

System Design Document for Not Enough Space, 20.

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This version overrides all previous versions.

1 Introduction

General info. What is this? What does it describe?

1.1 Design goals

This document contains a technical description of the construction of the application Not-Enough-Space, a computer based arcade game located in Space.

Some design goals:

- The design has to be testable and it should be possible to test just specific parts of the application.
- The application has to have a MVC structure with a model completely without dependencies of the framework.
- It must be made for desktop use, standalone, and single player mode.
- It must have a graphical user interface for Mac/Windows/Linux platforms.
- The application has to have a 3D-GUI and 3D navigation.

1.2 Definitions, acronyms and abbreviation

All definitions and terms regarding the Not-Enough-Space game can be found in References.

Round - one round inside the game.

Program - the application itself.

Phase/Part - used interchangeably and refer to the two different phases of the game.

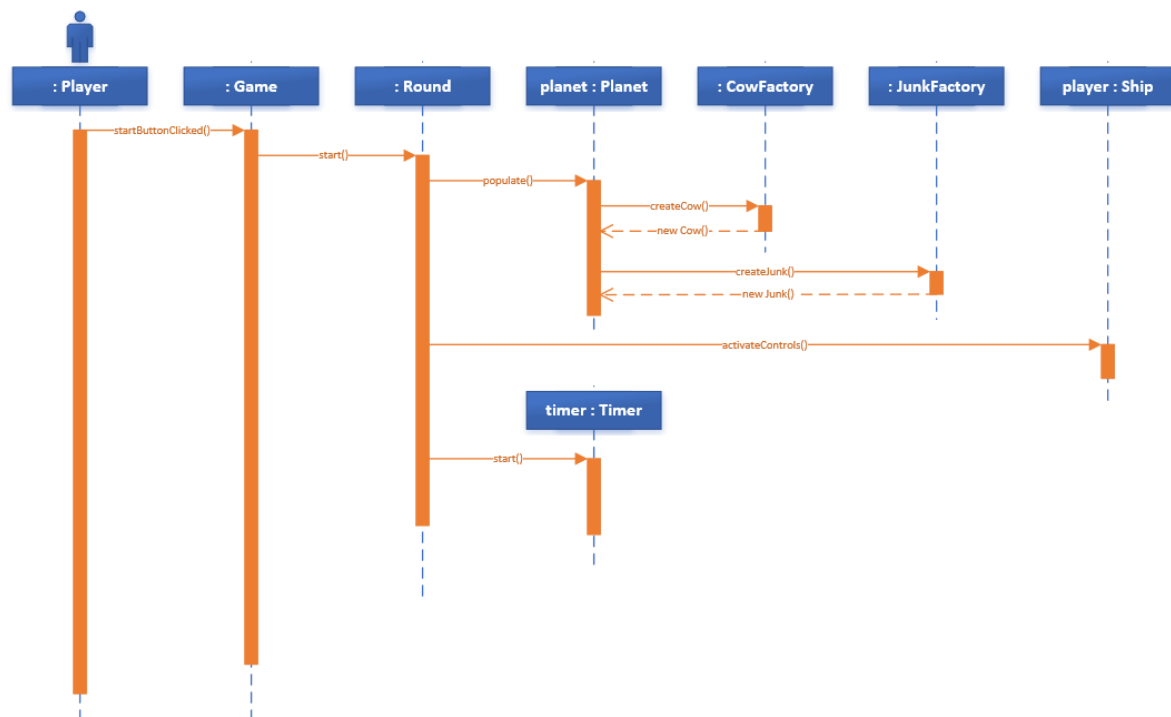
Beam - "Tractor beam", the classic UFO abduction beam.

jME3 - JMonkey Engine, the framework used to develop the application.

See RAD document for further non-technical definitions etc.

2 System architecture

Not Enough Space : Dry Run UC Start Round



3. Subsystem decomposition

NA, TODO

4. Persistent data management

NA, TODO

5. Access control and security

NA, TODO

6. References