

**CS251 – M-Chess**

**Game**

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# Document Purpose and Audience

* This document is a simple system requirement specifications for a multiplayer chess game

Aiming to declare the main classes, graphic user interfaces in the game.

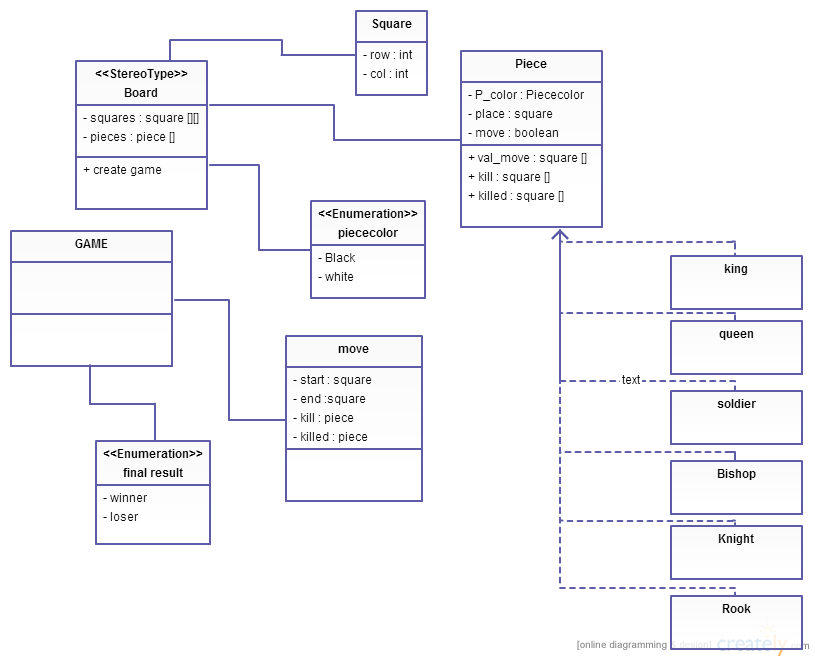
* Audience of this document are: Software manager, project owner ,web developers, web

Designers, testers.

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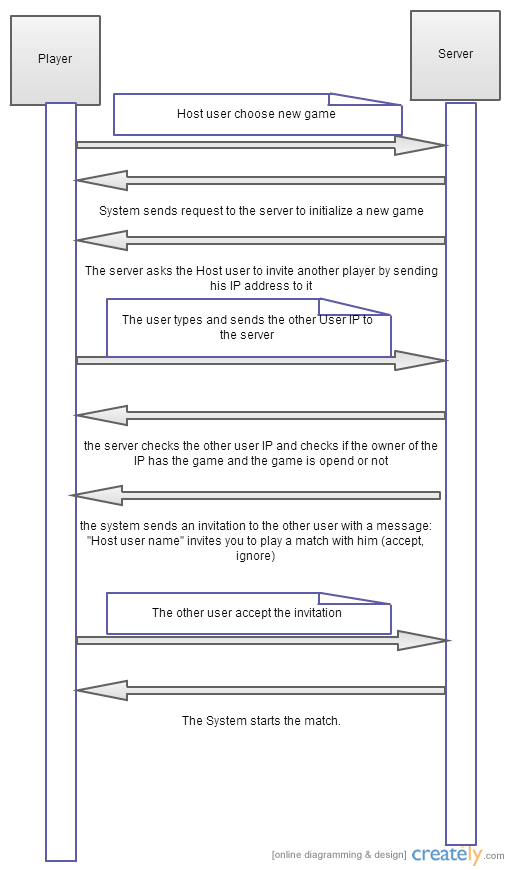
# System Models

## Class diagrams



| **Class ID** | **Class Name** | **Subsystem ID** | **Description** |
| --- | --- | --- | --- |
|  |  |  |  |

## Sequence diagrams



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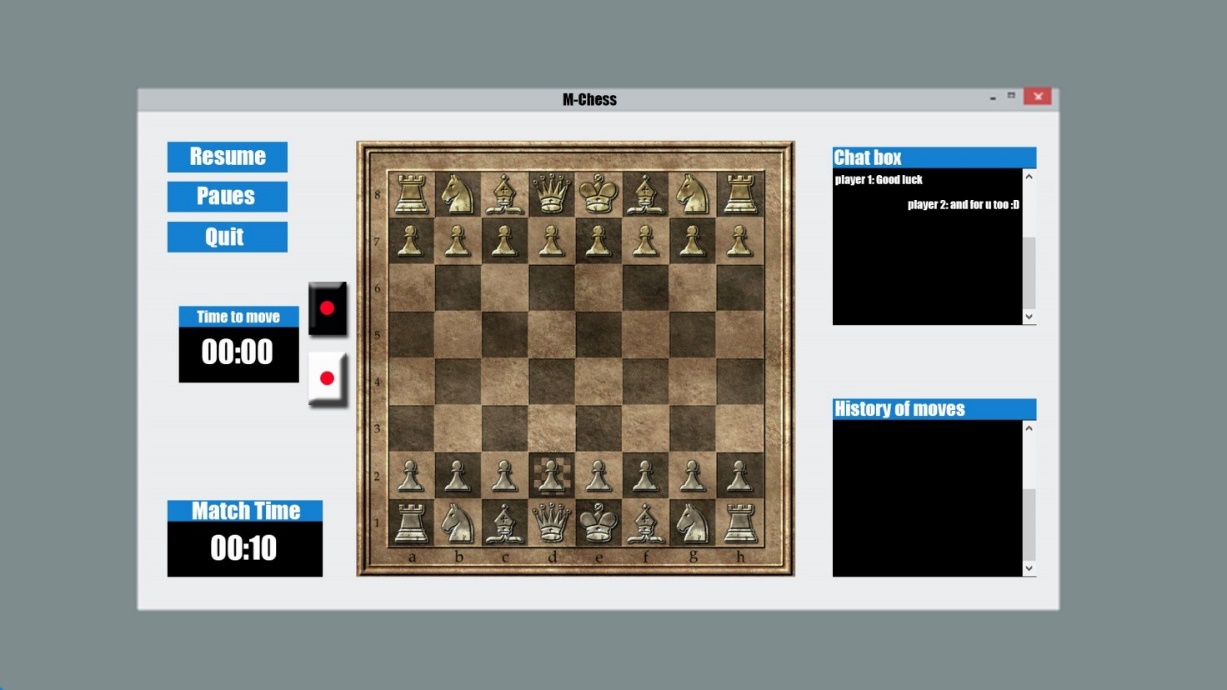
## User Interface Design

### Screen 1 – Login Screen



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### Screen 2 – Main Interface



# Ownership Report

|  |  |
| --- | --- |
| **Item** | **Owners** |
| Document Purpose and Audience | Mohamed Maher Ibrahem |
| Class diagram | Ahmed Hzzaa’ Al-sai’d |
| Sequence diagram | Amr Adel Mohammed Khalefa |
| Logic screen – main interface | *Khaled Abd El-Rahman Yehia* |