

Project Board Game: Design Documentation

Instructions: A software design description (aka software design document or SDD) is a written description of a software product, that a software designer writes in order to give a software development team overall guidance to the architecture of the software project. This document shall contain one or more class diagrams (UML) that describe the structure of a system by showing the system's classes, their attributes, operations (or methods), and the relationships among objects. Additionally, describe what classes/functions each team member will be handling. Note, it is recommended to have only one team member assigned to each class. If two team members wish/need to work on a class, think about how to divide the class into two separate classes.

Finally, you may wish to write some prototype code to get a feel of what is going on. Although, it is not a requirement of this assignment.

Communication:

Communication is vital to a team project, especially with class members that work remotely (the online users.) First, establish how you want to communicate with one another, you can look in your repository and communication via the communication.txt file. Note: how you communication will be graded! All team members must be given ample opportunity to contribute to the project. Please outline what tasks each member has done.

How to turn in:

Turn in via GitHub under the documentation/design-doc directory. Note, that a github repository has been created for you class project! One or more team members should push via IntelliJ (VCS ↑) OR use the command line:

- `$ git add <files>`
- `$ git commit`
- `$ git push`

Due Date: March 15, 2015 2359

Teamwork: Full teamwork is allowed, please use your teammates and feel free to use internet resources. If you use outside resources, please site.