Requirements and Analysis Document for

PaintIT

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v.1.0

Contents

1 Introduction

PaintIT is an interactive game for two players. Where one player is the painter and is given a canvas and a word to depict. The other player is the guesser and is shown the the finished canvas from the painter and then guesses which word is depicted.

1.1 Definitions, acronyms, and abbreviations

2 System architecture

The game consists of a startup stage and a drawing - guessing loop. The game is visualised to the user with Gamescreens which are changed throughout the game.

2.1 Game Startup

2.2 Drawing and Guessing

2.3 The Score

2.4 Game Dictionary

2.5

2.6 Subsystem decomposition

Describe in this section each identified system component (that you have implemented).

2.7 first component

What is this component responsible for and what does it do. Divide the component into subsystems (packages) and describe their responsibilities. Draw an UML package diagram for the top level. Describe the interface and dependencies between the packages. Try to identify abstraction layers. Think about concurrency issues. 1 If your application is a standalone then:
Describe how MVC is implemented
Describe your design model (which should be in one package and build on the domain model)
- Give a class diagram for the design model. otherwise: MVC and domain model described at System Architecture Diagrams
Dependencies (STAN or similar)
UML sequence diagrams for flow.
Quality
List of tests (or description where to find the test)

Quality tool reports, like PMD (known issues listed here)
NOTE: Each Java, XML, etc. file should have a header comment: Author, responsibility, used by ..., uses ..., etc.

2.8 next component

As above, and continue for all components.

3 Persistent data management

How does the application store data (handle resources, icons, images, audio, ...). When? How? URLs, pathes, ... data formats... naming..

4 Access control and security

Different roles using the application (admin, user, ...)? How is this handled?

5 References