**SYST 17796 Deliverable 1 - Design Document template**

# Overview

## Project Background and Description

Describe the project goals and final vision. Include a brief description of how to play the game you have chosen and a reference to the rules of the game you have chosen. OR -a brief description of the database you are creating and its commercial use.

Also describe the current starting base code. Use technical terms to describe the code including what language it is written in, any patterns you can see and any coding conventions used/to be used.

## Project Scope

Describe the names and roles of each team member. Describe the technical scope of the project by talking about the interface and how you will know when the project is complete.

## High-Level Requirements

|  |  |
| --- | --- |
|  | [Describe the high level requirements for the project. For example:] |

For Example - The new system must include the following (if doing A):

* Ability for each player to register with the game
* Ability for the game to communicate a win or loss
* Ability for players to know their status (score) at all times

## Implementation Plan

Include your Git repository URL here and a brief description of the expected use (i.e. each developer checks in code at the end of each day/week). Text files are stored under a separate directory, code, UML diagrams have their own folders etc.

Include information on coding standards you intend to follow and tools you expect to use (VP, NetBeans, eclipse, Junit…)

## Design Considerations

Talk about how the current code is structured as it relates to the following OO principles. Each principle should have 2 or 3 specific examples from the base code or your intended additional code (i.e. potential for improvement). If doing B – you can use the basic info from the textbook.

* Encapsulation
* Delegation
* Flexibility/Maintainability