**Gamma Design Document**

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Which are mandatory and which are optional? \* MANDATORY OTHER - The list of tasks and player data must be persisted on a server. ADMIN - 1.0 (ALL) - 2.0 (ALL) - 4.5 - 4.6 - 4.1 PLAYER - 1.0 (ALL) - 5.0 (ALL) - 3.5 - 3.2 - 3.3 \* OPTIONAL OTHER - Players may have the ability to edit their display name which defaults to a random number. - Players may have the ability to scan a QR Code from within the client interface which will complete a task; scanning an invalid QR Code will result in an error message to the Player.

ADMIN - 4.0 (not 4.5,4.6,4.1,) - 5.0 (ALL) - 3.0 (ALL) PLAYER - 6.0 (ALL) - 3.1 - 2.0 (ALL) - 3.4 Which ones involve risk (in terms of size of effort or skills required or technology required)? 2.0 for ADMIN, 4.0 for admin, 1 for player, 3.2 player, Can these be negotiated? Can you suggest alternatives that meet the intent? Do you need clarification on any (to get the words behind the words)? What is the system level data model in this scenario? - Mid Level Design - UML - What is the architectural design, based on the constraints? - Client Server, Users on application that is connected to the server. Who are the actors and major objects? - Player, Admin - Interface - QR Code - Account - Hunt What are their critical attributes and behaviors? (i.e. class diagram)

- Player: join a hunt, email and phone number, access code and human consumable,

- ADMIN: create a hunt, invite player, create accounts,

Diagram

Description automatically generated

Figure - System Level Architecture