Medium Fidelity Design Document

A) High level entity diagram

Redraws graph line based on position

Graph

Graph interactive plot element

Gets item data

Contains items

List items

List

Data to graph

Item options

B) Low level design

Graph: canvas element, square area that plots a line to points on the screen

Html:<canvas> </canvas>

Jscript: value.get(canvas);

value.start(0,0);

value.lineto(div.Xposition, div.Yposition);

Interactive plot element: div element, is drag-able, position on screen is used to modify the values of the plotted line

Html:<div> </div>

Jscript: drag.get(div);

If mouse down equals true & mouse position equals drag position  
 {  
 Drag position update to mouse position  
 }

List: unordered list, contains items,

List items: are html list items, are the names of the factions, contain another layer of list items

Item options: unordered list for list items, are the names of the weapons from the video game, the data from these items will be used to plot the graph initially

All list and items pseudo code  
Html: <ul> <li>Faction  
 <ul> <li>Data option  
 </li>   
 <li>Data option  
 </li>   
 <li>Data option  
 </li>   
 </ul>  
 </li>   
 <li>Faction  
 <ul> <li> Data option  
 </li>   
 <li> Data option  
 </li>   
 <li>Data option  
 </li>   
 </ul>  
 </li>  
 <li>Faction  
 <ul> <li> Data option  
 </li>   
 <li> Data option  
 </li>   
 <li>Data option  
 </li>   
 </ul>  
 </li>   
 </ul>

Jscript: if mouse hover equals true for list item  
{  
 reveal sub list of options  
}

C) Interaction and state diagrams  
Interaction diagram:



State diagram:



Database for list items(very simple)

