Design Document

Team Name: The Leftovers

Team Members: Michael Ginn, Tim Horner, Tinh Lam, Viet Le, Joseph Adirzone, Christopher Curreri, Abigail Palen.

After careful analysis of the spec, each group will design a solution to the proposed problem. The approach to be used will be described in a design document, which is due by design document deadline. The design document describes exactly how the problem will be solved and how the solution will be tested. You should consider many approaches and their respective pros/cons for meeting the goals listed in the spec. Please make the design document as detailed as possible. For instance, the design of an e-commerce site will include the content management platform that will be used such as drupal.org, the database technology for the backend, a list of all the data tables that will be maintained by the site, the components (columns) of each table, the data source that will be used to populate the tables, a list of all the pages in the site, the functionality provided by each page and the algorithm that will be used, classes and functions that will be created at the backend, static relations between classes modeled as UML class diagrams, UML sequence diagrams illustrating object messaging at runtime, any open source codebases that will be used, how the website will be hosted, data security issues, how the website will adapt to different browsers, and, a test plan. Your design document must include a project plan for the first 3 weeks (roughly the halfway point) in the implementation phase. This plan will
 • list goals to be accomplished in the first 3 weeks in the implementation phase, and,
• list tasks assigned to individual group members.
Please meet with the instructor before the design document deadline with preliminary versions of the design

Idea:
We would like to design an app that plays <marco polo game>. It's a game we created where one person is it and has to tag someone else. The person who hides

Solution: The app will be implemented using Android Studio. All classes will be written using Java code. The core classes will be Player, Game, and Main. The Player class breaks into two parts: Seeker and Hider. The Game class will be instantiated to start a new game. It will take the players as parameters.