Saboteur Simulator

Analysis and Design Document

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Revision History

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| --- | --- | --- | --- |
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# Project Specification

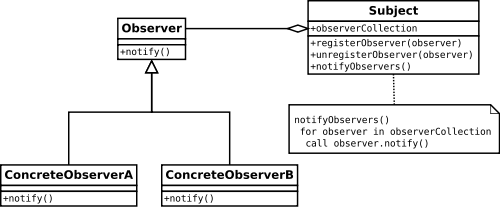
The project implements a very simplistic version of the popular Saboteur board game.

# Elaboration – Iteration 1.1

# Domain Model

# Architectural Design

## http://www.mcpressonline.com/articles/images/2002/041014%20-%20Client-Server%20ArchitectureV6--10250400.jpgConceptual Architecture



## Package Design

[Create a package diagram]

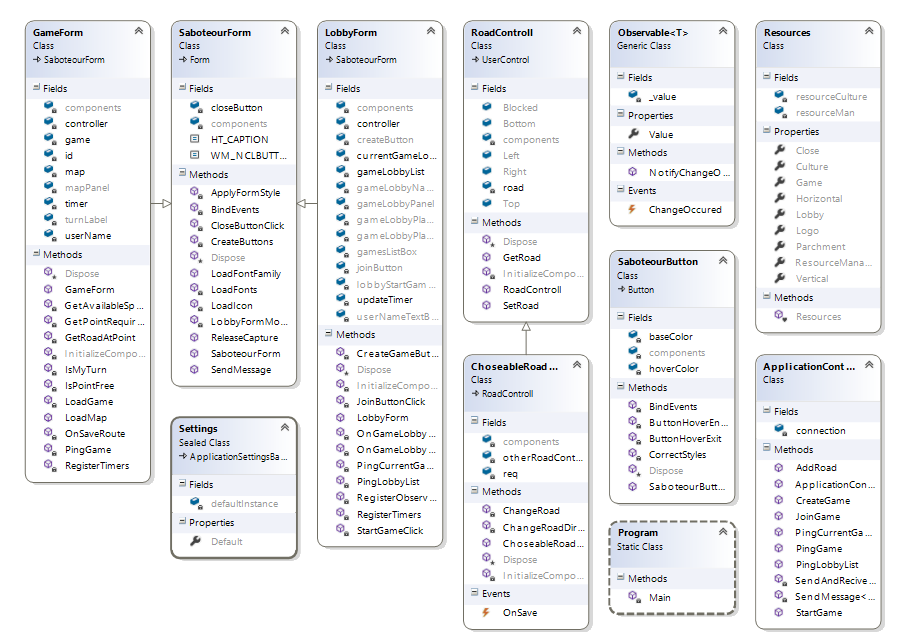
## Component and Deployment Diagrams

[Create the component and deployment diagrams.]

# Elaboration – Iteration 1.2

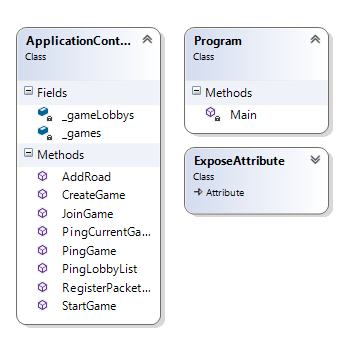
# Design Model

# Client



# Common

# 

**Server**

# Data Model

No data storage will be used in the system

# Unit Testing

# The system has been tested only on the functionality level: every scenario has been manually tested if it works correctly.

# Elaboration – Iteration 2

# Architectural Design Refinement

# Design Model Refinement

No data storage has been used in the system.

# Construction and Transition

# System Testing

The system has been tested only on the functionality level: every scenario has been manually tested if it works correctly.

# Future improvements

The system could be extended on many levels:

It can store information about the users and games in a database (Entity Framework)

A chat room can be implemented

Card extensions – using a special deck of card including: path destroyers and user blockage

# Bibliography

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