



Generic Team Name

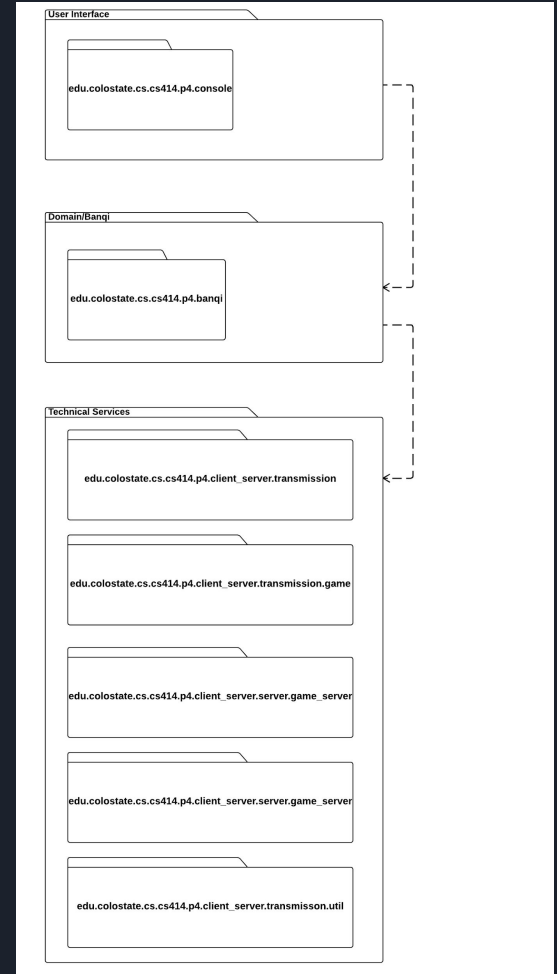
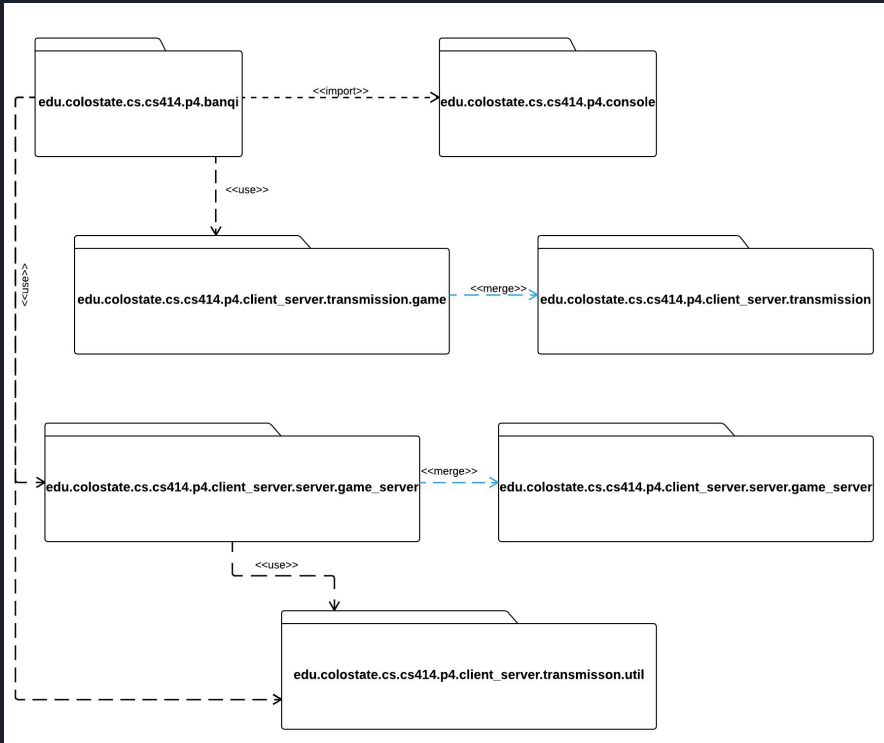
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Updates

- Design Class Diagram
- Traceability Link Matrix
- Sequence Diagrams
- 12/13 use cases complete
- Refactored sloppy/messy code
- Implemented GoF and GRASP Patterns

Package Diagram





Design Class Diagram

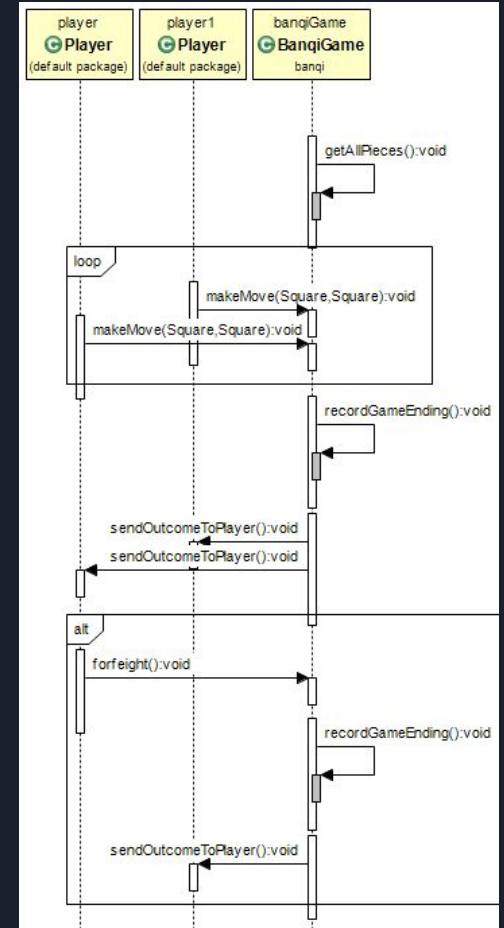
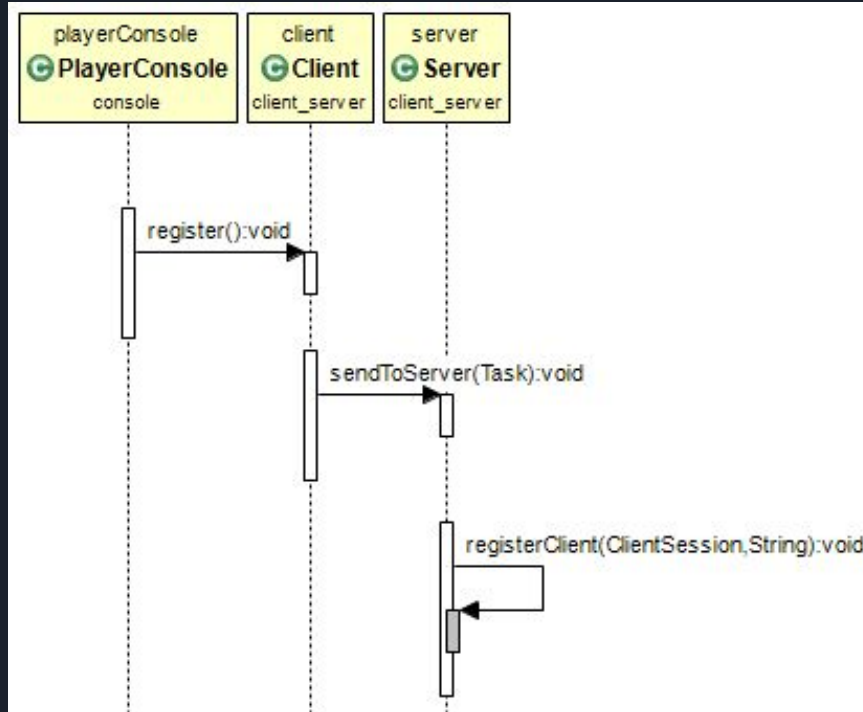
Old Version

- Extremely messy/scattered
- Less dependencies

New Version

- More organized (easier to read)
- More dependencies
- Added new packages (organized by functionality)
- Better Structure

Sequence Diagram





Refactoring Log & Design Pattern List

Refactoring Log

- Added abstract methods
- Refactored methods to only have one functionality
- Added comments
- Implemented GRASP/GoF patterns

Design Patterns Implemented

- Abstract Factory
- Factory Method
- Singleton
- Low Coupling
- Polymorphism
- Controller

Traceability Link Matrix

	Advisor	BanqGame	Cannon	Cavalry	Chariot	Client	Elephant	GameBoard	General	History	Invitation	JavaConsole	Piece	Player	Profile	Server	Soldier	Square	Task
Create Game						X								X		X			X
Invite User						X								X		X			X
Login						X								X		X			X
Play Game	X	X	X	X	X	X	X	X	X		X	X	X	X		X	X	X	X
Quit Game						X								X		X			X
Record History										X				X	X	X			
Register						X								X		X			X
Respond Invitation						X					X			X		X			X
Save Game State																X			X
Start Game		X				X		X				X		X		X			X
Unregister						X								X		X			X
View Profile						X				X				X	X	X			X

Demo Time!

