

Word Dangler

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Existing code repositories can be found at:

- Frontend: <https://github.com/worddangler/frontend>
- Backend: <https://github.com/worddangler/backend>

Preface

This is an internal document, meant for WordDangler developers.

Version history and change summary

Date	Version	Change Summary
April 28, 2023	0.01	<ul style="list-style-type: none">• Created Document, added<ul style="list-style-type: none">○ Preface○ Introduction○ Architectural Change○ Detailed Design Change○ Requirement Change

Introduction

This document details WordDangler's implementation including the development process, software used, deployment strategies, mirror of architecture, and any other details with the goal of achieving a fully functional system. The system implementation references all previous WordDangler documents to implement requirements and deliver the WordDangler product.

Architectural Change

- Architectural changes

- No architectural changes have been made from the architecture document.

Detailed Design Change

- Design changes
 - No Design changes have been made from the design document.

Requirement Change

- Requirement changes

Type of requirement	Original requirement	Changed user requirement	Reason for change
User Requirement	Players can communicate both before(in lobby) and during a game	Players can communicate only during a game.	Chat is really only necessary for the communication of game decisions and discussion therefore limiting the chat to only during game seemed appropriate
User Requirement	Game should accommodate at least 3 players.	Three players are required to start a game, but if players leave mid-game, the game will continue.	So that players who don't want to leave an active game can finish their game uninterrupted if other players leave unexpectedly.
User Requirement	Players will be able to register their information with the site and create an account	Players don't need formal registration (accounts).	After examining the nature of the game, we have decided that users would most likely not play the game enough times to make it worth having an account. In terms of storage and processing, it would be significantly beneficial for the system if players simply used

			temporary aliases stored in local memory of the application
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The above changes do not change the design because both the system design and architecture do not require any changes for the implementation. Furthermore, all of the aforementioned changes have been implemented.