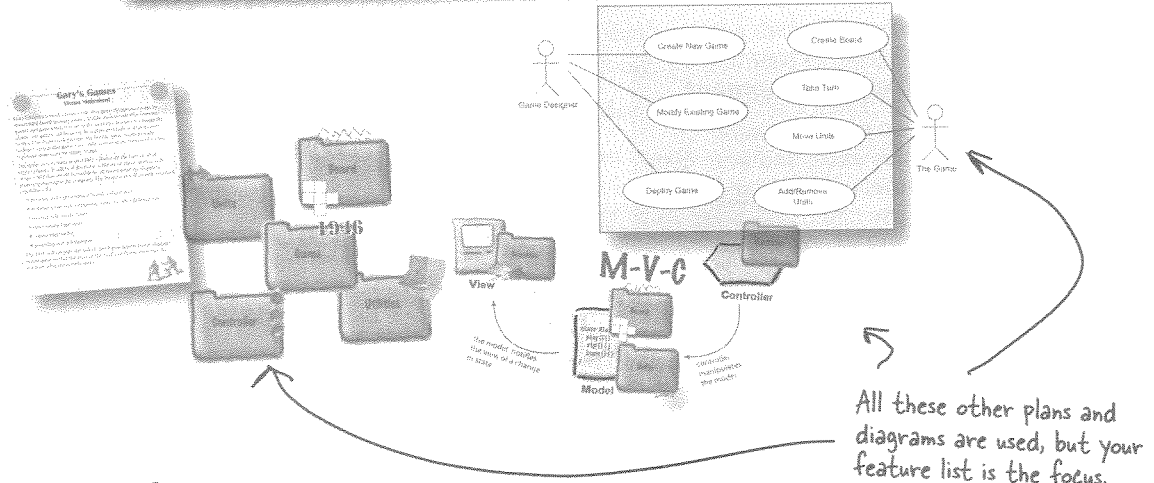
Feature driven development

When you're using **feature driven development**, you work on a single feature at a time, and then iterate, knocking off features one at a time until you've finished up the functionality of an application.

- Gary's Game System Framework**
Feature List
1. The framework supports different types of terrain.
 2. The framework supports different time periods, including fictional periods like sci-fi and fantasy.
 3. The framework supports multiple types of troops or units that are game-specific.
 4. The framework supports add-on modules for additional campaigns or battle scenarios.
 5. The framework provides a board made up of square tiles, and each tile has a terrain type.
 6. The framework keeps up with whose turn it is.
 7. The framework coordinates basic movement.

With feature driven development, you pick a single feature, and the focus is on the feature list of your app.

So we might take feature #1, and work on the Terrain class, as well as the Tile class, to support different types of terrain.



Use case driven development

With **use case driven development**, you work on completing a single scenario through a use case. Then you take another scenario and work through it, until all of the use case's scenarios are complete. Then you iterate to the next use case, until all your use cases are working.

With use case driven development, you work from the use case diagram, which lists the different use cases in your system.

Here, you could take the Create Board use case, and figure out all the scenarios for that use case, and write code to handle all of them.

