

System design document for group 16

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v1.0

1 Introduction

1.1 Design Goals

Gem Clicker is a mobile game for Android. So the program must therefore run on Android, it must be able to get input from the user, and display the result of these inputs.

1.2 Definitions, acronyms, abbreviations

- *Gem Clicker* - The name of the project.

2 System architecture

Gem Clicker starts when the user opens the application. From there the user has the option of visiting several different activities. Each activity presents and represents different use cases such as, buying upgrades, viewing the map, attacking monsters, etc.

Gem Clicker ends when the user either exits the app or closes it using the android application manager.

2.1 Programming patterns

Gem Clicker, just like any other piece of software relies on different design/architecture patterns, such as:

- Game Loop [1]
- Model View Presenter [2]
- Singleton-pattern
- Factory-pattern

2.2 Dependencies

Gem Clicker is a self contained piece of software, which means that it does not depend on anything but itself. The application contains all the information required to be able to run.

Gem Clicker is developed for the Android operating system and is guaranteed to run on android phones running 4.0 or later versions of the operating system.

3 Subsystem decomposition

The application is right now only contained in one package.

4 Persistent data management

Gem Clicker saves the state of the app when the app is closed. This data is represented as a simple text file, and doesn't take up any noticeable space on the users phone.

5 Access control and security

There are no different roles for using this application. The only role is that of the user, and the only permission required of the user is to use the storage space of the phone.

6 References

References

[1] <http://gameprogrammingpatterns.com/game-loop.html>

[2] <https://en.wikipedia.org/wiki/Model-view-presenter>