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SDEV265 – Health/Fitness Tracker Project

Software Introduction:

There is a need to create a program that emulates the board game Lords of Catan. This new system will have a graphical map with functional graphical game cards and functional graphical player pieces. We will have a graphical dice function that will use a program to roll dice at random rolls. The system will work moduli with all of these components. Code will have to be written in C# using the visual studio IDE. This system works with the overall business objectives by ensuring a function working Lords of Catan program.

System Requirements:

- Java, HTML/CSS/JS knowledgeable programmers
- Organizer of the modules
- Graphical Designer
- Debugger
- Compiler
- Testing and Documentation persons
- Health and fitness knowledge
- Management Dashboard, with modulated sections for each tracked topic
- Graphical representations of progress over time
- Sign on and registration landing page
- WebApp integration knowledge

System Architecture:

The system architecture will be modeled object oriented. Every object will function with each other to create system of systems. The software will be built using class files with distinct objects in each. Graphics will be used in separate files and composed on the visual studio IDE.

System Evolution:

Mock-up of systems will be ready in 1-2 weeks.

Bare system with limited capacity and graphics will be ready in 3-4 weeks

Final deployment will be ready in 4-5 weeks.

Appendices:

Software language will be based in Java, with hosting through Github for a model Web Application.

All software will be written on VS code or Visual Studio.
Graphics are all imported through imported scripting.