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The best sentence in the first section/paragraph is the one that gives an overview of what has changed in the project since iteration1.

The first sentence is great as an intro. The second one has some punctuation issues and how the redesign of entity motion is brought into the mix disrupts the flow a little.

There’s no real shout out to the big picture of the program and what it does. The Sensor section touches upon it briefly with how it the sensors interact with arena, but that’s about it.

This document gets the job done when someone who has taken on the same project reads it. I don’t think it’ll get the job done for someone who hasn’t experienced the system and read the code. I think it could be better if it had some more details on who calls the functions, with what parameters, and what the function does. I believe that is lacking in the document.

The sensor section I believe is a prime example of a happy medium for this question. It supplies the details on what it does and how it does it. The Player, Robot, Superbot section I believe doesn’t touch enough on the difference between the three and could use some more supporting details.

I think the general level of detail for the classes could be deeper. Now, I’m taking 5801 which is all about creating design related documents; so my opinion might not be what is satisfactory for this course.

The document leads the readers to start looking at the code with respect to the sensor classes. This should probably be shifted more to the arena class.

So, for questions 8 and 9, the design document overall needs more details on all the classes. The sensors section is a great overview for all the sensors, but another level of detail for each sensor class I believe would be very helpful.

For the UML diagram my eyes first focus on all the lines in the center right section of the document and the things they connect to which are the mobile entities. I understand that the diagram is organized like a tree and you should start at the top and work your way down since the arena class is at the top with the drawing class.

I like how the UML diagram is organized in chunks with the sensors in one section, the events in another, … and lines connecting the clusters with each other. Mine is organized like that for iteration 1; but now stuff’s all crammed in there and stuff is now separated; and lines are everywhere.

I believe that the UML diagram is a wonderful place to start with when you are looking at this person’s code. The design document isn’t sufficient for the understanding of what each function does so the reader must open the files and view the code to understand what each of the functions does.