DELIVERABLE 2

DESIGN DOCUMENT TEMPLATE

OVERVIEW

1.

Project Background and Description

Elaborate on the game you chose and the Description provided in Deliverable 1 by providing more detail on the exact

scope of your project (i.e. “the game will terminate after four rounds, giving each player a total score”).

2.

Design Considerations

Describe the Class Diagram you delivered above (it should be descried as Figure 1 or Figure x if you have more than

one Figure), explaining the associations and multiplicities depicted.

Comment on each of the following as it pertains to the class groupings you have decided upon and if you have included methods, modifiers and return types, comment on those here as well.

You may wish to describe any data structures you wish to use (i.e an enumeration) when you are explaining your design choices. Be specific for full credit.

Encapsulation

Delegation

Cohesion

Coupling

Inheritance

Aggregation

Composition

Flexibility/Maintainability