

System Design Document for the RTS survival project.

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Nothing yet

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2.2.1 General

The application is decomposed into the following modules, see Figure 1.

- controller, contains all classes that handle interaction between the user and the application.
- view, contains everything in the scene (e.g spatial).
- global, contains global utility methods and constants.
- model, is the top level package for all model related classes, including the game core.
- model.core, contains everything that has anything to do with the game model.
- model.menu, contains everything that has anything to do with the menu model.
- Main is the application entry class.

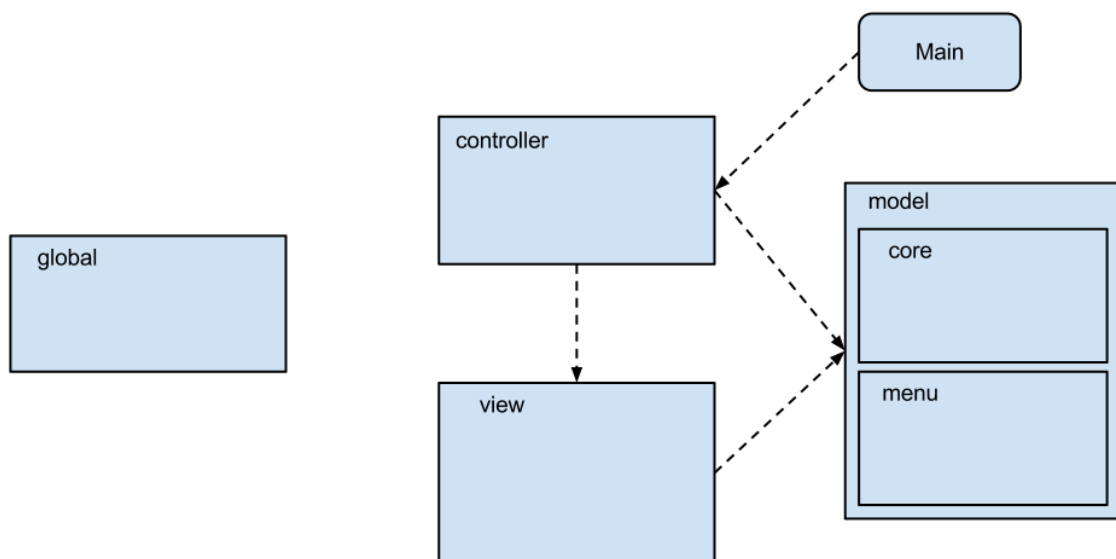


Figure 1

2.2.2 Decomposition into subsystems

Nothing yet

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Nothing yet

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Nothing yet

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3 References

APPENDIX

File formats
(and more, missing, U do...)