Software Design

for

CS451-002 Group 3 Project

Revision 0.9

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Revision History

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# 1. Introduction

## 1.1 Purpose of Document

This document describes the implementation of the CS451-002 Group 3 Project software in order to fulfill the requirements specified by the Requirements Specification for the CS451-002 Group 3 Project. This project is a virtual game of checkers played by two people remotely over a network connection.

## 1.2 Scope of Document

This document describes the implementation details of the CS451-002 Group 3 Project software. The software will consist of two separate systems, client and server. Code in the client is intended to be run by the user on their personal computer. Code in the server is intended to be run on an external host that the clients can connect to. This document will not specify the testing of the software, but it will be used to specify the testing of the software in another document.

## 1.3 Definitions, Acronyms, and Abbreviations

# 2. System Overview

## 2.1 Description of Software

The CS451-002 Group 3 Project is designed to be a remote game of checkers played over a network by two people. Each player will be able to see all of the possible moves they can make in a turn and select one move to make. The gameplay rules that will be abided by are described at [USACheckers](http://www.usacheckers.com).

## 2.2 Technologies Used

The CS451-002 Group 3 Project

# 3. System Architecture

## 3.1 Architectural Design Components

## 3.2 Design Rationale

# 4. Component Design

## 4.1 Overview

## 4.2 (Start UML by section here)

# 5. User Interface Design

## 5.1 Overview of User Interface

## 5.2 Screen Objects and Actions

## 5.3 Client Menu Flow