Cairo University Faculty of Computers and Information



**CS352 – Software Engineering II**

**Phase 2 Template**

**2017**

**Project Team**

|  |  |  |  |
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**-Ragia Mohamed**

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Docs must be supplied as pdf –files re-named as requested

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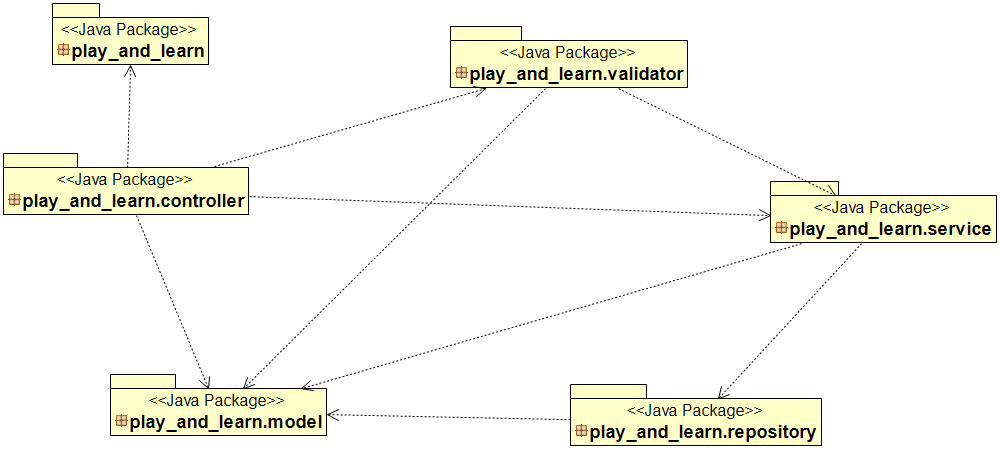
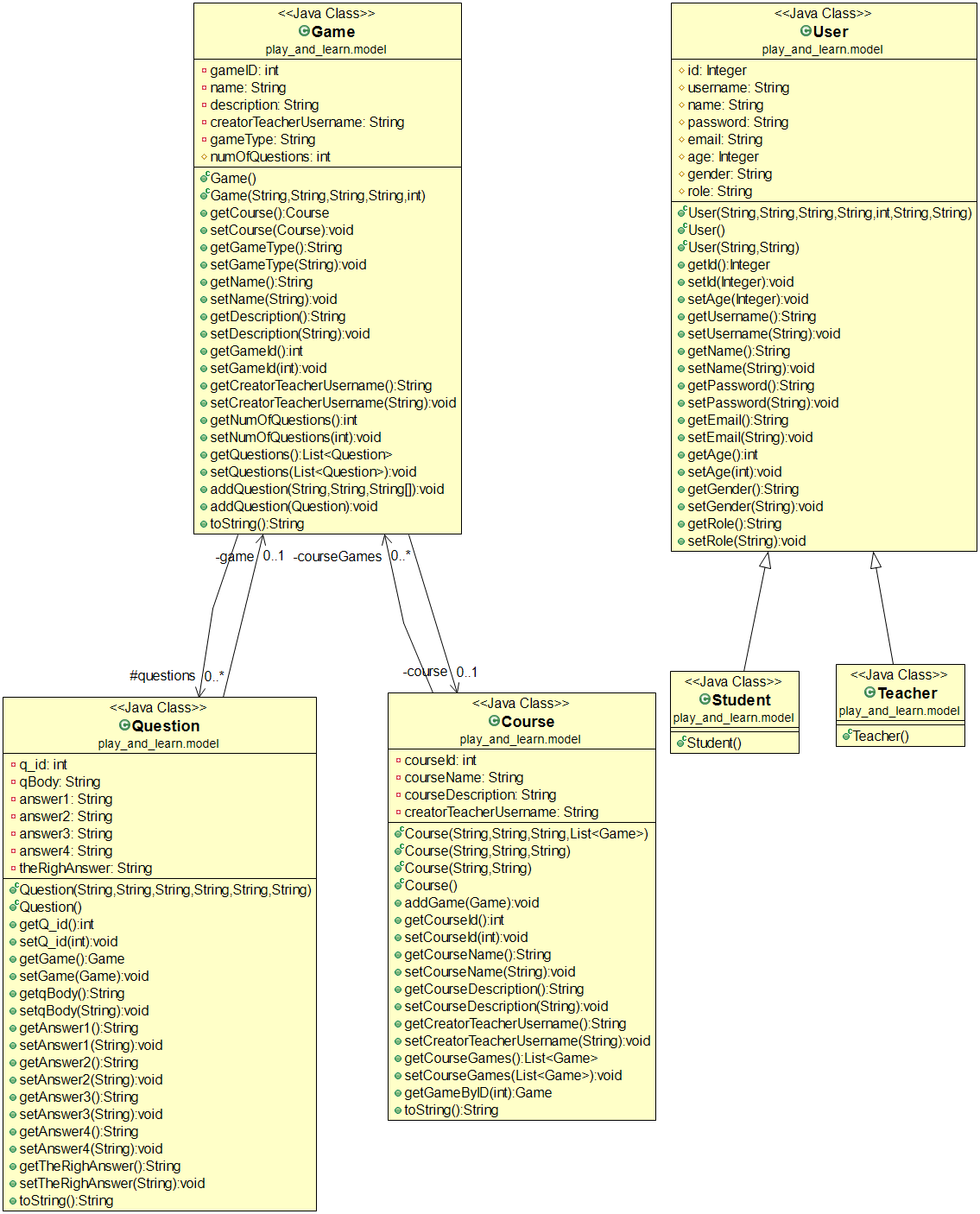
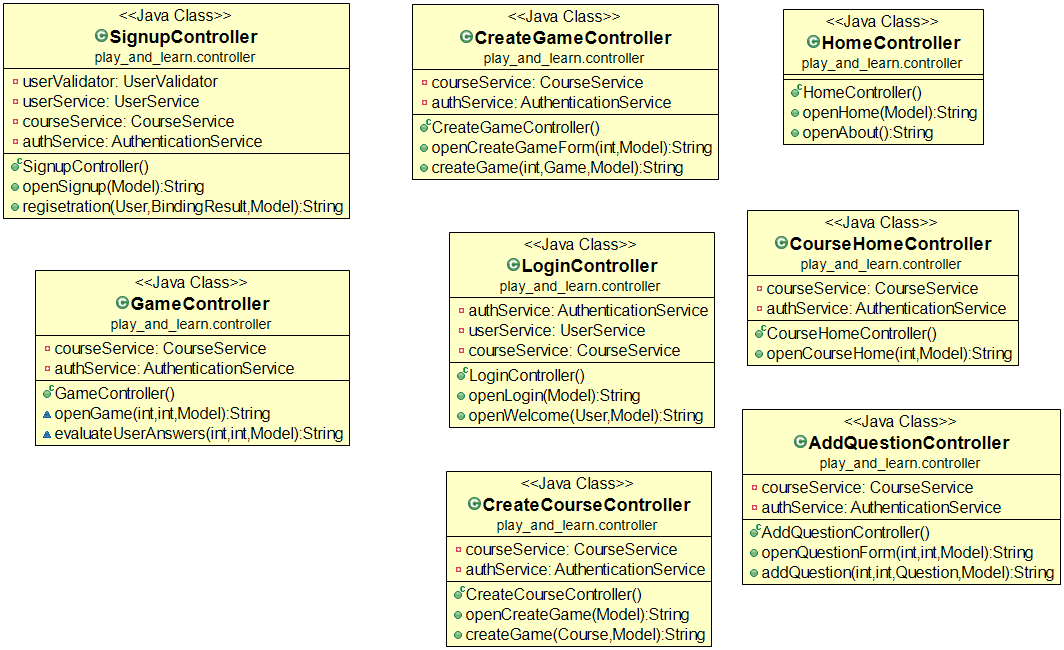
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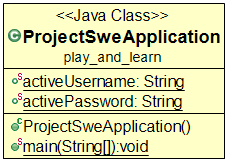
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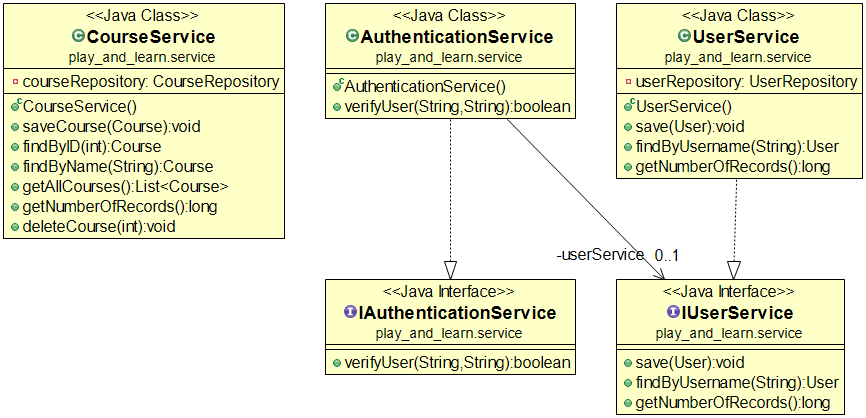
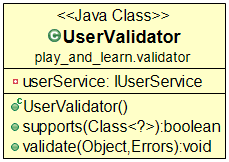
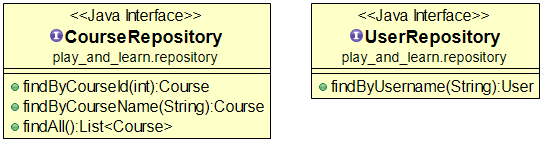
# Your Restful API

Use MVC

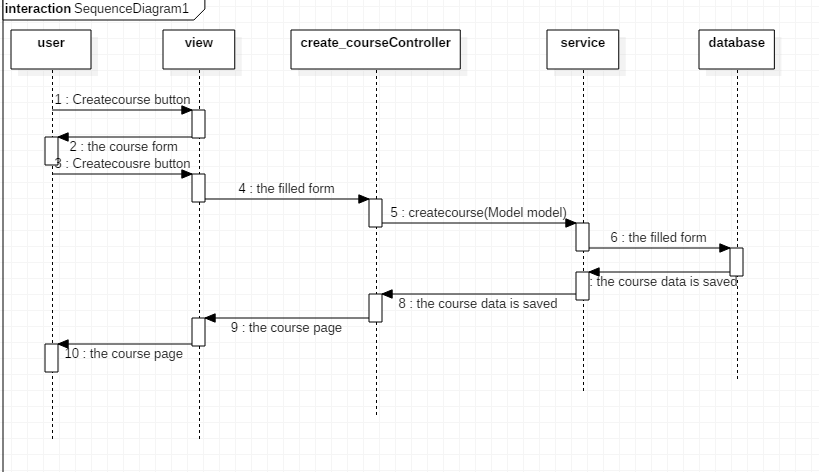
# Class diagram design



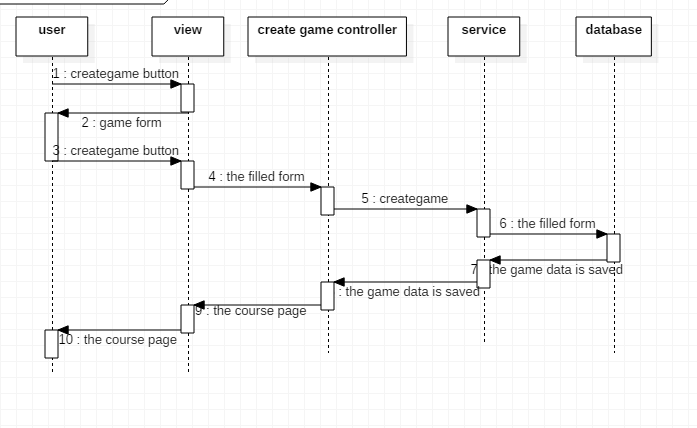
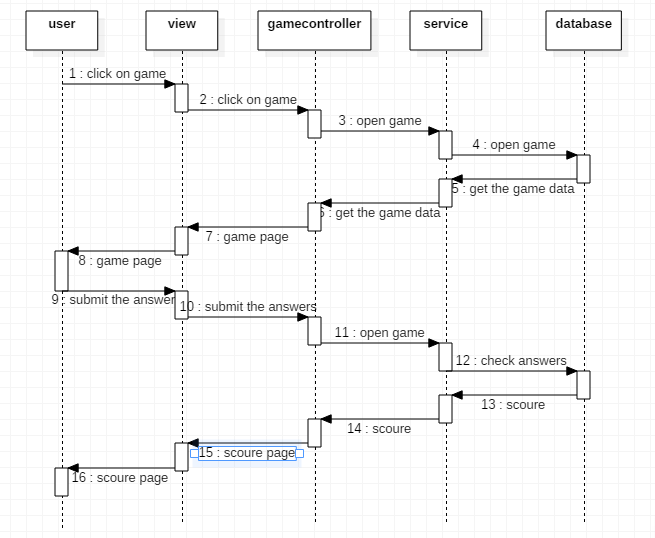
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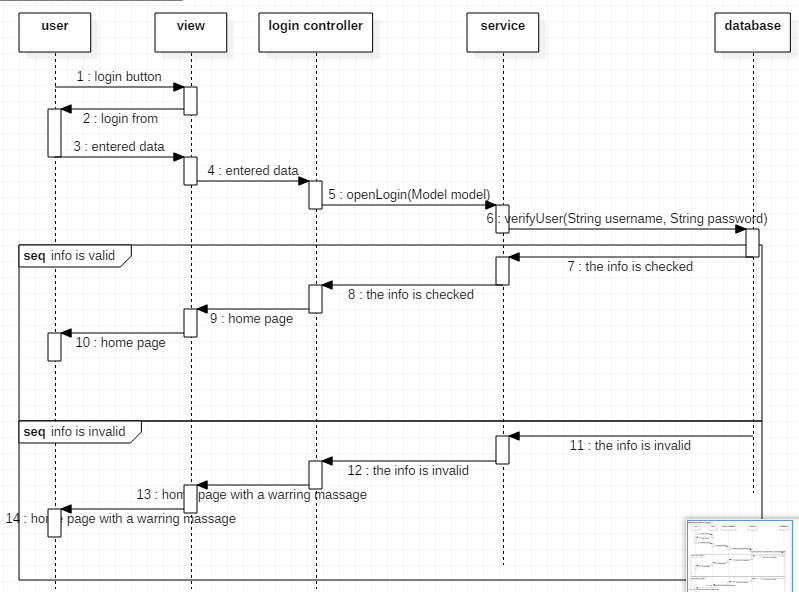
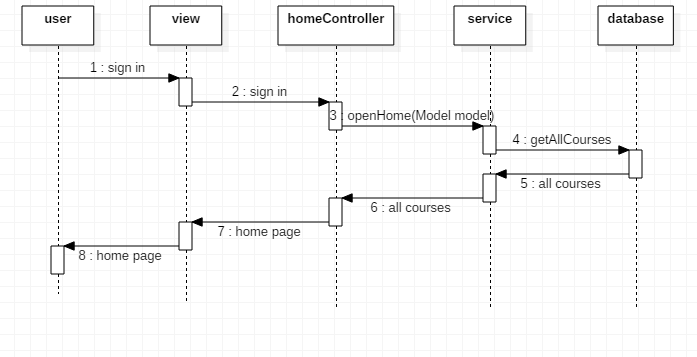
**Create course**



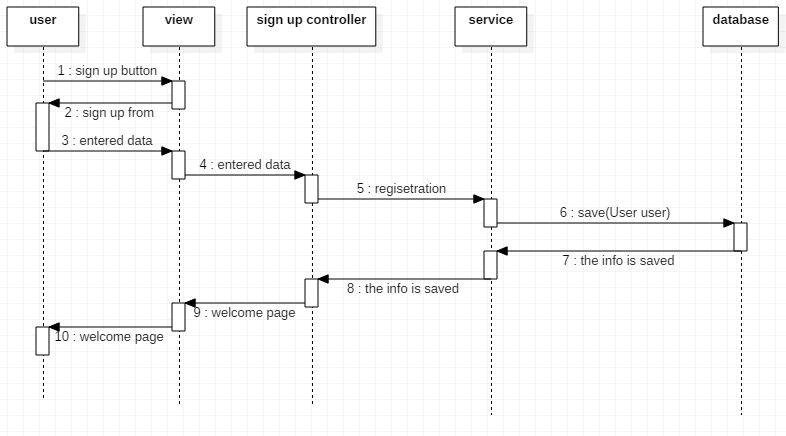
**Play gamecreate game**



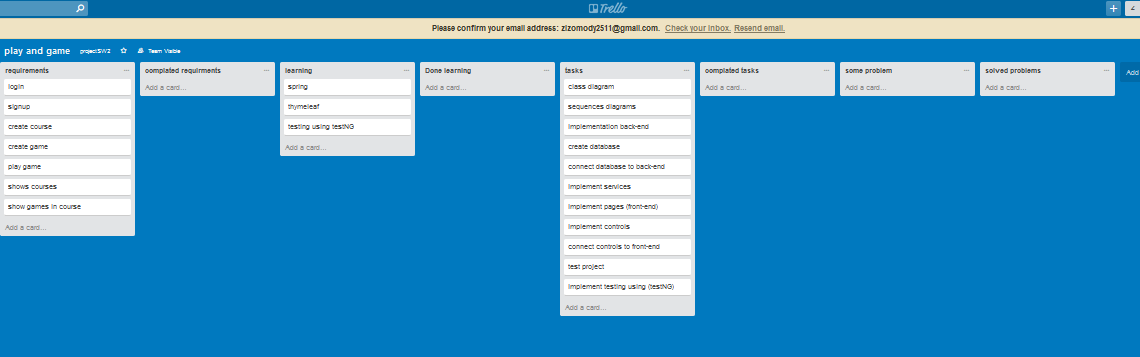
**Show courseslogin**

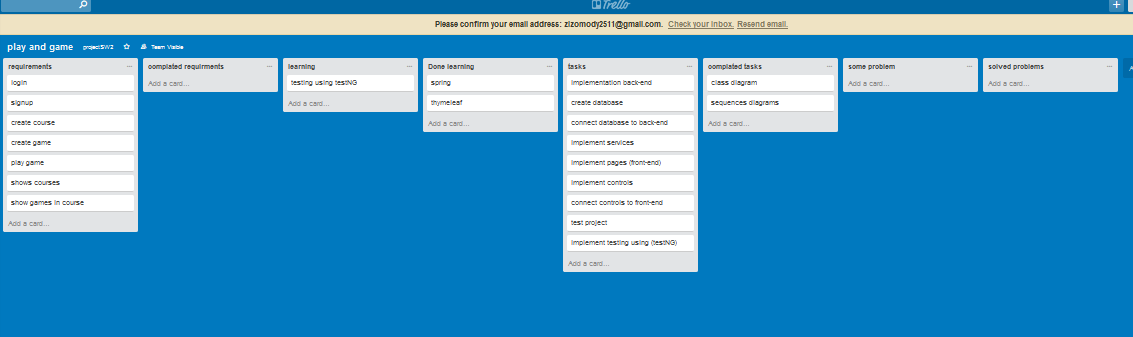


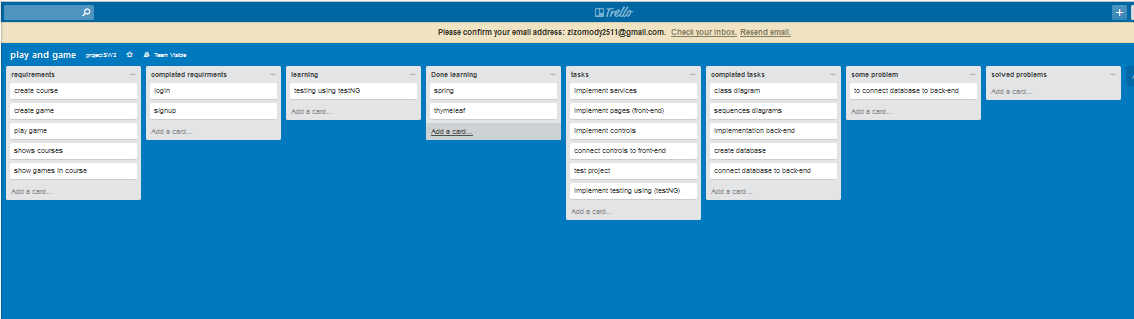
**Sign up**

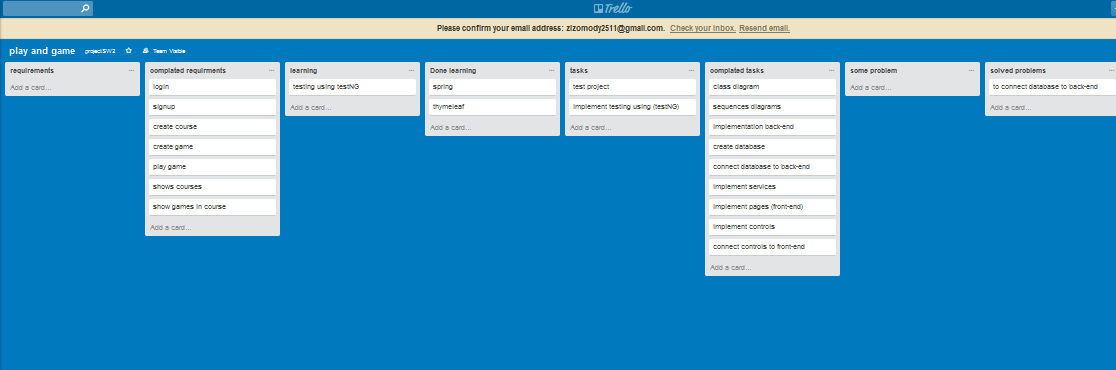
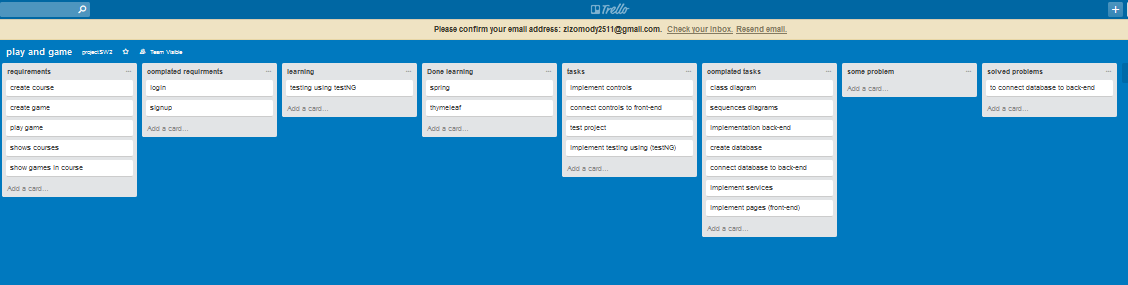


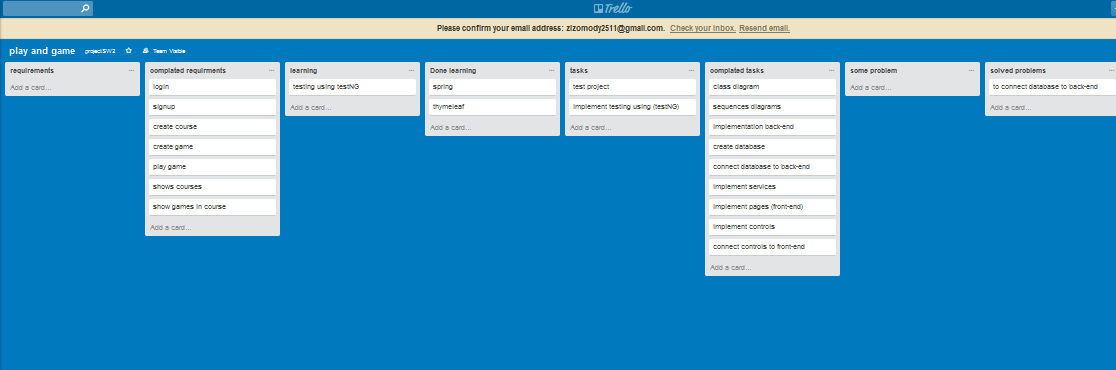
# Trello workspace screenshot

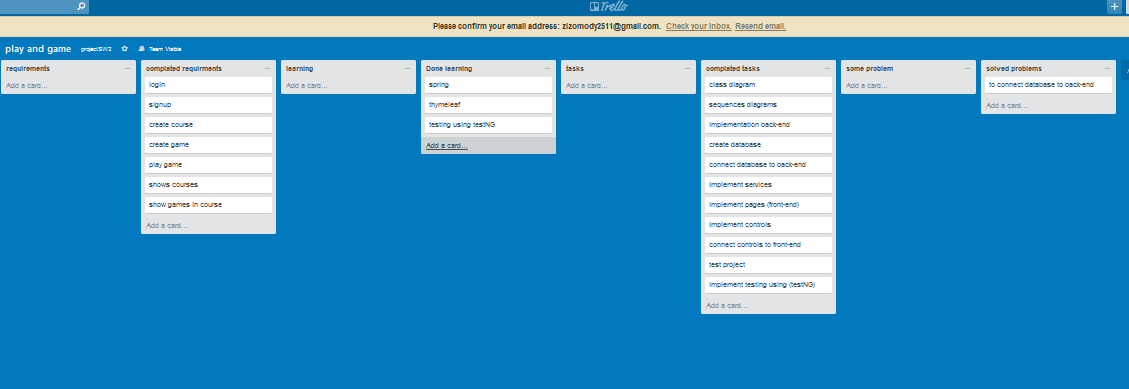
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# Github repository link

* [**https://github.com/Abdallah-Abdelazim/Game-based-Educational-Platform**](https://github.com/Abdallah-Abdelazim/Game-based-Educational-Platform)
* ***Your implementation should follow coding style (java style) you should also provide documentation for each class in your project***