Software Engineering Group Project

Design Specification AUM group

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CONTENTS

CONTENTS 2

1. Introduction 3

2. Purpose of this Document 3

2.2 Objectives 3

3. BODY OF DOCUMENT 3

REFERENCES 3

DOCUMENT HISTORY 3

# Introduction

Clear, consistently followed, document standards are essential in software engineering.

# Purpose of this Document

This document describes all the components that make up the JoggleCube Game.

### Scope

The reader should be familiar with the User Interface Specification document.

## Objectives

The objective of this document is to aid any programmer who want to understand or maintain or improve the existing code.

# Decomposition Description

## Significant Classes

It describes the way the system has been structured and the purpose and function of each program and significant module

Classes and package names tox be included

Main classes should be named and a short description f the purpose of each class

Grid

Tiles

Letter

Enum

Player

Main class – save game

## Mapping from requirements to classes

# Interface Description

Need to include an outline specification for each class in the system

# Detailed Design

Have to discuss about the difficult parts and any experimental programming and investigation

## Significant algorithms

## Significant data structures

## Files structure

### High score file

The high score file is a simple text file and it stores the name and the score of the ten best players. The first line is the numbers of players details stored in the file. The next two lines is the name of a player followed by its score. The players details are sorted in descending order. The example below stores the score and name of the 6 best players.

6

Niman

930

Gin527

800

Minajdg

552

Nxgmkl37

550

Mila

400

Ndbg9

205

### Saved game file

The saved game file is a simple text file. The letters in each row in the grids are stored on the same line. Each group of three lines corresponds to the letters in a grid, starting from the begin of the file. It is followed by the details of all the players who have played the game. The players details are stored in two lines and they are sorted in descending order. The first line is the player’s name and the next one is its score. The example below shows the structure of the saved game file.

abc

def

ghi

jkl

mno

pqr

stu

vwx

yza

Niman

930

Gin527

800

Minajdg

552

Nxgmkl37

550

Mila

400

Ndbg9

205

REFERENCES

[1] Software Engineering Group Projects: General Documentation Standards. C. J. Price, N. W. Hardy, B.P. Tiddeman. SE.QA.03. 1.8 Release

DOCUMENT HISTORY

| *Version* | *CCF No.* | *Date* | *Changes made to document* | *Changed by* |
| --- | --- | --- | --- | --- |
| 1.0 | N/A | 2018-04-19 | Main parts | Nah37 |
| 1.1 | N/A | 2018-04-26 | Interface description | jty |
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