Alex Gardner, Brendan Clark, Audrey Versteegan, Aliyah Smith-Bradley Software Engineering- CS 482 October 12, 2023

## **Assignment 2**

#### **Architecture:**

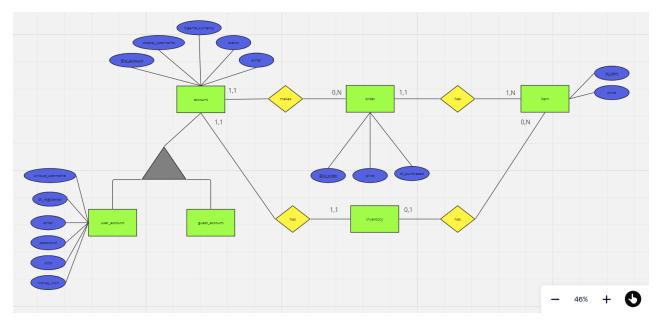
- Which type of software architecture is your team following? Layered architecture, MVC, other?
  - Client-Server
- What are the main modules for your software?
  - The card game logic how to play, who wins, betting and the accompanying changes to in-game currency
  - The UI, the webpage that will utilize the logic and make it pleasing to the eye and intuitive to use.
  - An Admin software wherein the money rates and sources of income can be monitored as well as Users can be banned and regulated.
  - A database and server wherein user data and information will be stored and drawn upon as needed, and a base for guests.
  - The actual game, getting users across the board and filling in bots/artificial players as needed.

## **Technology:**

- Chosen programming language: Python
- Main frameworks/libraries: PythonFlask, SQL Alchemy
- Database or data storage: SQL
- Testing framework: Unit Testing

### Data:

- What is the main structure of your data? In SQL like databases, this would be the planning of the main tables, their attributes, and interactions with other tables (basically an ER diagram). In NoSQL databases, this would be the main collections and general attributes of the JSON you will store in each collection.



# **Coding Standards:**

- Are your team going to follow any coding standards? For example, using a naming convention for Database tables (like only singular lowercase names).
  - Yes, for database tables, we will be following standard SQL DBMS coding standards, such as lowercase singular naming schemes. Camelcase will be used for function and variable names. All capitalized names will correspond to constants and static variables.
- Another example, only allowing code with unit tests and above 50% coverage to be committed (good convention since testing is going to be evaluated). If you need inspiration to define your coding standards, Extreme Programming approach has a set of coding, design, and test rules.
  - Use code with 70% coverage
  - Code must have unit tests
  - Camelcase

### UI:

- HomePage for Web App:







