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| Project Design Document |
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| **Project: Movie Game**  **Prepared By: Taylor Cargill, Drew Van Maanan, Trevor Ekin & Jonathon Vinsko** |
| **Submitted to:** Dr. Jag Nandigam  CIS 350 Term Project  Spring Term 2016  June 20th, 2016 |

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# Introduction and Design Background

## Design Goal

To design and implement a software project interfacing with The Movie Database (TMDb) which allows for user interaction. The basis of the project will be a game played by two or more players in which a player names an actor/actress then players take turns naming movies in which that actor/actress played a role until there is only one player left standing, the winner of that round.

## Release 1 Feature List

### Number of Players

User will be able to select the number of players at the start of each new game.

### Player Names

Each player will have the ability to edit their displayed name during the game.

### Choose Actor/Actress

First player of the game and first player out in every round will have the ability to choose the next round’s actor/actress.

### 

# Use Case Analysis

## Use Case Diagram

## Use Case Descriptions

### Use Case 1: Start Game

|  |  |
| --- | --- |
| **Name** | Start Screen – Start Game |
| **ID** | UC1 |
| **Brief Description** | Initial screen shown on program launch, allowing main user to start a game |
| **Actors (primary and supporting/secondary)** | Main user – Player 1 (Primary)  Additional users – Player 2+ (Secondary) |
| **Triggers** | Program executable launched |
| **Preconditions** | <Nothing> |
| **Primary Flow** | 1. Program launched, showing initial start screen. 2. Main user chooses to start a new game. 3. Main user chooses number of players for the game. |
| **Alternate Flows** | . |
| **Minimal Guarantees** |  |
| **Success Guarantees** | New game is started using the selected number of players. |

### Use Case 2: Choose Actor/Actress

|  |  |
| --- | --- |
| **Name** | Start Screen – Choose Actor/Actress |
| **ID** | UC2 |
| **Brief Description** | First portion of the current round (or new game). First player (chosen randomly) chooses an actor or actress to play the current round based around. |
| **Actors (primary and supporting/secondary)** | Random Player (Primary)  Movie DB (Supporting) |
| **Triggers** | New game started or previous round finished (new round started). |
| **Preconditions** | Player count has been established. |
| **Primary Flow** | 1. First player for round is chosen at random. 2. First player enters in an actor’s/actresses’ name. 3. Actor/Actress name accepted. 4. System takes input and creates and internal ‘Actor’ object to be used throughout the game to check if guesses are correct or incorrect. |
| **Alternate Flows** | 1. Actor/Actress name is not accepted (spelled wrong or non-existent)    1. Error text displays and text field reappears for another attempt at entering an actor/actress.   . |
| **Minimal Guarantees** | <Nothing> |
| **Success Guarantees** | Actor/Actress is selected for current round and the game begins, starting with the second player. |

### Use Case 3: Choose Movie

|  |  |
| --- | --- |
| **Name** | Start Screen – Choose Movie |
| **ID** | UC3 |
| **Brief Description** | Players in the game are required to enter the name of a movie that the current round’s actor/actress had a role in. |
| **Actors (primary and supporting/secondary)** | Player (Primary)  Movie DB (Supporting) |
| **Triggers** | Player change during current round, or first player attempt for a new round. |
| **Preconditions** | Actor/Actress selected, Player is active within current round (has not yet been eliminated). |
| **Primary Flow** | 1. Next (or first) player is selected. 2. Player enters a movie title guess for the current round’s actor/actress. 3. System checks movie database to clarify the actor/actress played a role in the guessed movie. 4. (Movie is accepted) 5. Next player is selected to make guess |
| **Alternate Flows** | 1. No more players are in the game.    1. Last player still active is crowned winner of round and rewarded a point. 2. Movie was not accepted.    1. Error text is displayed to inform that the guess was incorrect.    2. Player is removed from the current round. 3. Next player in list is already eliminated from the round.    1. Skip to the next player that is still in the game.   . |
| **Minimal Guarantees** | Next player is chosen to play (or in the event of all players being eliminated, last man is awarded the victory) |
| **Success Guarantees** | Next player is chosen to play |

# Class UML Diagram

# Checkstyle Report

# Git Log

# Javadoc API

# Code Coverage Report (EclEmma)

# Team Member Analysis

## Member Responsibilities

### Taylor Cargill

### Drew Van Maanan

### Trevor Ekin

### Jonathon Vinsko

## Member Evaluations

### Taylor Cargill

### Drew Van Maanan

### Trevor Ekin

### Jonathon Vinsko

# Appendix A – Source Code