Bird Reborn System Design Document

Dead Bird
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Introduction (CP)

The purpose of this document is to aid the Bird Reborn team in the coding process of this project. In order to do this we are taking our analysis models from our System Requirements Document and are turning them into design models. This document is going to contain our design-level class diagram, pseudocode, statechart diagrams, and sequence diagrams. The design-level class diagram is a more detailed version of our class diagrams from the last part that lists data types and parameters. Pseudocode contains a rough draft of how we are going to make our code for our system. The statechart diagrams are used to describe the states that Bird Reborn could be in and how they transition between states. Finally, the sequence diagrams compile most features from our previous documents and show it how it works and what classes, methods, and entities are required to have the feature function.

Design-Level Class Diagram (BM)

View "BirdReborn_DesignLevelClassDiagram.pdf"

Pseudocode (CK)

View "BirdReborn_Pseudocode.pdf"

Statechart Diagrams (CP)

View "BirdReborn_StateChart.pdf"

Sequence Diagrams (CP, BM)

View "BirdReborn_SequenceDiagram.pdf"