

Requirements and Analysis Document

Look here--> <http://www.cse.chalmers.se/edu/course/tda367/files/templates/RAD.pdf>

1 Introduction

Background

Have you ever felt the urge to do something fun and exciting? Maybe felt an eager to share your creativity with the world? Then we have the solution for you and it's called *PaintIT*.

The project aims to create a desktop version of the popular mobile game Draw Something developed by OMGPop. Even in 2018 not everyone has access to a smartphone nor internet connection. This is especially true in developing countries such as South Africa, and by making the application offline-compatible(?) PaintIT strives to be as accessible as possible to a broader demographic than ever before (!!!). The game is simple enough, two players take turn drawing a given word and guessing what's being depicted. It's fun, exciting and suitable for all ages.

- The game is turn based.
- There are 2 players.
- The players take turns drawing and guessing
- The goal is to guess as many correct words in a row as possible.
- There are no time constraints.
- The player that draws is given a word to depict.

1.1 Definitions, acronyms and abbreviations

TopController -

Canvas - Not an actual class. The canvas is the umbrella term for the area which you can paint on. The Canvas consists of the *CanvasModel*, *CanvasController* and the *CanvasView*.

CanvasModel - The actual representation of the canvas. The *CanvasModel* consists of a 2D matrix of type Color. The model is observed by the *CanvasController*.

CanvasController - The *CanvasController* receives coordinates from the user via the *CanvasView*, and changes the model accordingly with regards to the equipped *Tool*. The *CanvasController* observes the *CanvasModel* as well as *Tools* and updates the *CanvasView*.

CanvasView - The actual view of the canvas, it extends the JavaFX Class Canvas and uses a *pixelWriter* to change pixels.

Tools - Currently an interface which is implemented by *Brush*, *SprayCan*, *Eraser*. *Tools* is observed by CanvasController and calls the update(int x, int y, Color color).

Brush

SprayCan

Eraser

2 Requirements

2.1 User stories

2.2 User interface

3 Domain model

3.1 Class responsibilities

4 References