[Project Title] Documentation

[Your Name] and [Date]

***Delete the explanatory text (in italics) and only include your answers.***

*Incorporate code excerpts, screenshots, and other media as needed to complete this assignment. Expectations for the length of response are included, but quality is more important than quantity. Please do not add filler text to meet the word amount expectation.*

# Framework Overview

**Overview**

*One of the most important parts of this assignment was creating a common framework for components that shared commonalities.*

***Describe your framework. What are the commonalities that you abstracted out, and what was the rationale for the decisions that you made?*** *(About 500-700 words)*

*If you used the default assignment,* ***exclude the abstraction prompts provided****. Write about the abstractions you made in addition to what was already suggested.*

# System(s)

*The default project was to create a system. It wasn’t described in that way in each individual assignment, but after completing the individual assignments you should have created an application that could be described as a system according to the definition from the reading “Thinking in Systems”:*

***A system is an interconnected set of elements that is coherently organized in a way that achieves something.***

***A system must consist of three kinds of things: elements, interconnections, and a function or purpose****.*

***Describe the elements, inputs, outputs, and results in your framework.*** *You may want to add a diagram to show how your system works. (About 500-700 words)*

# Object-Oriented Programming

*In creating a work of this scope in C# you were also challenged with exploring and experimenting with fundamental object-oriented design principles (polymorphism, inheritance, and encapsulation).* ***Put your results into context; define the terms and explain how they were used in your project.***

## Polymorphism

Definition:

Brief code excerpt(s) from your project:

Explain usage in your project:

## Inheritance (“is a”)

Definition:

Brief code excerpt(s) from your project:

Explain usage in your project:

## Encapsulation

Definition:

Brief code excerpt(s) from your project:

Explain usage in your project:

# Experimentation and Questions

*Part of this assignment was to experiment as you problem-solved and thought critically about the way the application could be developed. The questions and experimentation (the process of learning how to create this type of application) is essential.* ***Exclude the question prompts provided****. Write about the questions you had during development that were not suggested*.

***Describe your process. What were the questions that arose as you worked through the process? What did you try that worked? What did you try that failed? What did you learn and find most valuable about the process?*** *(About 1,000-1,500 words)*

# UML Diagrams

*In Visual Studio create a UML diagram of your project and export it as an image (or screen capture it) and include it here. Be sure that your diagram shows the* ***full signature*** *(i.e. Class Diagram menu at the top > select Change Members Format > select Display Full Signature).*

*The full signature will show property and field datatypes, visibility, and multiplicity, and will show method visibility, return types, and parameters.*

# UML Diagram Explanation

*Describe your structure and explain your design decisions (i.e., the rationale for your decisions). Include information about inheritance, relationships between classes, and the types of structures that you chose.*

# Playtesting

*Document at least one playtesting session (you can use the in-class playtest session information).*

Test date:

Names of testers:

1)

2)

## What were the three most successful aspects of your project?

* *(Detailed example)*
* *(Detailed example)*
* *(Detailed example)*

## What were the three biggest issues with your project?

* *(Detailed example)*
* *(Detailed example)*
* *(Detailed example)*

## How will you use what you learned to improve your application for the next version?

# Credits

*Credit sources, and people who have helped you. You should also have these credits in your code files, too.*

*From the syllabus: “****All work submitted in this course for academic credit must be your own original work****, the original work of the group of students cooperating in a project (and appropriate credit given), and/or adhere to all relevant copyright and intellectual property ownership laws.*

***Academic integrity is giving credit to the ideas, research, and creations of others****; and part of one’s education is learning how to give this credit.”*