

# System design document for ShroomDefence

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This version overrides all previous versions.

## **1 Introduction**

### **1.1 Design goals**

The design must be loosely coupled to make it possible to switch GUI and/or partition the application into a client-server architecture. The design must be testable i.e. it should be possible to isolate parts (modules, classes) for test. For usability see RAD

### **1.2 Definitions, acronyms and abbreviations**

- GUI, graphical user interface
- Java, platform independent programming language.
- JRE, the Java Run time Environment. Additional software needed to run a Java application
- Host, a computer where the game will run
- Wave, represents a session of the game where enemies will try to reach the player base.

## **2 System design**

### **2.1 Overview**

In this section we explain the overall design choices.

### **2.2 Software decomposition**

#### **2.2.1 General**

Package diagram. For each package an UML class diagram in appendix

#### **2.2.2 Layering**

#### **2.2.3 Dependency analysis**

### **2.3 Concurrency issues**

**2.4 Persistent data management**

**2.5 Access control and security**

**2.6 Boundary conditions**

**3 References**

APPENDIX