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*GAME WIZARD* System Design Document

*GAMEPLAN* System Design Document

# Introduction (ZS)

This document shows the topics that are covered in our System Design. This document will show the diagrams made and the purpose of these diagrams. These diagrams show the design aspect of our app, Game Wizard. The Class Diagrams will show the design of objects in our app, and their methods along with their attributes. The pseudocode will break down the code that goes into the methods listed. First cut domain sequence diagrams will show the functionality of systems within Game Wizard.

# Class Diagrams (ZS)

# Pseudocode (ZS)

# First Cut Domain Sequence Diagrams (ED)