**CMPT 370 D1**

**MAINETENCE MANUAL**

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# **1 INTRODUCTION**

This maintenance manual has been created to help keep the Robot Game system manageable. It will contain a high-level overview of the as-built architecture of the system, a description of external libraries used, and details about complex pieces of the system.

## TEAM MEMBERS

|  |  |
| --- | --- |
| **Resource Name** | **Role** |
| Dimaano, Nico | Developer / Tester |
| Neijmeijer, Niklaas | Developer/ Tester |
| Seidenthal, Kyle | Developer / Tester |
| Sterma, Brendon | Developer / Tester |
| Zang, Jiawei | Developer / Tester |

# **AS-BUILT ARCHITECTURE**

The Robot Game uses the Model-View-Controller Architecture. The classes for the program are broken up into six packages: controller, json, model, tableRow, test, and view. These will be described in more detail below.

## CONTROLLER

The controller package consists of the Game class, the Client class, the Server class, and the LobbyMessage class. The game class acts as the main controller for the game and contains the main method. The Client, Server, and LobbyMessage classes make up the interfaces for multiplayer networked gameplay.

### GAME

### MULTIPLAYER NETWORKING

## JSON

## MODEL

## TABLEROW

## TEST

## 2.6 VIEW

# **AN OVERVIEW OF COMPLEX PARTS**

# **EXTERNAL LIBRARIES**

# **COMPILATION AND RUN INSTRUCTIONS**