Cairo University Faculty of Computers and Information



**CS352 – Software Engineering II**

**Phase 3 Template**

**2017**

**Project Team**

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

Contents

[Instructions [To be removed] 3](#_Toc414459277)

[Your Restful API 3](#_Toc414459278)

[Class diagram design 4](#_Toc414459279)

[Daily scrum Meetings 5](#_Toc414459280)

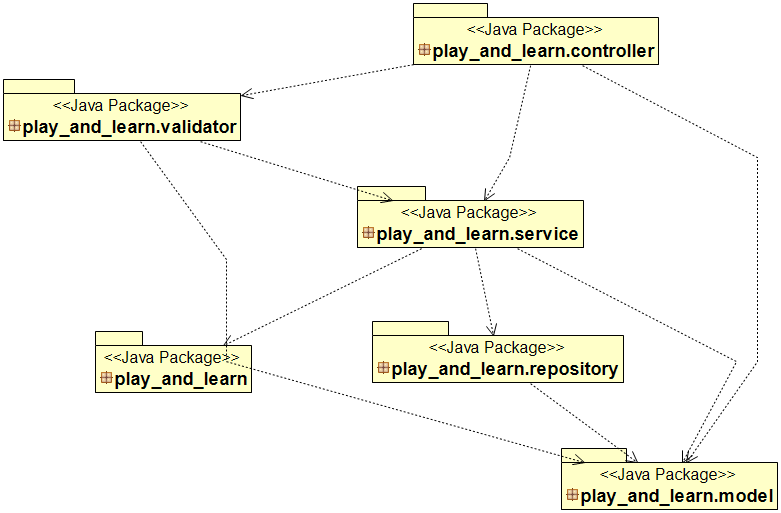
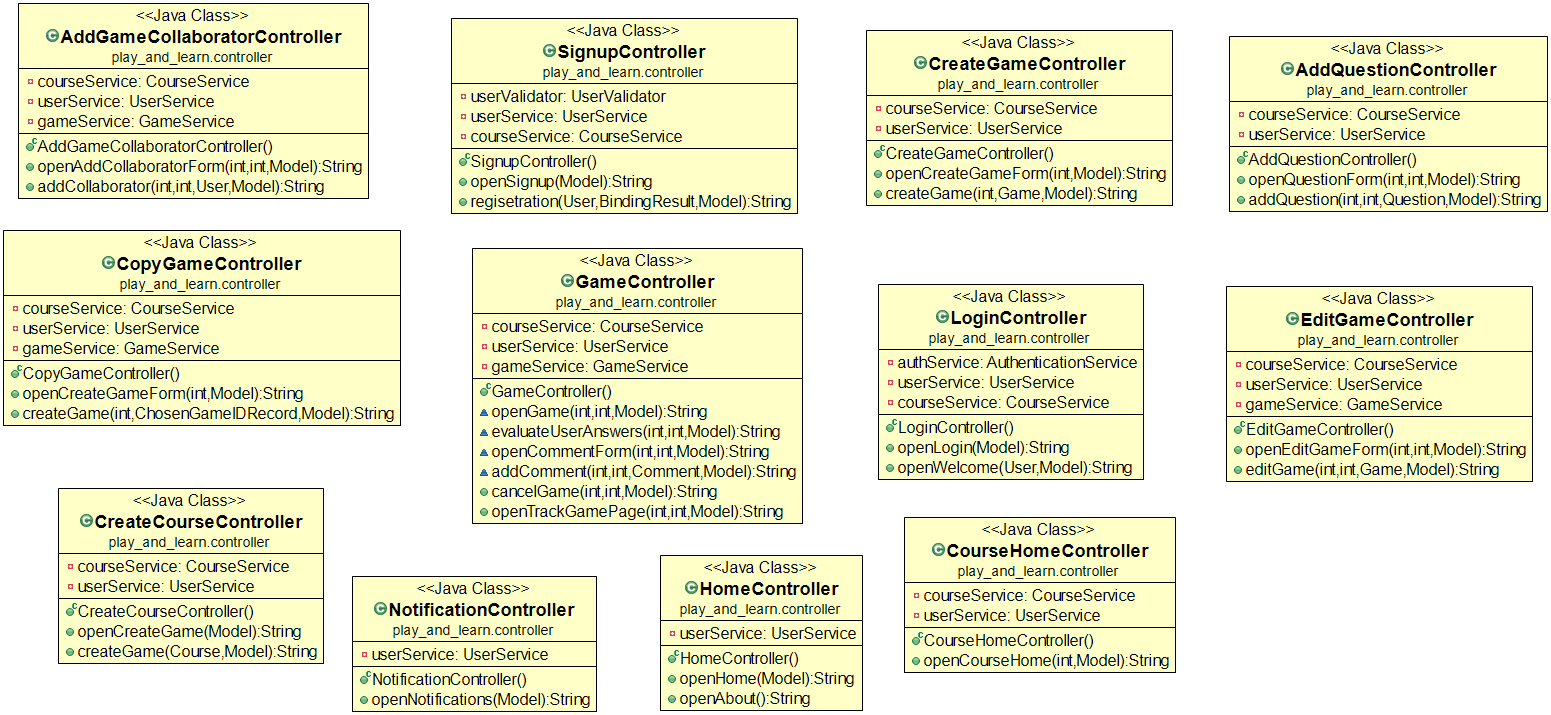
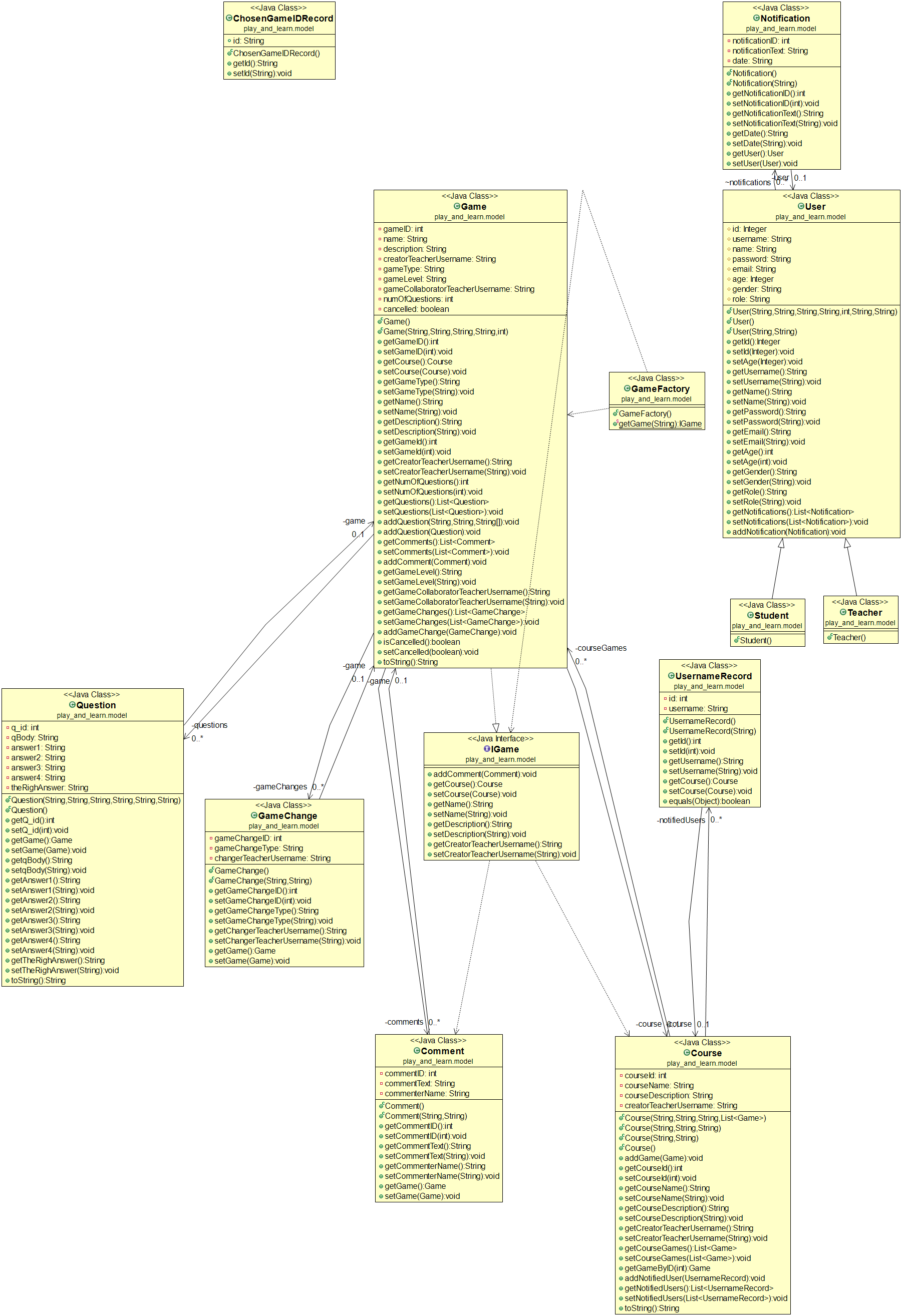
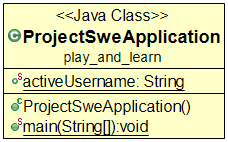
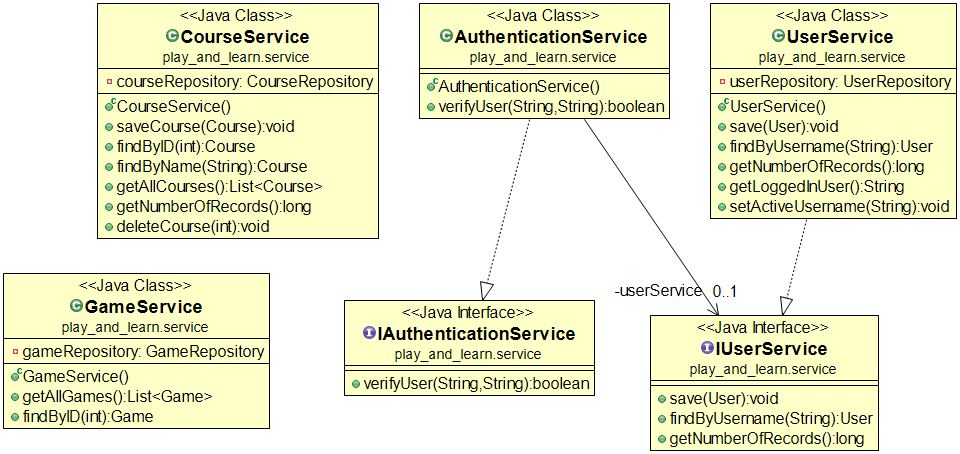
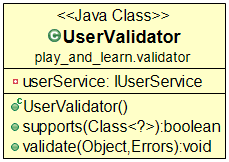
[Trello workspace screenshot 5](#_Toc414459281)

[Github repository link 6](#_Toc414459282)

# Your Restful API (In case of you choose SOA )

Use MVC

# Class diagram design

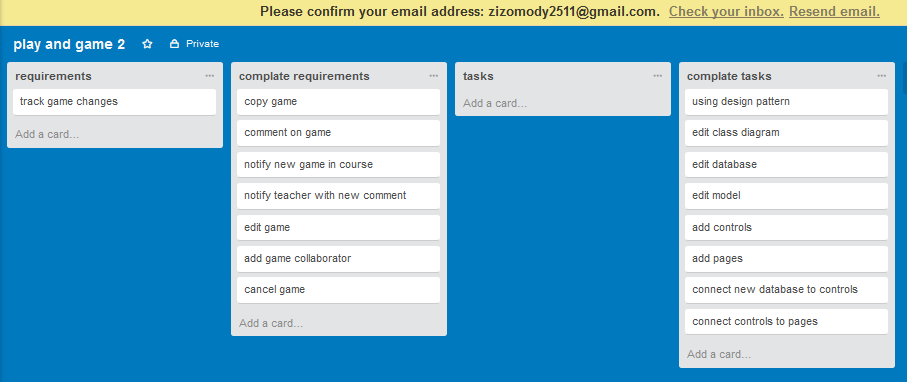
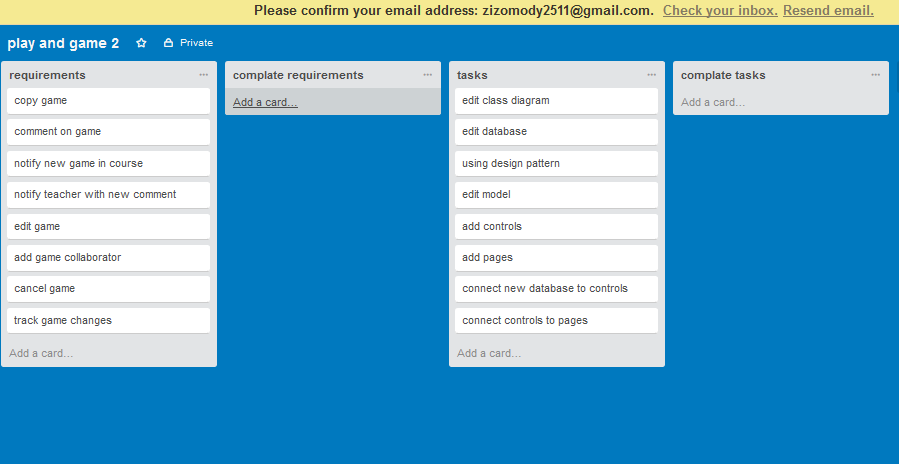
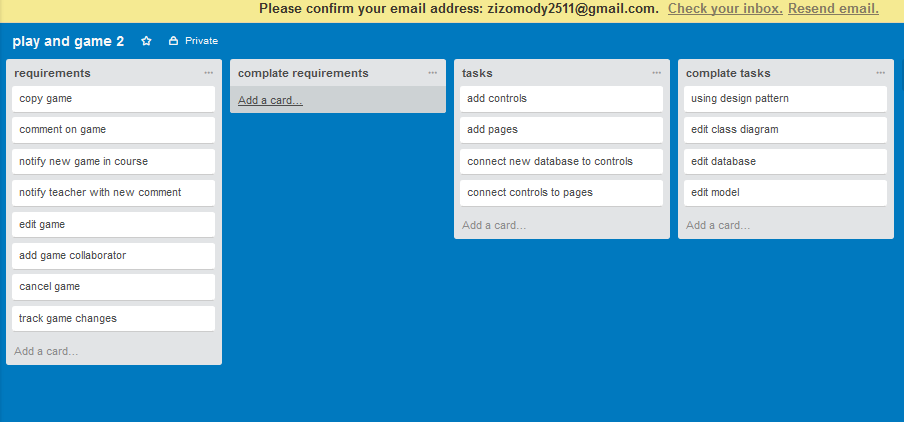
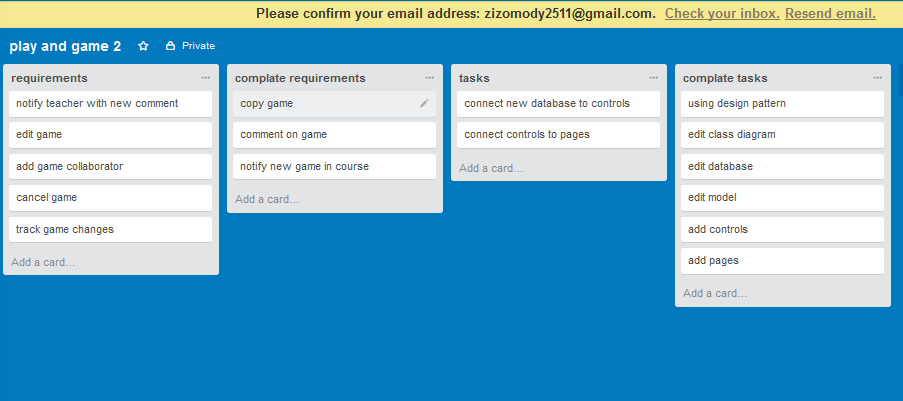
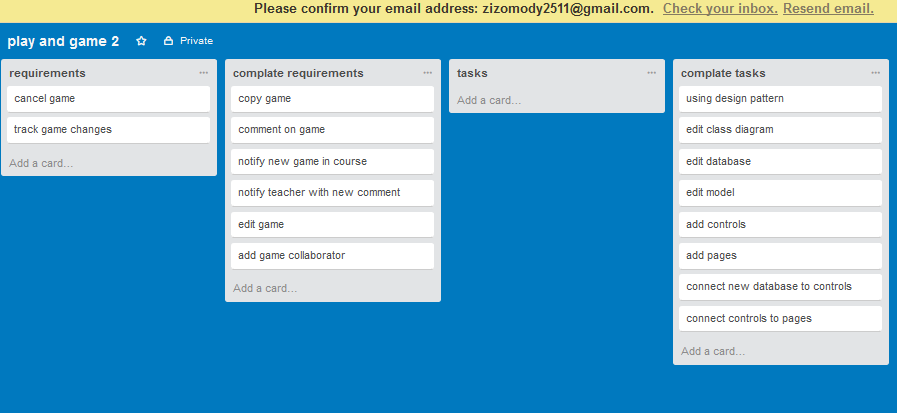


# Used Design patterns

# Factory (Simplified version of Factory Method) - Creates objects without exposing the instantiation logic to the client and Refers to the newly created object through a common interface.

Using this design pattern allows easily adding new games in the system.

# Trello workspace screenshot



# Github repository link

[https://github.com/Abdallah-Abdelazim/Game-based-Educational-Platform](https://l.facebook.com/l.php?u=https%3A%2F%2Fgithub.com%2FAbdallah-Abdelazim%2FGame-based-Educational-Platform&h=ATNUFcrAjXF0n0do8H7JRAwGrkoMkT4Dbk64-WZz6_53QI8KKRS4--81mFDud1ij6edTRg8KHB8nF-f_uJSBQ_pNW4ZRviU-EobtU99XqgVAavPiCd7Ar-llVSO8BnTXsAGuviIS0gsw)