RAIInet Final Design Document

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1.0 Introduction

To develop the game of RAIInet, we focused on tackling the **five** main, **core functionalities** that compose RAIInet. The design framework and UML of the project are thus centered around the features listed below:

- Board set up and initialization (randomizing placements if needed, setting the strengths, initiating the ability cards, etc)
- Movement of pieces across the board (checking for illegal moves)
- Downloading of data/viruses through server ports and opponent's edges
- Battles between players' pieces
- Ability effects on both board and links

Taking these core functionalities into consideration, the overall structure and techniques used were centered around simplifying the implementation of these features, as well as allowing for flexible adjustments and changes to these key functionalities in the future (if needed).

Furthermore, our team also prioritized our design to reinforce low coupling and high cohesion principles.

2.0 Overview

For our development of RAIInet, we

3.0 Design

4.0 Resilience to Change

- New link types
- Board boundaries and edge coords

5.0 Answers to Project Specification Questions

6.0 Extra Credit Features

7.0 Final Questions

8.0 Conclusion