

# System design document for Group 16

Group 16

October 7, 2022

## 1 Introduction

### 1.1 Definitions, acronyms, and abbreviations

Feyrune:	The name of the application
DoD	Definition of Done

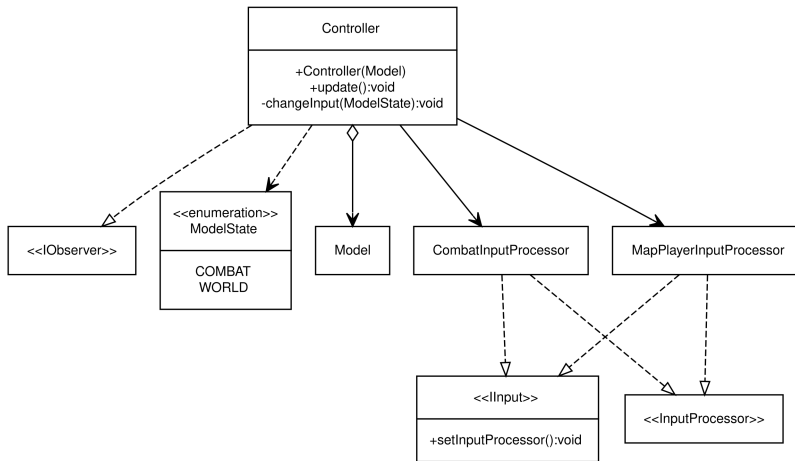
## 2 System architecture

## 3 System design

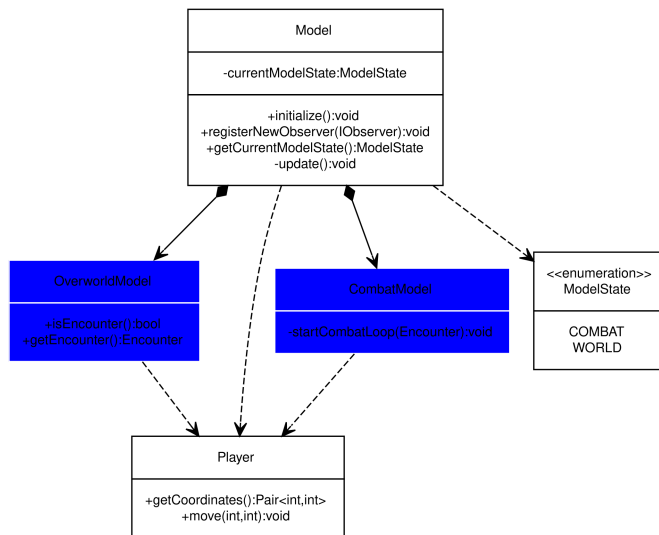
### 3.1 Packages

- controller
  - controller.combat
    - controller.combat.ui
  - controller.enums
- interfaces
- model
  - model.combat
    - model.combat.actions
    - model.combat.actions.abilities
    - model.combat.creatures
  - model.creature
  - model.overworld
    - model.overworld.encounter
    - model.overworld.map
  - model.player
- Util
- view
  - view.combat
  - view.components
  - view.overworld
    - view.overworld.textureMap
  - view.player
  - view.scenes
  - view.utils

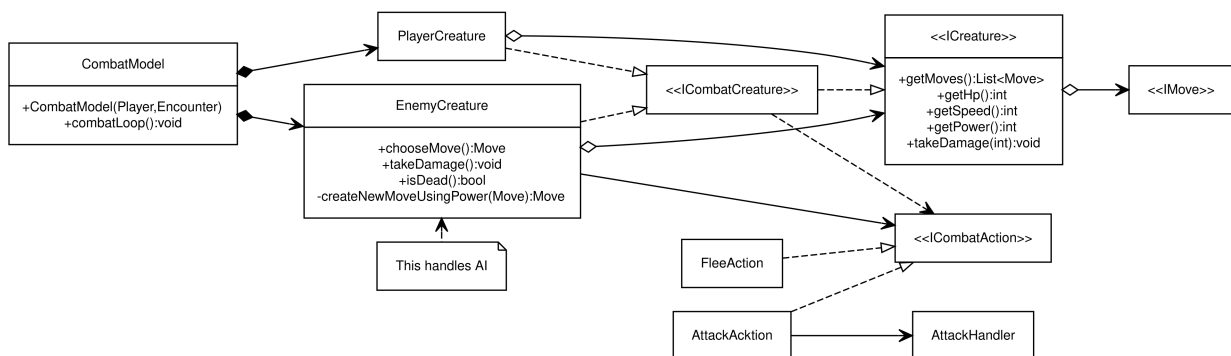
## 3.2 Controller



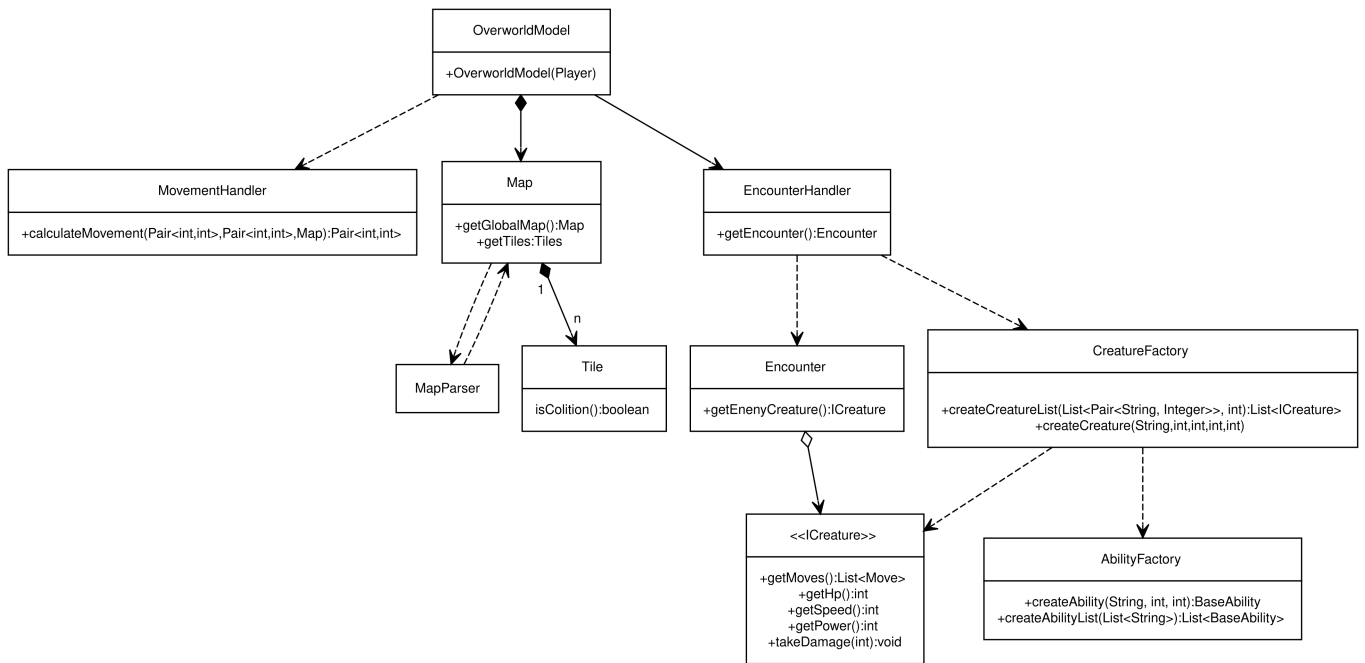
## 3.3 Model



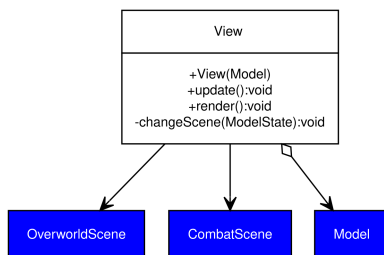
## 3.4 CombatModel



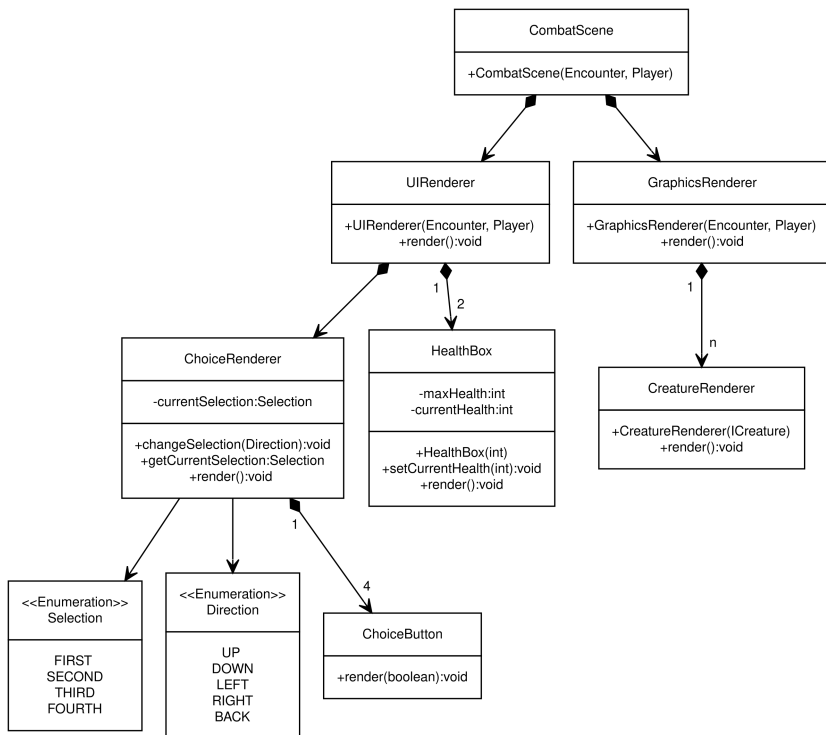
### 3.5 OverworldModel



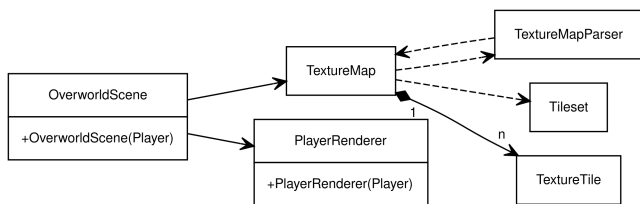
### 3.6 View



### 3.7 CombatScene



### 3.8 OverworldScene



## 4 Persistent data management

No data is stored and all images are stored using tileset .png files in the assets folder. The maps are stored in a similar vein by using .tmx files that are also stored in the assets folder. The .tmx files contain *all* relevant data for the given map.

## **5 Quality**

### **5.1 Access control and security**



## 6 References