

CS251: Software Engineering I



Software Design Specification For Bingo

Prepared by
Team Name: A2M2



CS251: Phase 1 – A2M2

Project: Bingo (Multiplayer Distributed Game)

Software Design Specification

Versions History

Date	Version	Description	Author(s)
15/11/2014	1.0	Initial version	A2M2

Approved by:

Eng. Mohammed Arnaoty



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Document Purpose and Audience

- 📄 This document is the Software Requirements Specification (SRS) for Bingo Game. SDD usually accompanies an architecture diagram with pointers to detailed feature specifications of smaller pieces of the design. It is designed and written for stakeholders: professors and project developers.



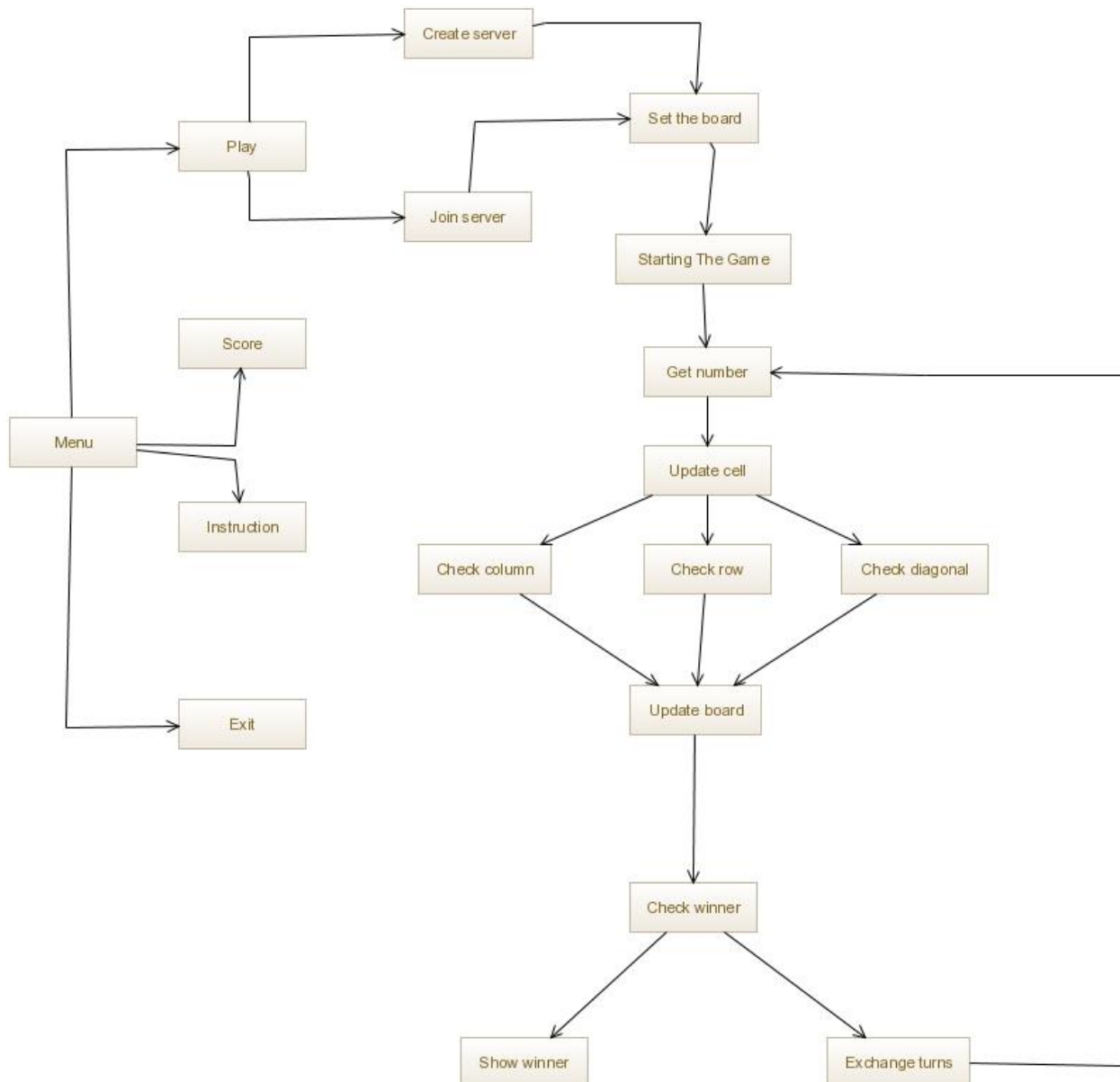
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System Models

System Decomposition



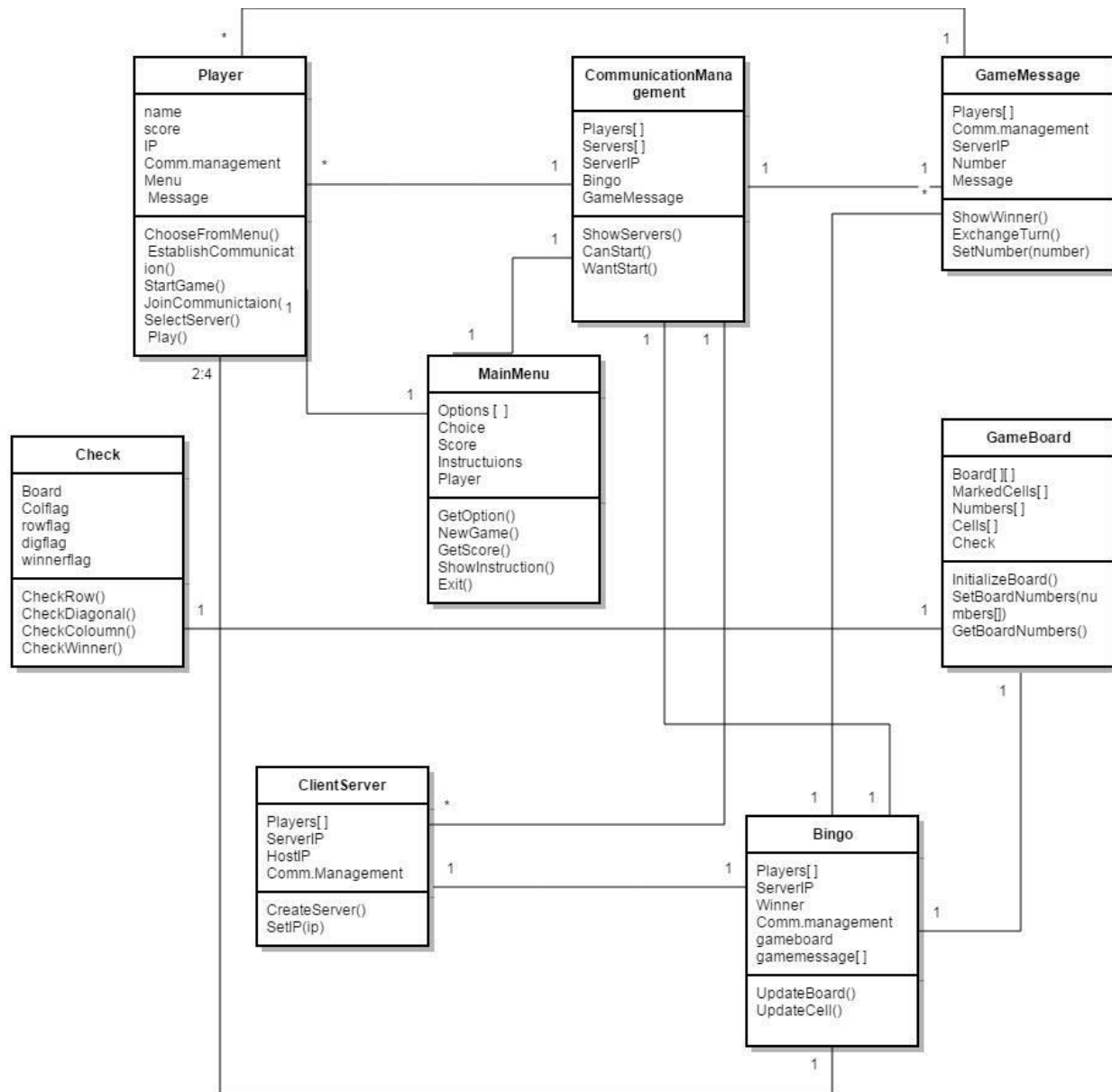


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Class diagram



*Note: System can't be divided into sub systems because the server is taken place on one of user's device.

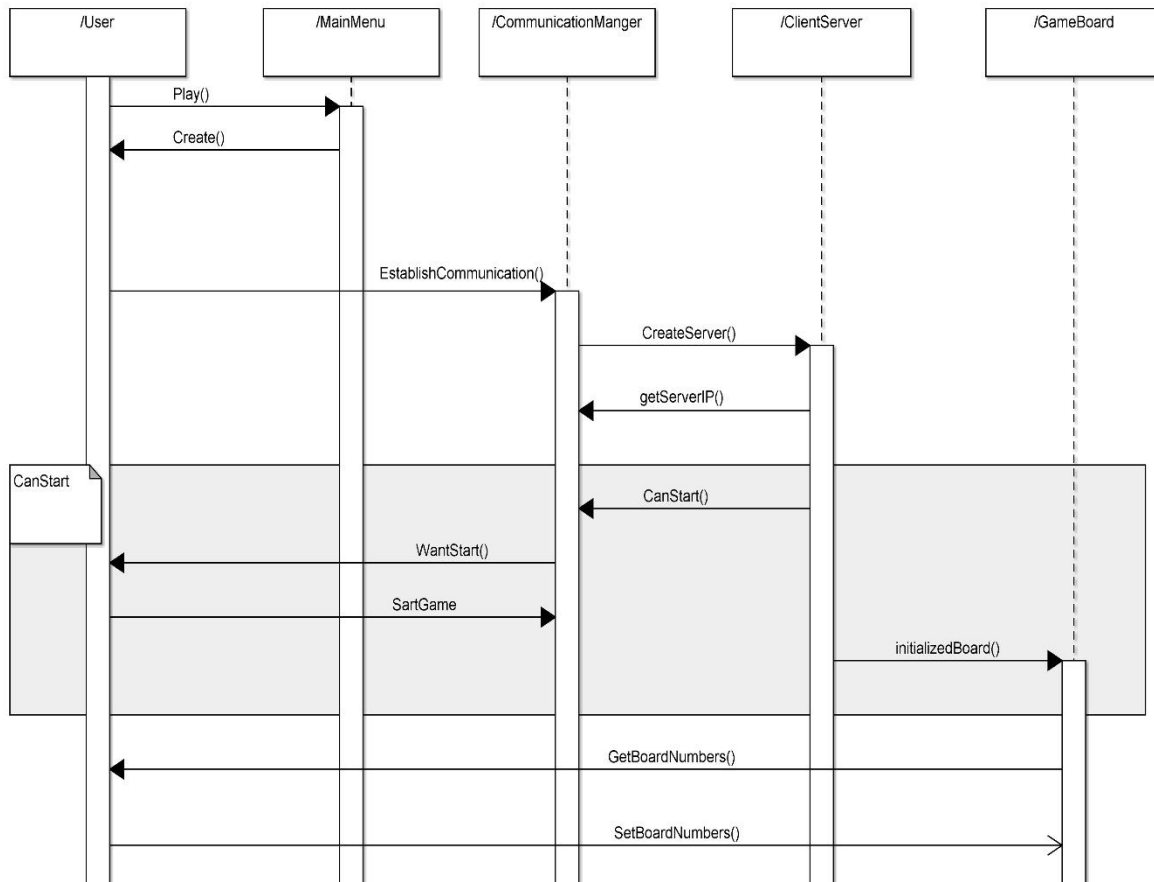


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Sequence diagrams

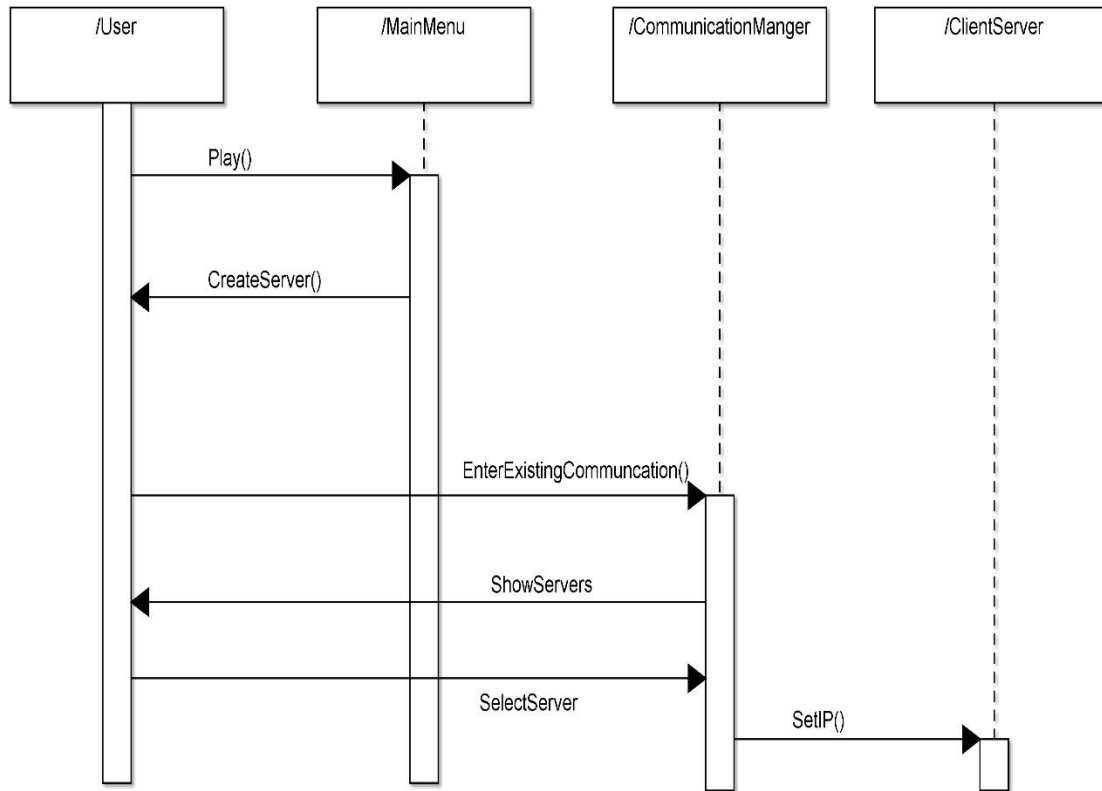




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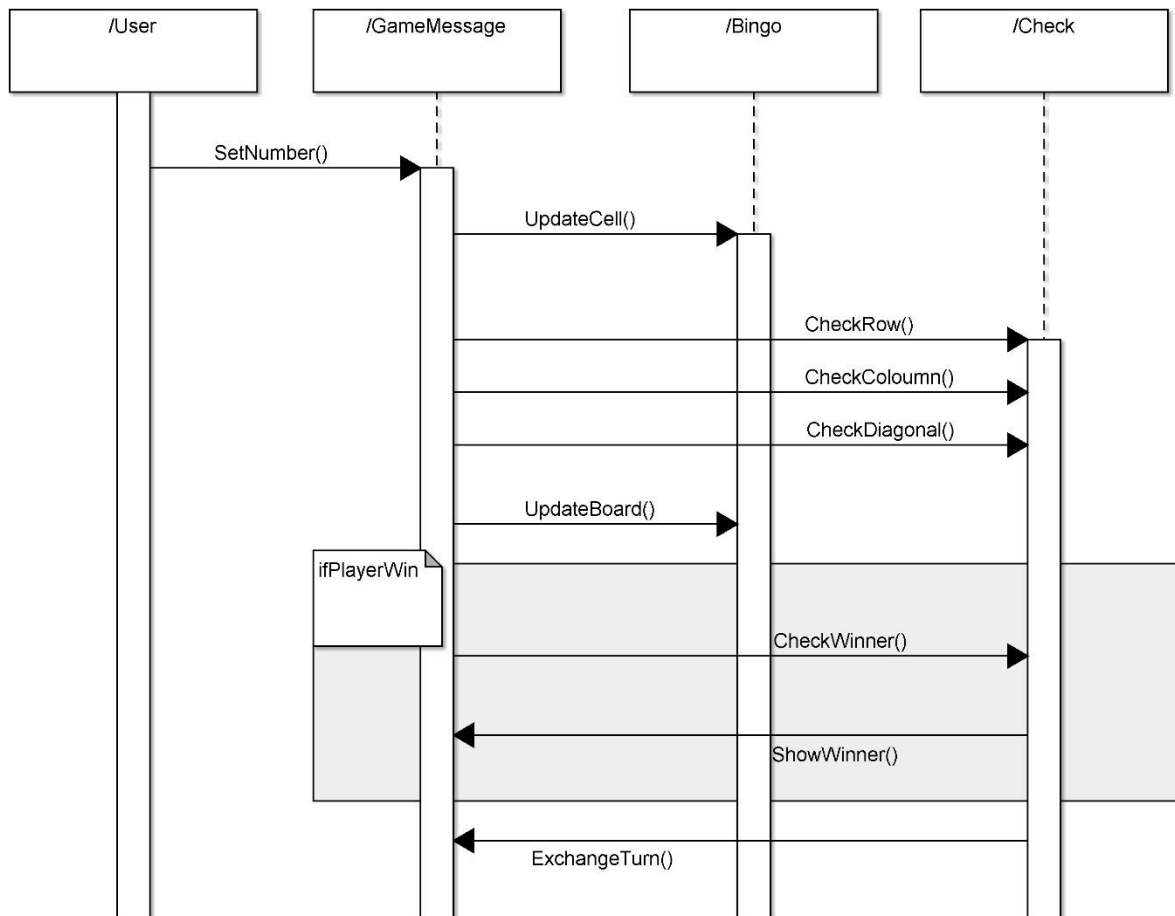




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Class - Sequence Usage

Class Name	Sequence Diagrams	Overall used methods
Server	1.1 , 1.2	Create_Server , Join_Server
Board	1.1.1 , 1.2.1 , 3.1.1 , 3.1.2 , 3.1.3 , 3.1.1.1 , 3.1.2.1 , 3.1.3.1	Set_Board , Update_Board , Check_Row , Check_Column , Check_Diagonal
Bingo	2 , 2.1 , 3 , 3.1 , 4 , 4.1 , 4.2 , 4.2.1= , 5	Starting_The_Game , Get_Number , Update_Cell , Check_Winner , Exchange_Turns , Show_Winner



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User Interface Design

Screen 1 – Main Interface





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Screen 2 – Play Interface





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Screen 3 – Score Interface



Ownership Report

Item	Owners
Document purpose and Audience , Sequence Diagrams , User Interface Design	<i>Mahmoud Mohamed Gamal , Amr Sameh Rafaat</i>
System Decomposition , Class Diagrams	<i>Mahmoyd Hamdy Sayed , Amr Abo El-Aila</i>