Design Document

Six Men’s Morris

T02 Team 1

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# Introduction and Architecture

# Module Decomposition and Hierarchy

# Module Guide

## Game

**Class: Game**

Package morris

Defines a GUI instance of the six men’s morris game. Contains access programs to

*Interface*

*Uses*

GameModel, GamePane

*Type*

Environment

*Access Programs*

run: Environment

Runs the six men’s morris game within the GUI

*Implementation*

*Uses*

GameModel, GamePane

*Variables*

board: PieceType[ ][ ]

*Access Programs*

run: Environment

Runs the six men’s morris game within the GUI

**Class: Menu**

Package morris

Defines a GUI instance of the six men’s morris main menu. Contains access programs to

*Interface*

*Uses*

MenuPane

*Type*

Environment

*Access Programs*

run: Environment

Runs the six men’s morris game within the GUI

**Class: GamePane**

Package morris

Defines a GUI instance of the six men’s morris game. Contains access programs to

*Interface*

*Uses*

GameModel

*Type*

JPanel

*Access Programs*

run: Environment

Runs the six men’s morris game within the GUI

**Class: MenuPane**

Package morris

Defines a GUI instance of the six men’s morris game. Contains access programs to

*Interface*

*Uses*

none

*Type*

JPanel

*Access Programs*

run: Environment

Runs the six men’s morris game within the GUI

**Class: GameModel**

Package morris

Defines a GUI instance of the six men’s morris game. Contains access programs to

*Interface*

*Uses*

none

*Type*

none

*Access Programs*

run: Environment

Runs the six men’s morris game within the GUI

# Trace to Requirements

The requirements of the software are restated here for convenience:

R1:

R2:

Table 1 provides a trace of the

**Table 1. Trace of Modules to Requirements**

|  |  |
| --- | --- |
| **Requirement** | **Modules** |
| R1 |  |
| R2 |  |

# Uses Relationship

# Anticipated Changes

# Test Plan