# Chapter Two: Design

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## 2.1 Introduction

The design objectives for my game will be based upon the interviews conducted on the stakeholders and are similar to the requirements already specified. I will create a list of design requirements that will be implemented into the game. For the general design of the game, all of the stakeholders were fine with it being a 2D shooter and most liked the space theme. The game will be designed in Python, using the pygame module for the game and tkinter for the login window.   
To demonstrate the interfaces to the users, I will design them digitally and show it to them. I will then collect feedback from this and implement the feedback.



## 2.2 Decomposition of the problem

I have decided to split my project into four main sections, the login window, the login database, the main game screen and the scoring system. I will later expand upon this main decomposition diagram by going into more depth with each of these sections and give them each a more detailed diagram.   
I have broken the problem down into a top-down design because it will allow me to develop each of the sections as separate modules or functions. This will make testing easier later on.

### 2.2.1 Decomposition Diagram

1. Main top-down diagram:

Space Game

Login

Scoring system

Actual game

Database

1. Login diagram:

Login

Admin login window

User login window

1. Game diagram:

Actual game

Settings

2-player Gameplay

Game over screen

Main menu

Single-player Gameplay

### 2.2.2 Data Flow Diagram

Login data flow diagram:



Game data flow diagram:



### 2.2.3 Input Process Output

Login:

|  |  |  |
| --- | --- | --- |
| Input | Process | Output |
| Username | If logging in, checks the username exists in the database and the corresponding password is correct. If creating a user, checks the username doesn’t already exist in the database and the username is valid (is between 3 and 18 characters in length and only contains alphanumeric characters and underscores). | Error or success message |
| Password | When creating a new user, checks the password is valid (8 or more characters long and is a string). When logging in, checks the password matches user’s password. | Error or success message |
| Repeat password | When creating a new user, checks if the repeat password is equal to the password. If they aren’t a new user will not be created. | “Passwords do not match” error message if the passwords don’t match. |

Actual game:

|  |  |  |
| --- | --- | --- |
| Input | Process | Output |
| Main menu navigation | If enter is pressed, the corresponding menu option happens. | Change of current menu option selected (indicated by arrows). Screen changed when an option is clicked. |
| Movement | During gameplay, check if the player is not at the edge of the screen before moving in the corresponding direction. Update the ship’s position. | Draws the ship moving on screen. |
| Shooting | Check that the player has not already fired recently. This cooldown | Draws lasers fired by the player. |
| Settings | Update settings text file to the new values specified. | Current settings shown as highlighted in settings menu. |

## 2.3 How All Solution Parts are Linked

### 2.3.1 State Diagram of the different forms/parts

For the login system:



For game:



### 2.3.2 How different functions /classes are connected



I have decided to use classes in my project for a number of reasons. I found it to be extremely useful in the game section especially because there is often a large number of objects that need to be created and displayed on the screen at the same time. This is because a single class can be used as a template to create a large number of objects efficiently.   
For example, with the lasers class, each individual laser behaves the same but there can be a large created within quick succession.   
Using classes also allowed for inheritance. In the game, inheritance is mainly used to have the update(), kill() and remove() functions from the pygame.sprite.Sprite class inherit to each of the subclasses. This allows the code to be more compact because rather than writing an identical update() method for every sprite, they each inherit this from the pygame sprite class.

## 2.4 Database Design

I will use a database file to store users' usernames and passwords. I will allow an admin account to have the ability to create new users. Existing users should be able to log in by verifying whether their username and password match those in the database. I have decided to hash users’ passwords in order to improve security.

### 2.4.1 Normalisation

### 

### 2.4.2 Data Dictionary

Users table

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Field** | **Data type** | **Length** | **Validation** | **Comment** | **Example** |
| Username | Varchar | 255 | Primary key field, not null | Username must be unique for each user | Louis\_125 |
| Password | Binary |  | Not null | Hashed password stored | 36,50,98,36,49, 50, … |

Highscores table

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Field** | **Data type** | **Length** | **Validation** | **Comment** | **Example** |
| ID | Int |  | Primary key field, autoincrement | Autoincremented to avoid the same ID appearing twice. | 5 |
| Name | Varchar | 255 | Not null | Foreign key field from the Users table. | Louis\_125 |
| Score | Int |  | Not null, not < 0, not > 9999999 | The player’s score stored as integer. It can’t be negative or too high. | 6500 |
| Date | Text | 16 | Not null | Date the score was achieved | 01/10/2022 |

### 2.4.3 Entity Relationship Diagram

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Highscore

User

The relationship between user and scores is one-to-many. This is because one user can set many different high scores but an individual score can only belong to one user. Therefore, one record in the Users table can match to many records in the Highscores table, with Username being a foreign key field in the Highscores table but a primary key field in the Users table. T

### 2.4.4 SQL Pseudocode

CREATE TABLE IF NOT EXISTS Users(  
 Username VARCHAR(255) PRIMARY KEY NOT NULL,  
 Password TEXT NOT NULL,

CREATE TABLE IF NOT EXISTS Highscores(  
 ID INTEGER PRIMARY KEY AUTOINCREMENT,  
 Name VARCHAR(255) NOT NULL,  
 Score INT NOT NULL,  
 Date TEXT(16) NOT NULL,  
 FOREIGN KEY (Name) REFERENCES Users(Username));

## 2.5 Design of Main Parts of the Solution

2.5.1 Part ONE - Login:

I will use tkinter for the login system windows.

### 2.5.1.2 Form Design and Layout



This checkbox will call a function that hides/shows the password.

Calls the cancel() function when clicked. This displays a confirmation message if the user wants to quit.

Enter button that calls log\_in() function when clicked.



### 2.5.1.2 Justification of Validation rules

|  |  |  |  |
| --- | --- | --- | --- |
| **Data Item** | **Data Type** | **Validation Rule** | **Justification** |
| Username | String | Must be between 3 and 20 characters long and contain only alphanumeric characters and underscores. Must also not exist in database. | The length validation ensures that the username will not be too long or left blank making it suitable for the database. |
| Password | String | Must be greater 8 or more characters long. When creating a new user, the password must be entered twice. | This ensures the password cannot be left blank or be too short. By having to enter twice, it ensures that a mistake is not made when typing the password. |

### 2.5.1 .3 Algorithms and PseudoCode

Procedure log\_in(username, hashed\_password):

records = execute SQL: SELECT \* FROM Users

for each row in records:  
 // Checks if both the username and password match those in the table

if row[0] == username and row[1] == hashed\_password:

return True

end if

return False

end procedure

Procedure cancel()

ans = message box user enters yes or no  
 if ans:   
 close window

end if

end procedure

### 2.5.1.4 Key Variables/Data Structures /Classes

### 2.5.1.5 Test Plan for PART ONE

2.5.2 Part TWO:

### 2.5.2.1 Form Design and Layout

### 2.5.2.2 Justification of Validation rules

### 2.5.2. 3 Algorithms and PseudoCode

### 2.5.2.4 Key Variables/Data Structures /Classes

### 2.5.1.5 Test Plan for PART TWO

2.5.3 Part THREE:

### 2.5.3.1 Form Design and Layout

### 2.5.3.2 Justification of Validation rules

### 2.5.3. 3 Algorithms and PseudoCode

### 2.5.3.4 Key Variables/Data Structures /Classes

### 2.5.1.5 Test Plan for PART THREE

2.5.4 Part FOUR:

### 2.5.4.1 Form Design and Layout

### 2.5.4.2 Justification of Validation rules

### 2.5.4. 3 Algorithms and PseudoCode

### 2.5.4.4 Key Variables/Data Structures /Classes

### 2.5.1.5 Test Plan for PART FOUR

## 2.6 Stakeholders involvement

## 2.7 Testing plan to inform evaluation