**Name of the game: <write you program name here>**

**1. Program Concept**

<Describe the overall concept of your game>

<List the major functionalities that your program has, and briefly describe each of them>

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| --- | --- |
| Functionality Name | Description |
| ex)Guessing pegs | ex)The user can guess the peg each turn, among 4 colors>) |
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**2. Code structure**

**2.1 Class diagram**

<Draw a class diagram of you program. Use proper notation so that your class hierarchy, interfaces, and class relationships are clearly identifiable>

**2.2 Briefly describe the overall structure of your code**

<Describe your program structure with consideration on: MVC architecture, polymorphism, encapsulation of classes, and use of interfaces>

**2.3 What are the data structures you used? Why did you used that specific data structure?**

<Write the data structure you used, its purpose, and why you selected that data structure over others>

**2.4 What is the major algorithms of your program?**

<Briefly describe the algorithm of you major functionality with pseudo code>

**3. Test**

**3.1 Unit tests**

<List the unit test cases for your program, and briefly describe the purpose of each of them.>

|  |  |
| --- | --- |
| Test Case Name | Purpose |
| <method under test> | <describe the purpose, input, and expected output> |
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**3.2 System tests**

<List the system test cases for your program, and briefly describe the purpose of each of them.>

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| --- | --- |
| Test Case Name | Purpose |
| <functionality under test> | <describe the purpose, input, and expected output> |
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