

TEAM 4(TSPPS): PROJECT ARCHITECTURE
COURSE: SOEN 6441 (WINTER 25)
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Conventions Used:

1) **Naming Conventions:**

Class Names CamelCase starting with an uppercase letter.

Example: GameEngine, PhaseManager.

Data Members: Prefix with d_ to identify class-level data members

Example: d_CountryName, d_players

Method Parameters: Prefix with p_ to differentiate from local variables.

Example: p_Order, p_Name

Local Variables: Prefix with l_ for clarity inside methods.

Example: l_Country, l_NeighbourCountry

Methods/Functions: CamelCase starting with lowercase, next word capitalized.

Example: saveMap(), readCountries.

Static Variables: Start with an uppercase letter.

Example: GameConfig, MaxPlayers

2) Code Documentation & Struture:

I. Javadoc comments for each class, method, and parameter.

Example:

```
/**
 * Gets country by name.
 *
 * @param d_CountryName the country name
 * @return the country by name
 */
public Country getCountryByName(String d_CountryName) { return countries.get(d_CountryName); }
```

II. Code Organization:

The project file is properly categorized into packages such as:

- a. **controllers** – handles game logic and interactions.
- b. **models** – Contains game-related data structures like GameMap, Country, Continent.
- c. **utils** – Contains the helper classes and utility functions like MapReader, PhaseManager.

