

Software Engineering Group 18 Project Design Specification

Authors: Jasper Crabb [jac127]
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1. INTRODUCTION

1.1 Purpose of this Document

The purpose of this document is to describe how we have designed our chess tutor. This document will do this by showing relationships between the requirements, classes, methods and algorithms and how they combine into our final product

1.2 Scope

This document specifies each aspect of our program and how they work in our final product.

This follows the standards laid down by the Design Specification Standards [1]

This document should be read by all project members. Before reading this document the reader should familiarise themselves with the UI Specification [2]

1.3 Objectives

The objective of this document is to show how each component of our program interacts to create the final product.

2. DECOMPOSITION DESCRIPTION

2.1 Programs in System

2.2 Significant Classes

2.3 Table Mapping Requirements onto Classes

3. DEPENDENCY DESCRIPTION

3.1 Component Diagrams

4. INTERFACE DESCRIPTION

5. DETAILED DESIGN

5.1 Sequence Diagrams

5.2 Significant Algorithms

5.3 UML Class Diagrams

5.4 Significant Data Structures

REFERENCES

- [1] Software Engineering Group Projects – Design Specification Standards / 2.3 (Release)
- [2] Use Case Document/1.0(Release)

DOCUMENT HISTORY

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