Persistent Data

Low Level Requirements

General

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| Number | Text | Tested In |
|  |  |  |
| PD001 | There will be one master database and one game graph database for each combination of game and board dimensions. |  |

Master Database

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| --- | --- | --- |
| Number | Text | Tested In |
|  |  |  |
| PD010 | The master database will contain links to each game graph database based on the game played and board dimensions. This database will also contain state information about the game graph being currently built to allow interruptions in the game graph generation. |  |
| PD011 | The master database will contain state information about the game graph under construction to allow interruptions in the game graph generation. |  |
| PD012 | The master database will contain a count of possible games for each game graph. |  |
| PD013 | The master database will contain a count of board situations for each game graph considering symmetry. |  |
| PD014 | The master database will contain a count of board situations for each game graph not considering symmetry. |  |

Game Graph Database

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| Number | Text | Tested In |
|  |  |  |
| PD020 | Each game graph database will contain a complete acyclic directed game graph composed of plays. |  |
| PD021 | Each game graph database will contain information about the best prognosis for every possible move for every game board situation. |  |
| PD022 | When two board situations are related to on another via symmetry, the graph will contain a link between the plays that arrive at those board situation with an indicator of the symmetry between them. Note: This is to reduce the database size and to reduce the processor time used to generate the graph. |  |