SDW1 2017 Spring Semester Project

**Web Game - Whac A Mole**

**System Design Specification (SDS)**

**Version Beta 1.0**

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1. Document Change Log

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| --- | --- | --- | --- |
| ***Change Date*** | ***Changed By*** | ***Version*** | ***Change Description*** |
| *02/24/2017* | *Zhenghao Wu* | *Alpha 0.1* | *Prepared Document* |
| *03/11/2017* | *Zhenghao Wu* | *Beta 1.0* | *Add Basic Frame* |
| *03/18/2017* | *Xianggao Gu* | *Beta 1.1* | *Content modification* |
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1. Overview

## Purpose

This is a web game called ‘Whac A Mole’ written by HTML/CSS/JavaScript. In this game, players should hit as many moles as they can to get scores. We will record and players’ scores at the end of game.

## Software Target Customer

This is a casual game for gamers of all ages.

## Aim

* Train player's response speed
* Relaxing and entreating

1. Tools and Standards

## Tools

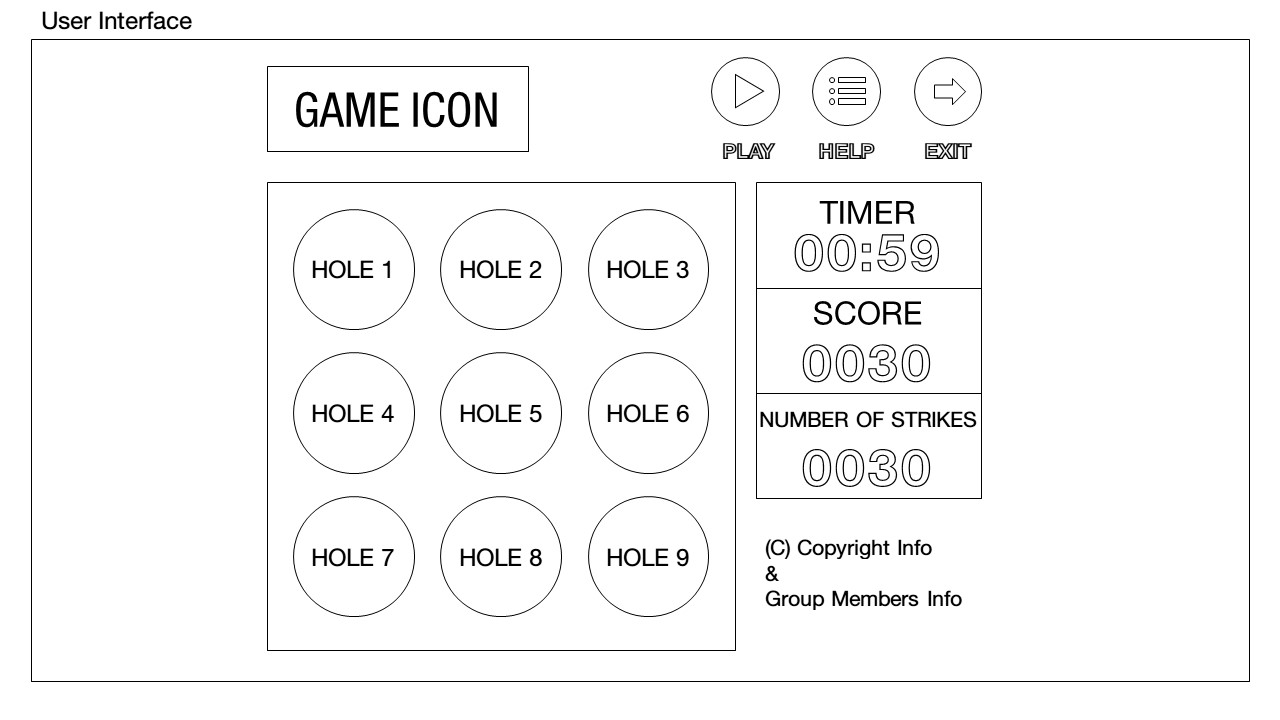
* *HTML & HTML5*
* *CSS & CSS 3*
* *JavaScript*
* *Bootstrap (V4.0.0 Alpha 6)*
* *jQuery[Maybe]*
* *Git*

## Standards

* Testing on latest stable version of Google Chrome browser (56.0.2924.87 (64-bit) or later).
* Using XHTML Standard.
* Using UTF-8 encoding Standard.

1. System Design

Game Description



* The upper left corner of the game interface is the ‘Game icon’. The icon will link to this page.
  + There are three buttons on the right of the icon. They are ‘PLAY’, ‘HELP’,’EXIT’.
  + After clicking ‘PLAY’ button, the moles will show and countdown begins. At the same time, the ’PLAY’ button will be changed into ‘REPLAY’.
  + After clicking ‘HELP’ button, there will be a floating window which can be closed. The introduction about the game will be there.
* After clicking ‘EXIT’ button, a window will prompt and ask player whether to leave. If player confirms to leave, the web page will jump into UIC official website.
* There are nine holes under the icon. No use in clicking before the game start.
* ‘TIMER’, ‘SCORE’, ‘NUMBER OF STRIKES’ are under the buttons.
  + ‘TIMER’ records the remaining time of the game, and when the remaining time is 0, game over.
  + ‘SCORE’ displays player’s current score. The initial score is 0. Every successfully hit in mole will lead score plus 1.
  + ‘NUMBER OF STRIKES’ will plus 1 if you click the mole hole during the game time
* The bottom right corner of the page is copyright information and group information.
* At the end of the game, there will be a window showing the final score and the occurrence number of mole.

## 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 >*