

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

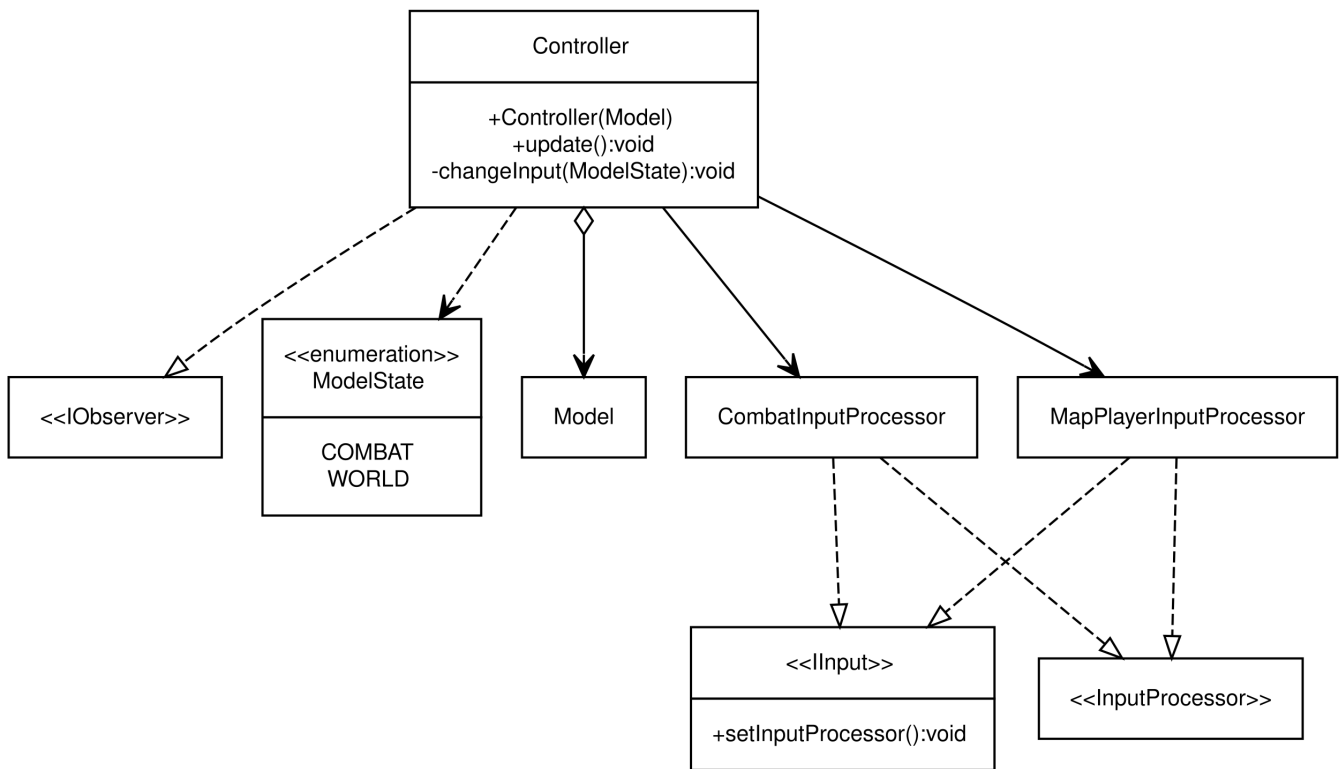
2 System architecture

3 System design

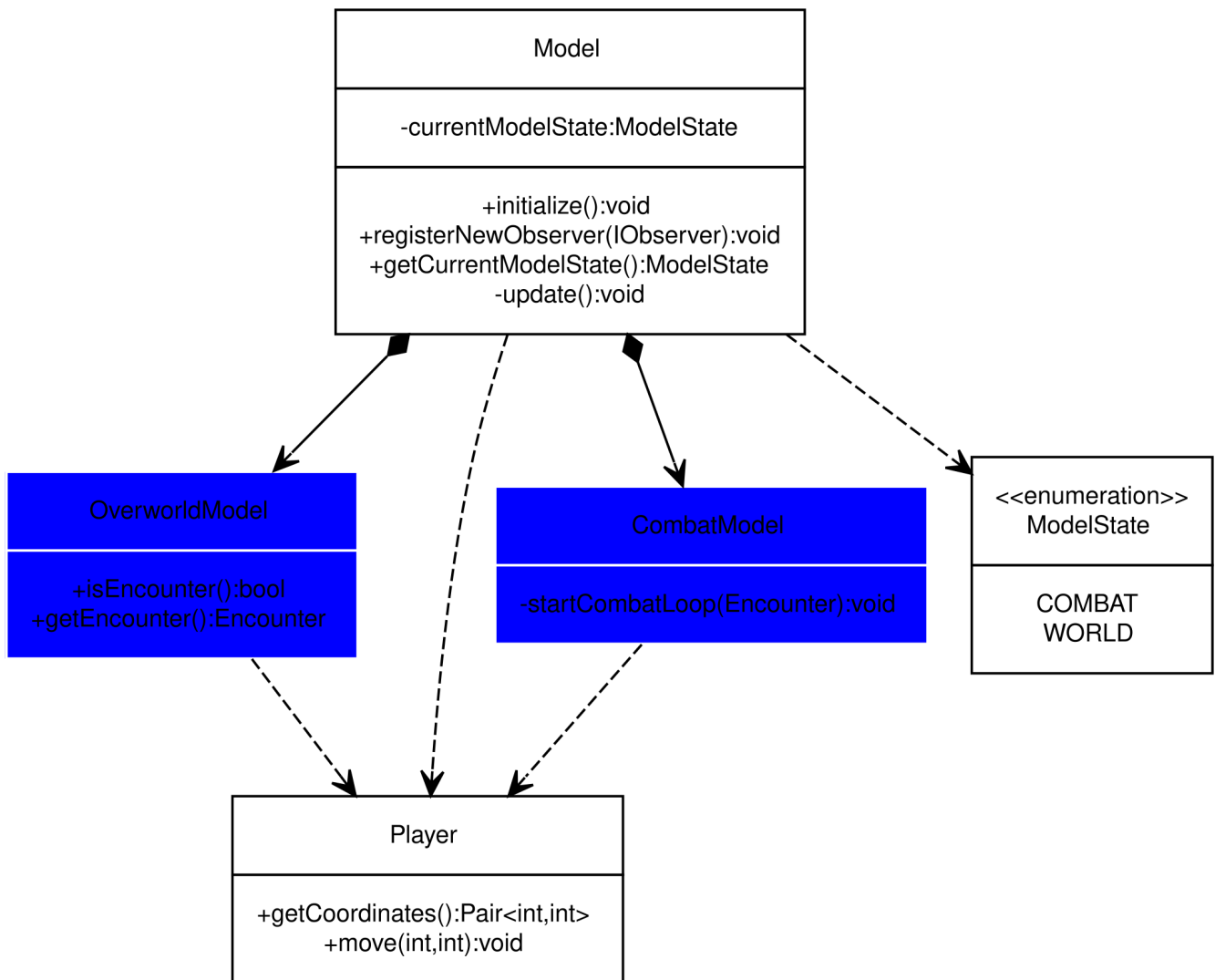
3.1 Packages

- 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

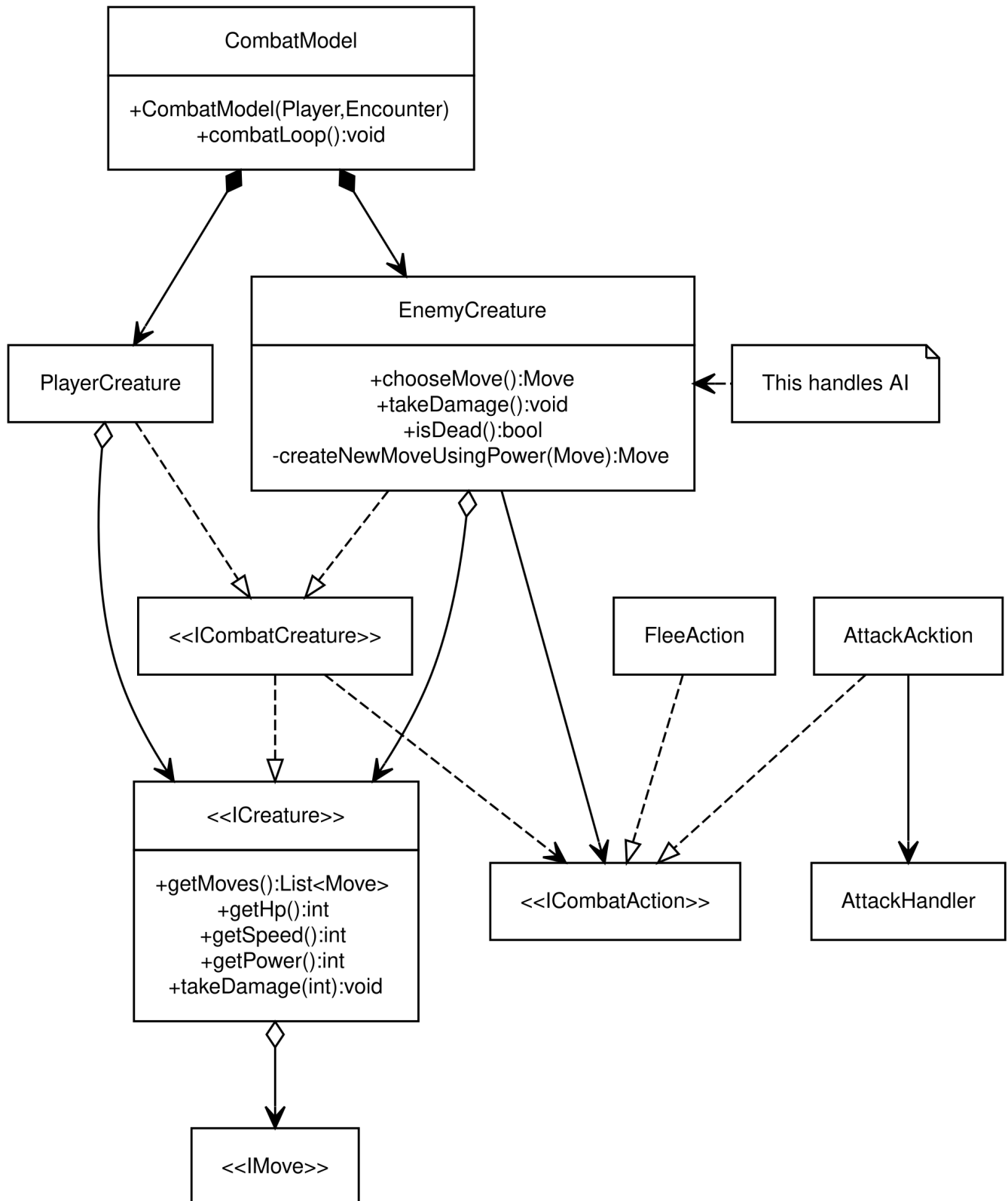
3.2 Controller



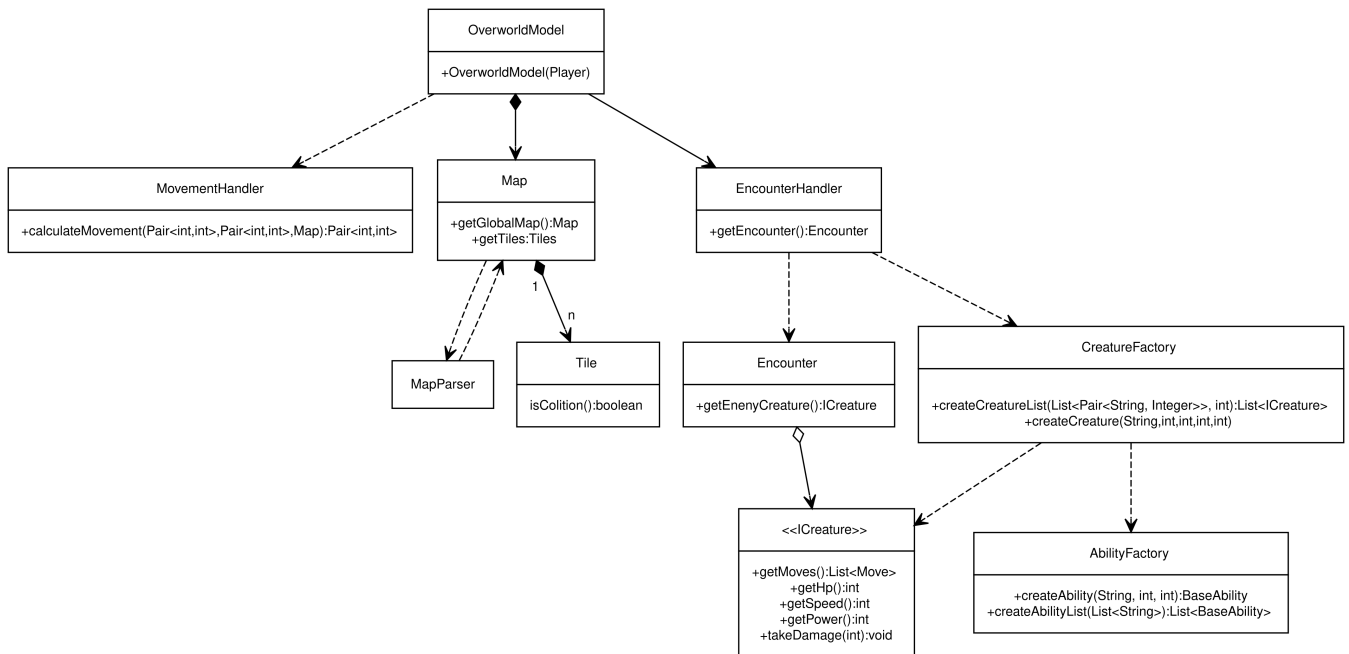
3.3 Model



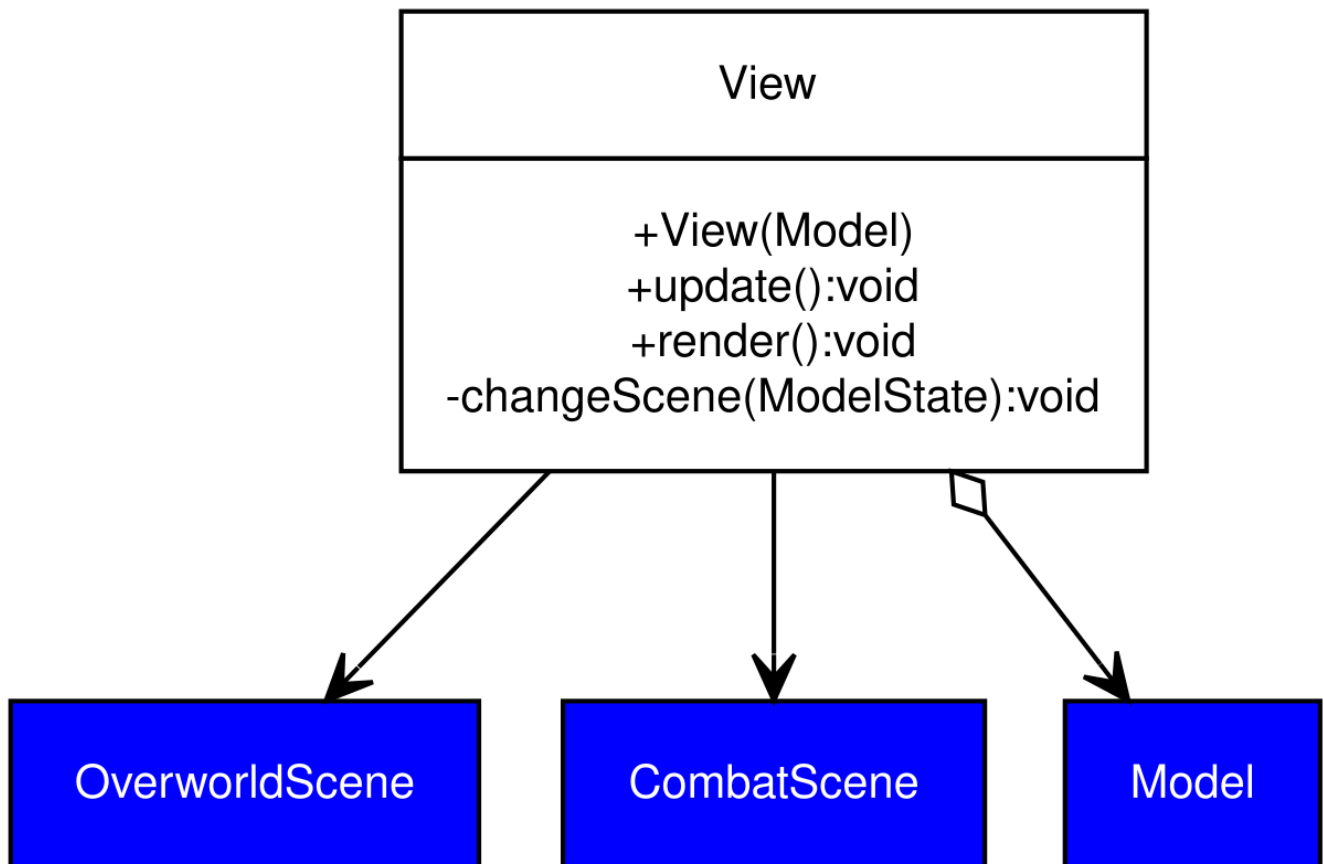
3.4 CombatModel



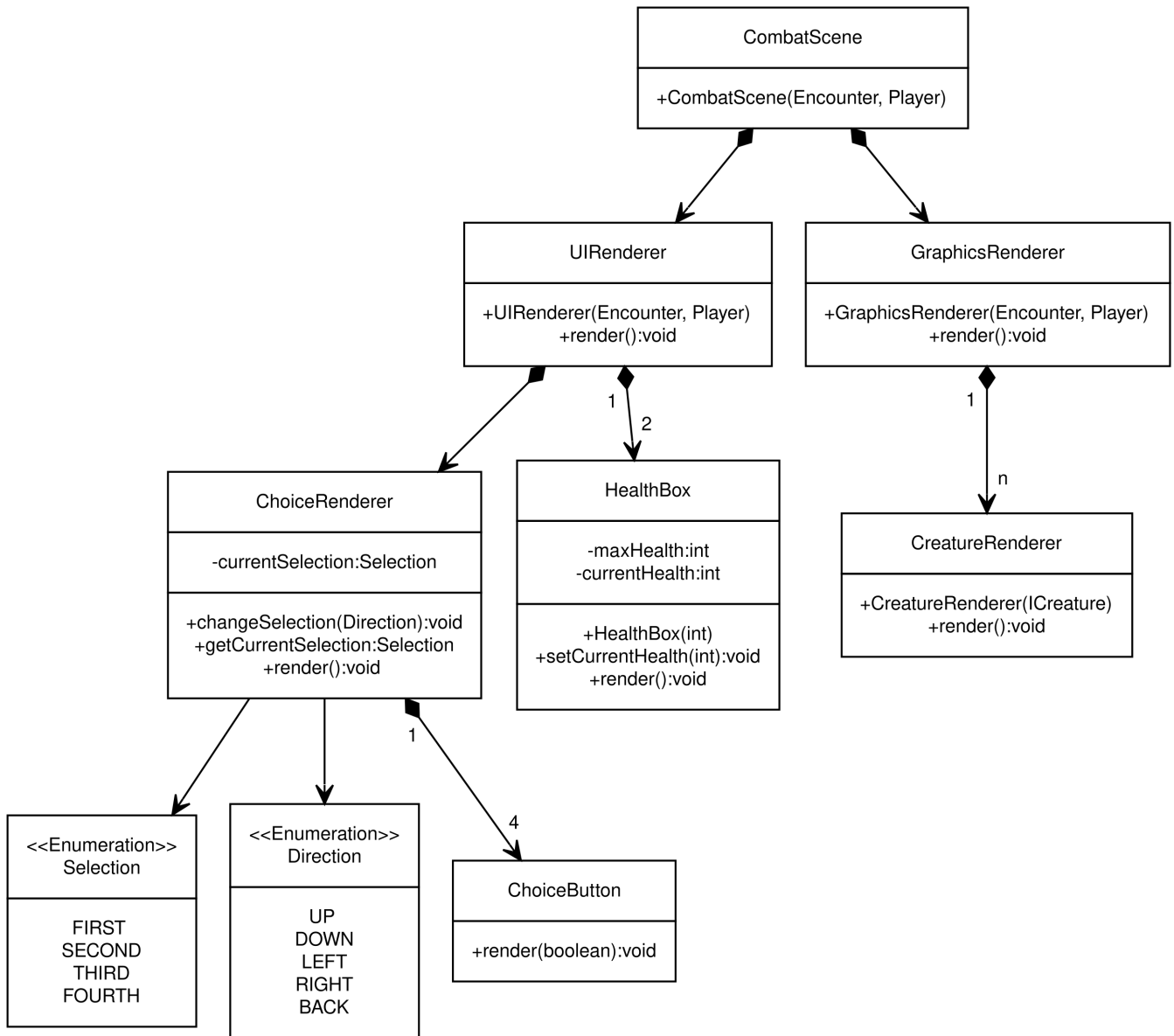
3.5 OverworldModel



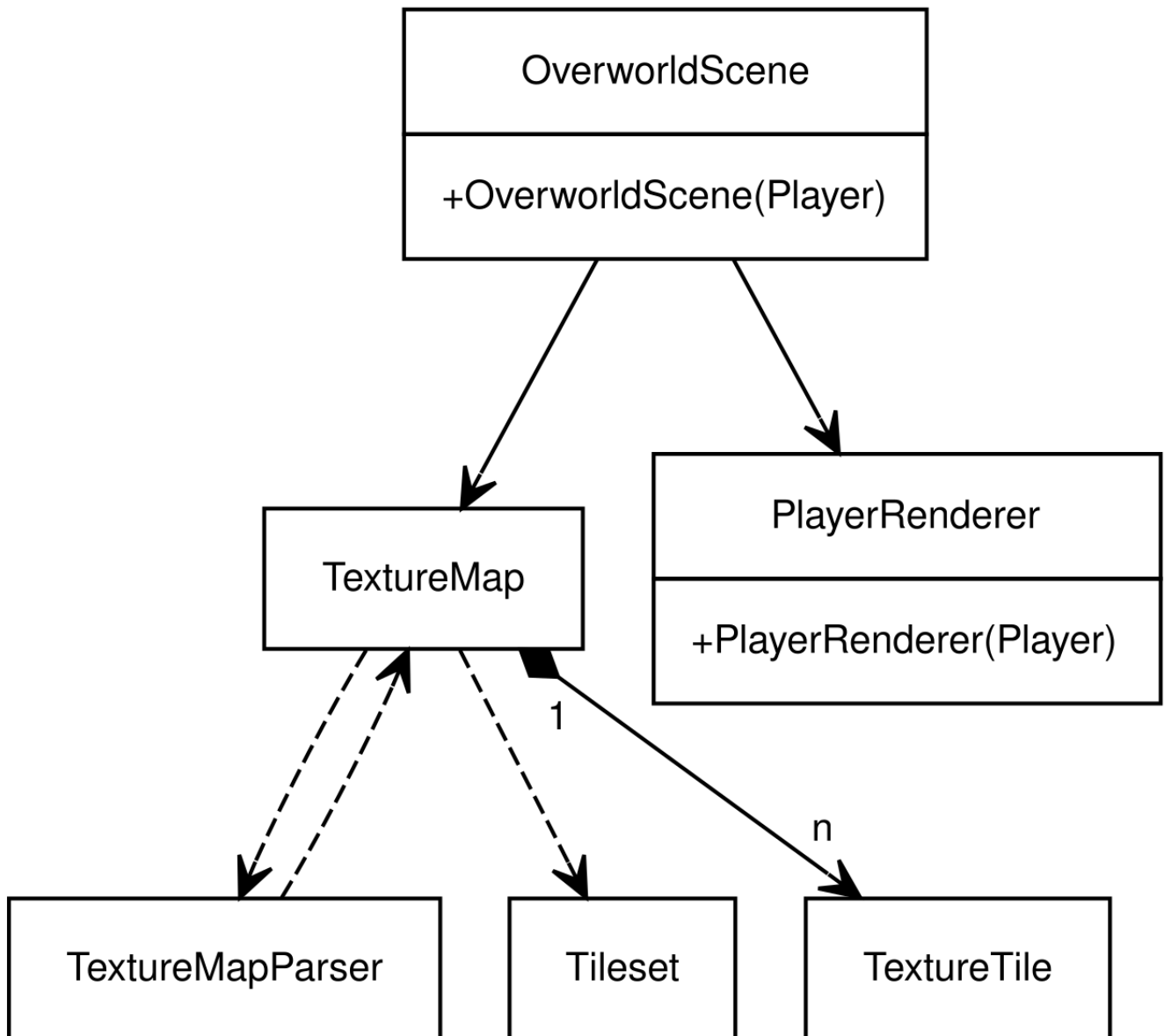
3.6 View



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