**SDWIGP-WaM**

**System Design Specification (SDS)**

**0.1 Alpha**

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1. Document Change Log

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| --- | --- | --- | --- |
| ***Change Date*** | ***Changed By*** | ***Version*** | ***Change Description*** |
| *02/24/2017* | *Zhenghao Wu* | *0.1 Alpha* | *Prepared Document* |
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1. Design Overview

*<Please provide a general overview of the project in terms of the product or service that is being built, so that anyone reading this section is able to gain an understanding of what functionality is provided and how this functionality will be technically implemented. Mention any partners that may be involved in the effort.>*

1. Tools and Standards

## Tools

*<Specify which technologies will be used to develop the application, e.g. HTML, CSS, Javascript etc.>*

## Standards

*<Specify what standards will be followed in this project, e.g. used Chrome as the browser, etc.>*

1. System Design

## Game Description

<Describe the main function here, and explain the meaning of each button or information in your interface >

## Interface Design

<Introduce the interface layout, list a table to show all the elements and their attributes, explain all the resource to be uploaded>

## Event Diagram

*<Show your logic thought by event diagram>*

1. Test Procedure

*<Show the test procedure and corresponding modification here >*