Cairo University  
Faculty of Computers and Information



**CS251**

**Software Engineering I**

PN: edugame

Software Design

**TN: Gamers++**

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Contents

[Team 3](#_Toc469140102)

[Document Purpose and Audience 3](#_Toc469140103)

[System Models 3](#_Toc469140104)

[I. Class diagrams 3](#_Toc469140105)

[Important Algorithm 5](#_Toc469140106)

[II. Sequence diagrams 6](#_Toc469140107)

[Class - Sequence Usage Table 8](#_Toc469140108)

[Ownership Report 8](#_Toc469140109)

# Team

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# Document Purpose and Audience

A fully detailed SRS document for a game-based educational website, targeting teenagers & teachers.

Expecting our professor and TAs to read this document for feedback. Also it will act as a reference for us during our working period. Our final version will be introduced to Computek for submission.

# System Models

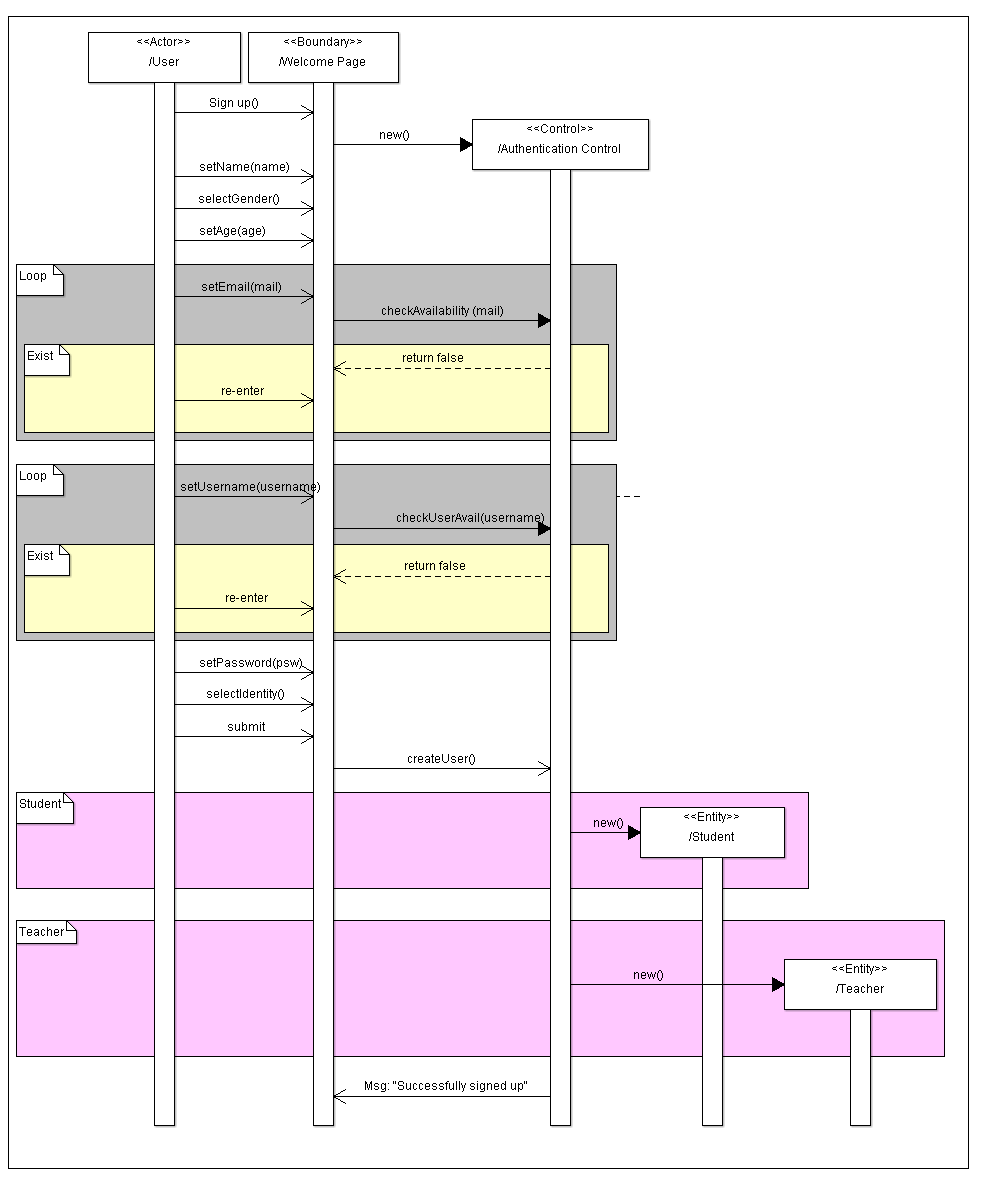
## I. Class diagrams

### Class Description

| **Class ID** | **Class Name** | **Description & Responsibility** |
| --- | --- | --- |
|  | **User** |  |
|  | **Student** |  |
|  | **Teacher** |  |
|  | **Category** |  |
|  | **Game** |  |
|  | **Level** |  |
|  | **MCQ** |  |
|  | **TorF** |  |
|  | **Achievements** |  |
|  | **Welcome Page** |  |
|  | **Home Page** |  |
|  | **Teacher Home Page** |  |
|  | **Game Page** |  |
|  | **Authentication Control** |  |
|  | **Home Control** |  |
|  | **Game Control** |  |

## II. Sequence diagrams

### Register Sequence Diagram



### Play game Sequence Diagram

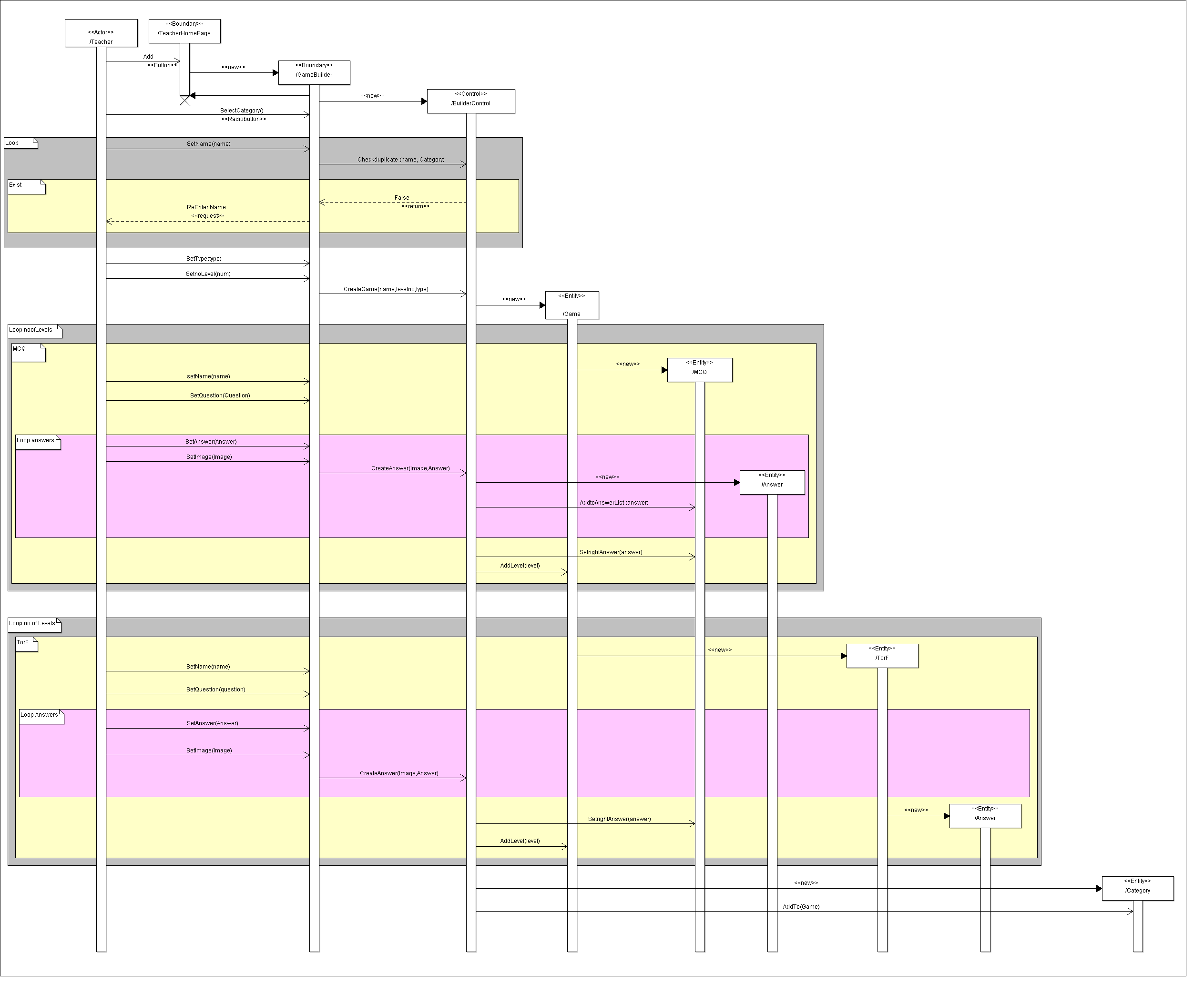
#### Login Pre-condition

#### Choose Category Pre-condition

#### Choose Game Pre-Condition

#### Play

### Add game Sequence Diagram



### Class - Sequence Usage Table

| **Class Name** | **Sequence Diagrams** | **Overall used methods** |
| --- | --- | --- |
| E.g. Employee | 1, 3, 5 (means Seq Ids 1, 3, 5 used Employee class) | Save, GetData |
|  |  |  |

# Ownership Report

|  |  |
| --- | --- |
| Item | Owners |
|  |  |
|  |  |
|  |  |