



CS 319 - Object-Oriented Software  
Engineering  
System Design Report

**Katamino**

Group 1-G

Mert Epsileli

Yusuf Samsum

Fırat Yıldız

Burak Korkmaz

Faruk Ege Hatırnaz

<b>Introduction</b>	<b>3</b>
Purpose of the System	3
Design Goals	3
Definitions, Acronyms and Abbreviations	3
<b>High Level System Architecture</b>	<b>3</b>
Subsystem Decomposition	3
Hardware / Software Mapping	3
Persistent Data Management	3
Access Control and Security	3
Boundary Conditions	3
<b>Subsystem Services</b>	<b>3</b>
User Interface Management Subsystem	3
Game Management Subsystem	3
Game Objects Subsystem	3
Input Management Subsystem	3
<b>Low-Level Design</b>	<b>3</b>
Object Design Trade-offs	3
Final Object Design	3
Packages	3
Class Interfaces	3
<b>Glossary &amp; References</b>	<b>3</b>

# 1. Introduction

- 1.1. Purpose of the System
- 1.2. Design Goals
- 1.3. Definitions, Acronyms and Abbreviations

# 2. High Level System Architecture

- 2.1. Subsystem Decomposition
- 2.2. Hardware / Software Mapping
- 2.3. Persistent Data Management
- 2.4. Access Control and Security
- 2.5. Boundary Conditions

# 3. Subsystem Services

- 3.1. User Interface Management Subsystem
- 3.2. Game Management Subsystem
- 3.3. Game Objects Subsystem
- 3.4. Input Management Subsystem

# 4. Low-Level Design

- 4.1. Object Design Trade-offs
- 4.2. Final Object Design
- 4.3. Packages
- 4.4. Class Interfaces

# 5. Glossary & References