ECSE 321 Introduction to Software Engineering

McGill University Winter 2015

Tower defense project:  
Software Design Specifications

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# Introduction

## Purpose of the document

## audience

## Scope

## Related documents

# System Overview

# Design Considerations

## Assumptions and Dependencies

## Constraints

## Goals and Guidelines

## Development Methods

# System Architecture

## Architectural Strategies

## Architectural Diagram

# Detailed System Design

## Component level design

### Presentation Layer

### Domain Logic Layer

Business Logic and Game Controller components are included in the middle layer of the application. Presentation layer communicates with a single GameTime instance that maintains all game parameters. Game Controller listens handles user input communicated to it through the presentation layer and passes on the information to the GameTime instance that applies required changes to its parameters.

## Object Oriented Principles and Patterns

### Principles Used

### Pattern Used

# Dynamic Behaviour: Sequence Diagrams

# (System Logic…) Design

# User Interface Design

## Description of the User Interface

## Visual Presentation of Graphical User Interface

# References

**Daniel Sinnig PhD** Lecture Slides, ECSE-321. McGill University Winter 2015

**Martin Fowler** UML Distilled: A Brief Guide to the Standard Object Modelling Language.