Software Engineering GP02 Project

Design Specification

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| --- | --- |
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# Introduction

## Purpose of this Document

The purpose of this document is to give insight into how the game will be designed. It will describe the decomposition of the programs and the modules that fall within them, including any significant classes and how the classes overlap with the functional requirements. It will also describe the relationships and dependencies the modules have between each other. As well as, providing a description of the interfaces used and how any programmers or testers will use the facilities provided by a module. Finally, it will lay out the internal details of any modules that are not obvious to any reader.

## Scope

The document should be read by all members of the project and any readers should have a good understanding of the User Interface Specification document.

## Objectives

The objective of this document is to allow the reader to understand the inner mechanisms of the classes used in the project and go into further detail of how more complicated classes work.

# Decompisition description

## Programs in System

## Significant Classes

### Board

This class implements the game board and the graphical section of the program, it builds the individual squares that the pieces are placed on. It also gives the location and the places that pieces in their starting location.

### Pieces

There are different classes for each individual pieces on the board, these classes lay out the valid moves the pieces can take and determines how these pieces move throughout the board.

### Player

The player class holds the information connected to the two individual players and what colour they are playing with.

### Main

The main class connects all the other classes and launches the GUI and starts the game.

### Square

The square class is responsible for checking what piece or if no pieces are in the square that is called.

## Modules shared between programs

## Table mapping requirements onto classes

|  |  |
| --- | --- |
| Functional Requirements | Classes providing requirement |
| FR1 |  |
| FR2 |  |
| FR3 |  |
| FR4 |  |
| FR5 |  |
| FR6 |  |
| FR7 |  |
| FR8 |  |
| FR9 |  |
| FR10 |  |
| FR11 |  |

# dependency description

# interface description

# detailed design

REFERENCES

[1] Software Engineering Group Projects: General Documentation Standards. C.W. Loftus. SE.QA.05. 2.3 For Release

DOCUMENT HISTORY

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