

System design document for NNN

Version:

Date

Author

This version overrides all previous versions.

1 Introduction

1.1 Design goals

Our design goals is to create a dynamic and complete game which will focus on the entertainment. the game will use prinsipals like plug and play and open cloed prinsiple

1.2 Definitions, acronyms and abbreviations

2 System design

2.1 Overview

In this section we explain the overall design choices.

2.2 Software decomposition

2.2.1 General

Package diagram. For each package an UML class diagram in appendix

2.2.2 Decomposition into subsystems

2.2.3 Layering

2.2.4 Dependency analysis

2.3 Concurrency issues

2.4 Persistent data management

2.5 Access control and security

2.6 Boundary conditions

3 References

APPENDIX