

PROJECT Design Documentation

The following template provides the headings for your Design Documentation. As you edit each section make sure you remove these commentary 'blockquotes'; the lines that start with a > character and appear in the generated PDF in italics.

Team Information

- Team name: a-original
- Team members
 - Bin Qiu
 - Truong Anh Tuan Hoang
 - Alex Johannesson
 - Michael Merlino

Executive Summary

Webcheckers application allows players to play checkers via the Java Spark framework. A player must sign in to the application to play with another player.

Purpose

Provide a very brief statement about the project and the most important user group and user goals.

Glossary and Acronyms

Provide a table of terms and acronyms.

Term Definition

VO Value Object

Requirements

This section describes the features of the application.

In this section you do not need to be exhaustive and list every story. Focus on top-level features from the Vision document and maybe Epics and critical Stories.

Definition of MVP

Provide a simple description of the Minimum Viable Product.

MVP Features

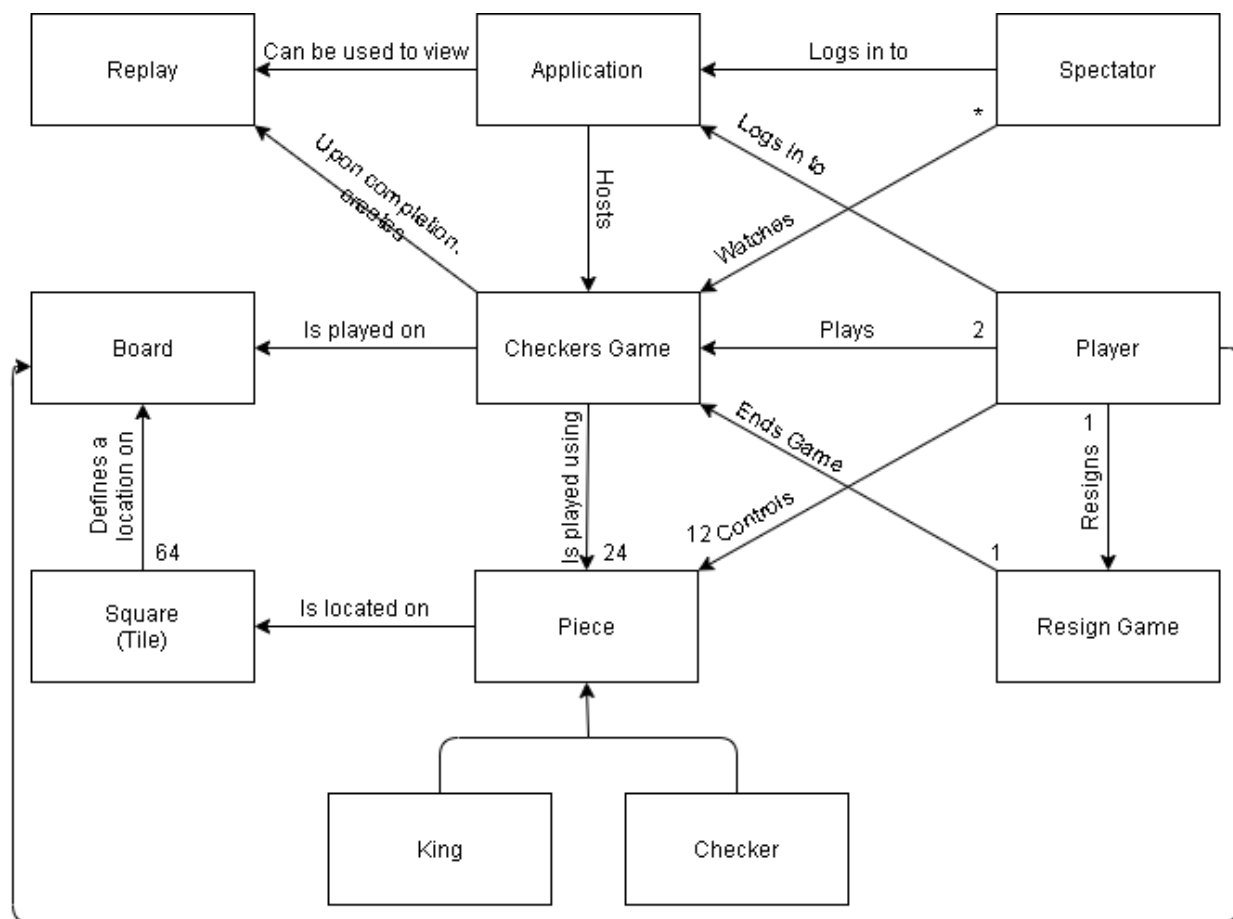
Provide a list of top-level Epics and/or Stories of the MVP.

Roadmap of Enhancements

Provide a list of top-level features in the order you plan to consider them.

Application Domain

This section describes the application domain.



The Application hosts the Checkers Game which users may log into to play or watch others play as a Spectator. They are also given the option to watch Replays of their previously played games. Every game is played by 2 Players who take turns controlling 12 pieces each on a 8x8 Board. Pieces start as normal pieces and may become King pieces during the process of the game.

Architecture and Design

This section describes the application architecture.

Summary

The following Tiers/Layers model shows a high-level view of the webapp's architecture.

As a web application, the user interacts with the system using a browser. The client-side of the UI is composed of HTML pages with some minimal CSS for styling the page. There is also some JavaScript that has been provided to the team by the architect.

The server-side tiers include the UI Tier that is composed of UI Controllers and Views. Controllers are built using the Spark framework and View are built using the FreeMarker framework. The Application and Model tiers are built using plain-old Java objects (POJOs).

Details of the components within these tiers are supplied below.

Overview of User Interface

This section describes the web interface flow; this is how the user views and interacts with the WebCheckers application.

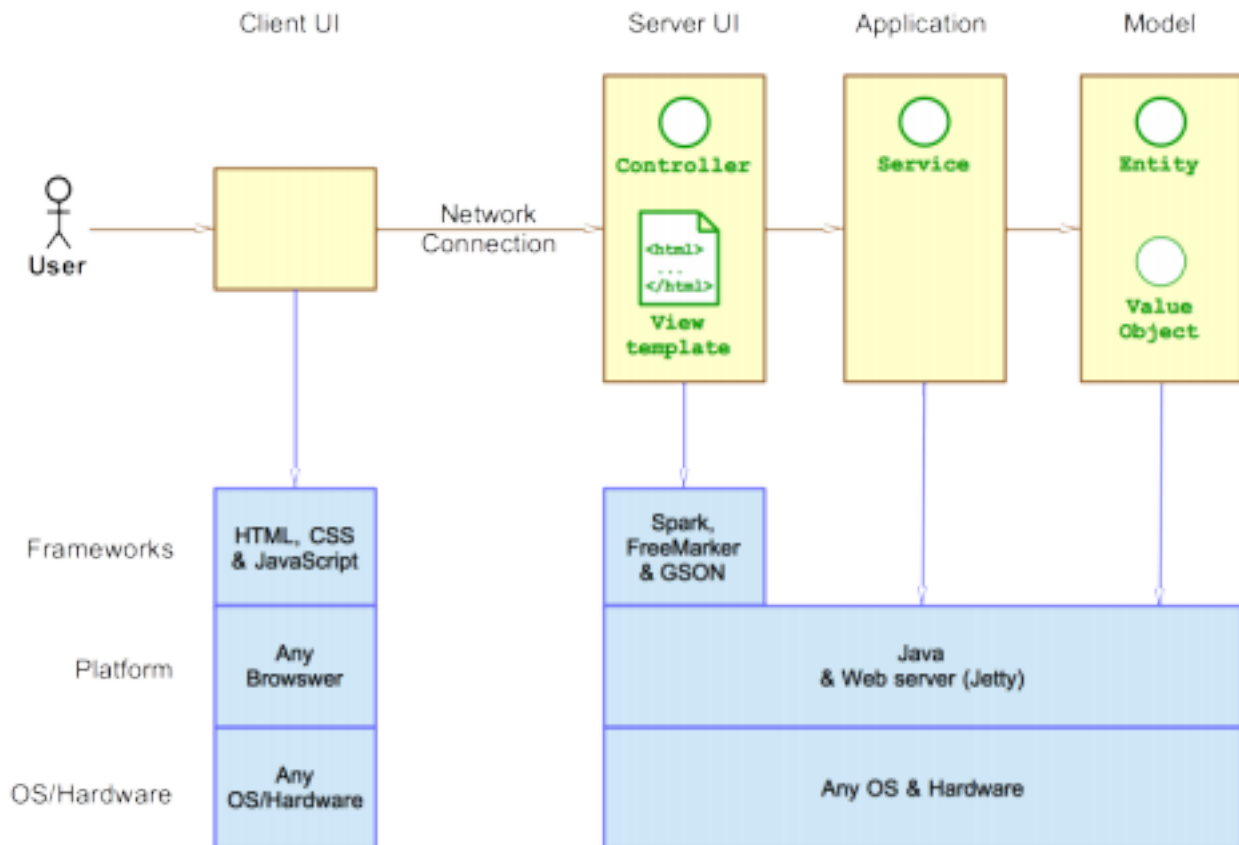
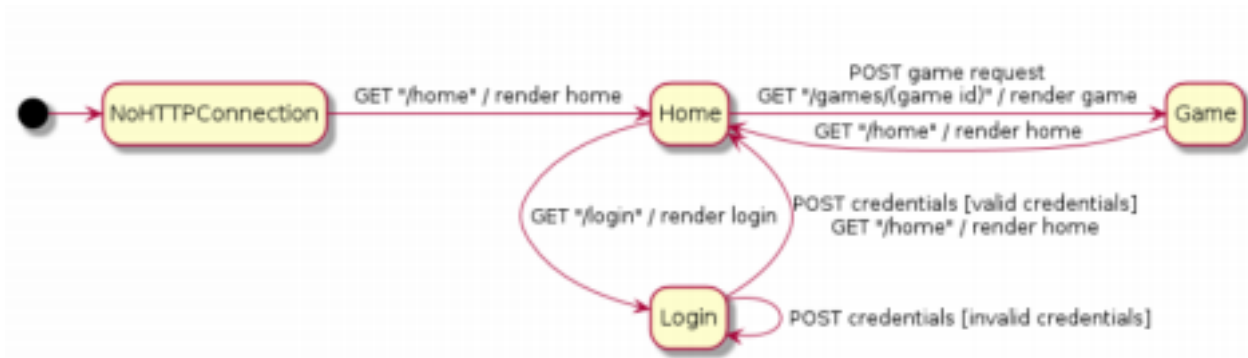


Figure 1: The Tiers & Layers of the Architecture



The interface is made up of 3 main pages: Home, Game, Login. The user will get to the Home page and Login. Logging in will render the new Home page where players are able to challenge other logged in players. Playing a game will render the Game page and after the game is complete, the players return to the Home page with the lobby.

UI Tier

Provide a summary of the Server-side UI tier of your architecture. Describe the types of components in the tier and describe their responsibilities. This should be a narrative description, i.e. it has a flow or "story line" that the reader can follow.

At appropriate places as part of this narrative provide one or more static models (UML class structure or object diagrams) with some details such as critical attributes and methods.

You must also provide any dynamic models, such as statechart and sequence diagrams, as is relevant to a particular aspect of the design that you are describing. For example, in WebCheckers you might create a sequence diagram of the POST /validateMove HTTP request processing or you might show a statechart diagram if the Game component uses a state machine to manage the game.

If a dynamic model, such as a statechart describes a feature that is not mostly in this tier and cuts across multiple tiers, you can consider placing the narrative description of that feature in a separate section for describing significant features. Place this after you describe the design of the three tiers.

Application Tier

Provide a summary of the Application tier of your architecture. This section will follow the same instructions that are given for the UI Tier above.

Model Tier

Provide a summary of the Application tier of your architecture. This section will follow the same instructions that are given for the UI Tier above.

Design Improvements

Discuss design improvements that you would make if the project were to continue. These improvements should be based on your direct analysis of where there are problems in the code base which could be addressed with design changes, and describe those suggested design improvements. After completion of the Code metrics exercise, you will also discuss the resulting metric measurements. Indicate the hot spots, the metrics identified in your code base, and your suggested design improvements to address those hot spots.

Testing

This section will provide information about the testing performed and the results of the testing.

Acceptance Testing

Report on the number of user stories that have passed all their acceptance criteria tests, the number that have some acceptance criteria tests failing, and the number of user stories that have not had any testing yet. Highlight the issues found during acceptance testing and if there are any concerns.

Unit Testing and Code Coverage

Discuss your unit testing strategy. Report on the code coverage achieved from unit testing of the code base. Discuss the team's coverage targets, why you selected those values, and how well your code coverage met your targets. If there are any anomalies, discuss those.

