

World of Everbies SDD

Introduction

We wanted to keep the application simple not too many buttons or too many views but instead aim for something that's easily understood. We also wanted an easy interface that was easy to read what was going on in the game and also create the game so that it didn't stop only because you closed the application.

System Design

We used something that reminded of the MVC pattern. We made all the java classes ending with activity into something that reminded of controllers for the xml views. Then we had the Everbie class work as a model. We also used many classes as interface and let them have subclasses. We used this method for all the classes that would be ways to interact with your Everbie.