**CS 491.001 —— Software Engineering 1**

**Phase 3: Detailed Design**

**I. Summary**

Software design is an important phase in software engineering. This phase we will focus on the detailed design of your game. In this phase, you need to refine each class in your class diagram.

Revise your class diagram using pseudo code. Follow the principle of low coupling and high cohesion for each class and functions.

1. Describe attribute in your class: Specify what data structures will be used for your data. For instance, in a Blackjack game, you may need to specify where to store Cards, etc.
2. Elaborate all major methods for each class using pseudo code.

**2. General rules about the project:**

Presentation will be on Monday, April 27th. Each project phase should be submitted by the expected due date through WesternOnline. There should be one team leader in each team for each phase. The work and presentation should be equally divided among team members. Each member of the team must participate in the presentation and documentation. You may receive a lower grade if less contribution is made to the team. **We have a zero-tolerance policy on any kind of plagiarism.**

**3. Grading policy**

* 1. Grading policy
     1. Revised SRS (the class diagram)– 20%
     2. Detailed design ------60%
     3. Presentation effectiveness---------- 20%

**4. Deliverable**

**Everyone needs to submit the work through WesterOnline. If no submissions are found on WesternOnline, a zero grade will be given to the individual.**

**Submissions from the team leader:**

The team leader will submit the complete code, revised SRS and a contribution page. Describe which classes are written by you.

**Submission from other members in the team:**

As a team member, you only need to submit the contribution page. In the contribution sheet, describe which classes are written by you.