Criteria B Documentation

[Planning 2](#_heading=h.1fob9te)

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[Design 2](#_heading=h.tyjcwt)

[Conceptual Model 2](#_heading=h.3dy6vkm)

[Logical Model 2](#_heading=h.17dp8vu)

[Physical Model 3](#_heading=h.3rdcrjn)

[Annexes 3](#_heading=h.26in1rg)

# Planning

**Plan of tasks/ GANTT** (depends on WATERFALL/AGILE/SPIRAL choice): planification (see excel and GANTT)

**ROT** (depends on WATERFALL/AGILE/SPIRAL choice): real work

# Requirement

**Requirement Use Cases** or **Stories** (see excel)

**Requirement List (see excel)**

# Test Plan

**Test plan** (depends on WATERFALL/AGILE/SPIRAL choice)

# Design

## Conceptual Model

[UML Domain Model](https://lucid.app/lucidchart/752cbd43-3c6e-46cd-a19b-d16646a70124/edit?viewport_loc=28%2C76%2C1149%2C553%2C0_0&invitationId=inv_8b4376c7-4665-4bd6-819d-62d2827cd0bd)

Sketch, View and Navigation Model primera version, without detail

[Data Flow Diagram](https://lucid.app/lucidchart/69b16dec-5292-4b99-a822-00d9f556278e/edit?viewport_loc=-102%2C-167%2C1847%2C889%2C0_0&invitationId=inv_d998b4c8-563a-4ef1-82f8-a465d139f88a)

[Abstract Game Flow Chart](https://lucid.app/lucidchart/4d55dd59-132b-4b16-9f76-cddbde9142d2/edit?viewport_loc=-711%2C929%2C3277%2C1578%2C0_0&invitationId=inv_c40d0277-e75e-4ef2-a841-7b595f6ea627)

## Logical Model

[Logical Architecture and Stack](https://lucid.app/lucidchart/9e13bd7f-6d21-4c0b-9ecd-2ccd30207c61/edit?viewport_loc=-63%2C-91%2C1407%2C677%2C0_0&invitationId=inv_fb2eb4ee-79ee-434a-8c63-815b71b9a11e)

Database Entity Relation Model

UML Class Model

UML Vista Class Model

Annex 1 Tic Tac Toe Algorithm

Annex 2 Checkers Game Algorithm

Annex 3 Default Scoring Requirements

Game logic class

Ranging Retrieval Query

## Physical Model

MySQL Entity Relation Model

# Annexes