
Design Document

for

CZ3003 Software System Analysis & Design

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Revision History

Name	Date	Reason For Changes	Version
Whole Team	19/04/2020	Initial Document	1.0

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Introduction

Purpose

The document lays out a plan for the development of “**SSADPro**”, a game application by The Challengers. The intended readers of this document are current and future developers working on the “**SSADPro**” project. The plan will include, but is not restricted to, a summary of the system functionality, the functional and non-functional requirements of the system, use-case models, UI model and other data-flow diagrams.

Document Conventions

This document features the usage of the font Arial of size 12. It must be noted that each new title uses Times New Roman of size 14, and is stylized to be bold.

In numbering our detailed requirements and use cases we employ a nested (indented) numbering system whereby a title numbered 1 has subheadings 1.1, 1.2 and so on.

Intended Audience and Reading Suggestions

This document is intended for any developer, project manager, software tester or user involved in the design, development and testing of this application.

The sequence followed in this document is

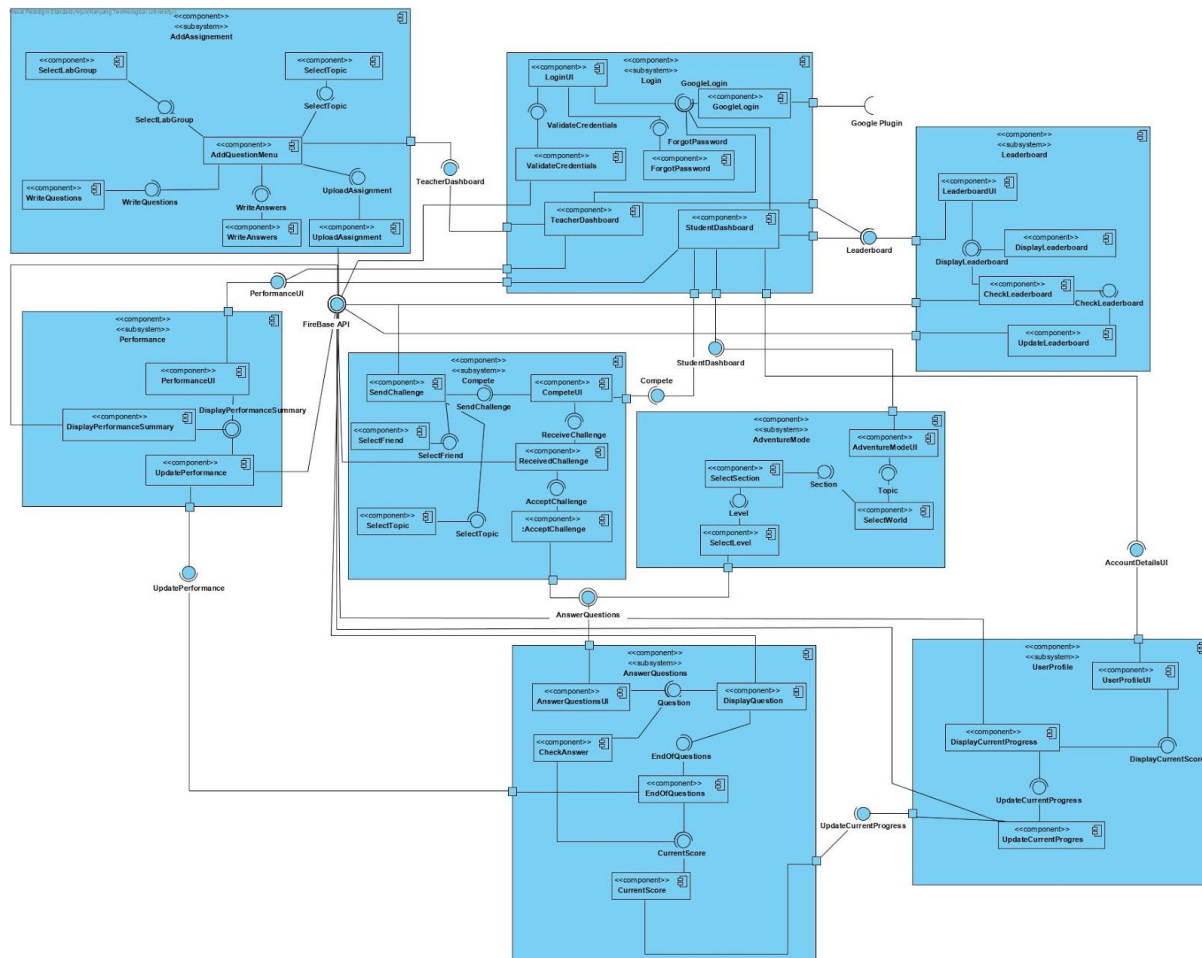
1. Component Diagram
2. Communication Diagram

Developers who are to review application capabilities, system features and other requirements may view sections 1, 2 or 3.

Product Scope

SSADPro will be an application that will facilitate a user to learn the topics of Software Engineering through a gamified approach. Currently, the project is being developed for students and instructors in the School of Computer Science and Engineering at NTU. The larger goal for this project would be to incorporate gamified learning in Computer Science schools across many universities in Singapore and other countries.

Component Diagram

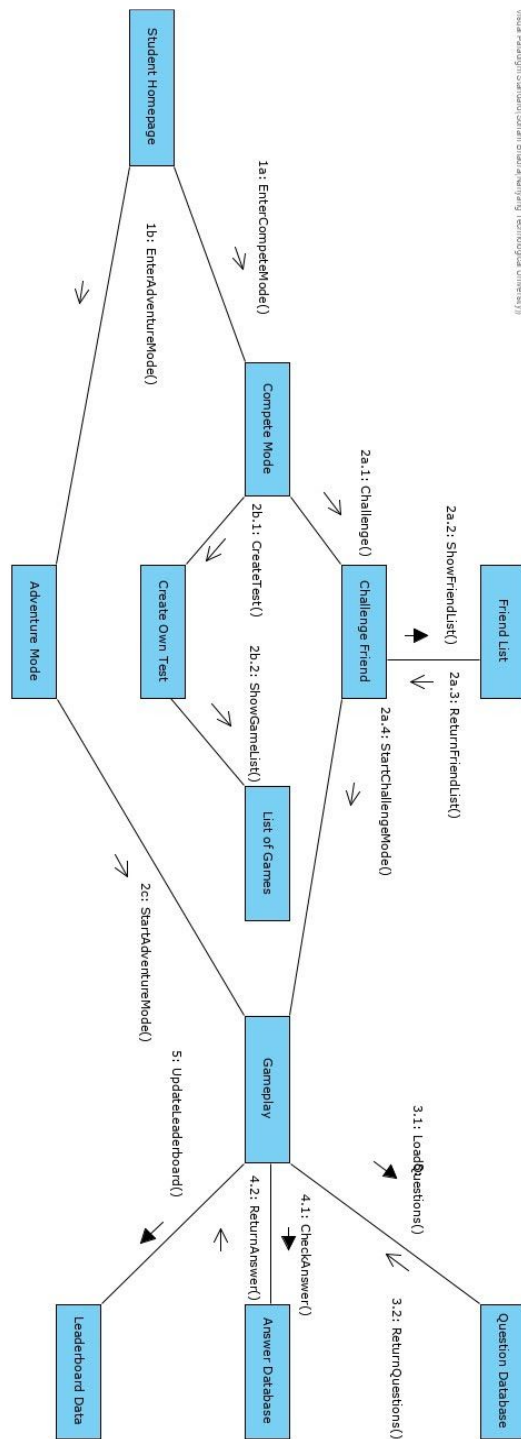


Note - A high-resolution version of this diagram can be found in our SVN submission and GitHub Repository.

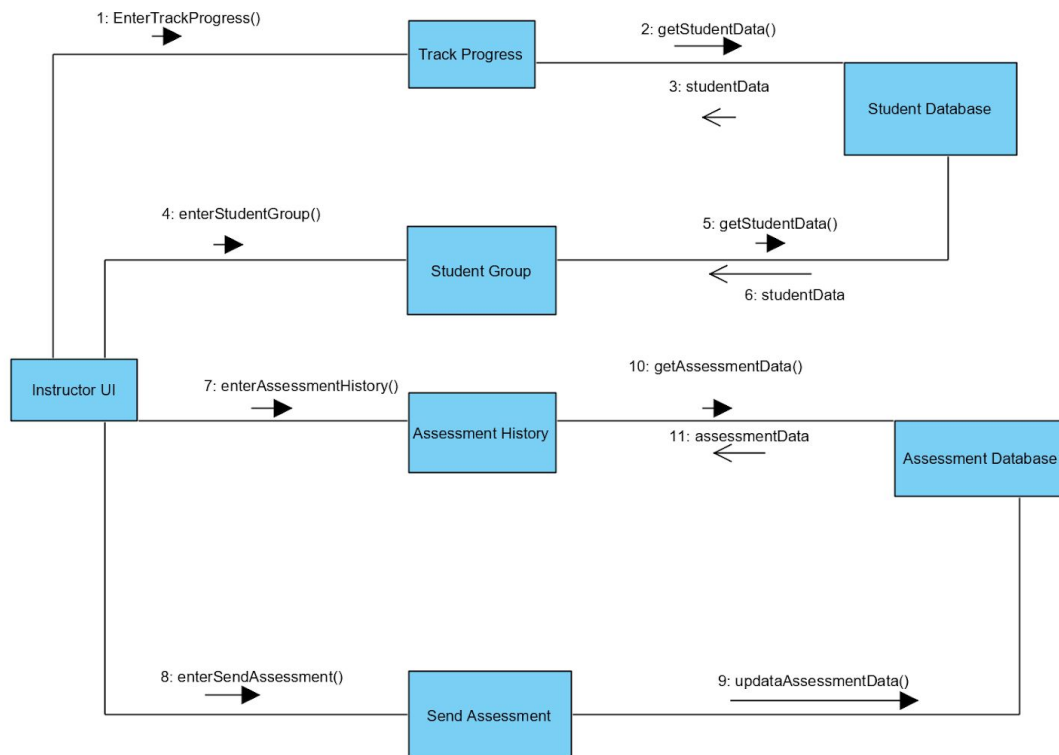
Communication Diagram

Note - A high-resolution version of this diagram can be found in our SVN submission and GitHub Repository.

1. Student Management



2. Instructor Management



3. Compete Mode

