Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 22.03.2014 | 1.11 | Initial version of SDD | İsmetcan Hergünşen, Mehmet Kağan Kayaalp, Nazlı Karalar, Gamze Küçükçolak, Erdi Koç |
| 23.03.2014 | 1.12 | Introduction (References, abbreviations etc.) | Nazlı Karalar, Kağan Kayaalp |
| 24.03.2014 | 1.13 | Component 1 | Gamze Küçükçolak, Erdi Koç |
| 24.03.2014 | 1.13 | Component 2 | Mehmet Kağan Kayaalp, Nazlı Karalar, |
| 24.03.2014 | 1.13 | Component 3 | İsmetcan Hergünşen |
| 26.03.2014 | 1.15 |  |  |
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# Introduction

SDD is a representation of the software system design such as software components and interfaces. It also shows how the software system will be structured to satisfy the requirements. The purpose of SDD is to define the detailed design for all components of CCB system.

The SDD document is organized as follows. In the first part of SDD, it describes the project references and abbreviations and in component part, it shows the design of the system with UML diagrams.

## References

### Project References

| **#** | **Document Identifier** | **Document Title** |
| --- | --- | --- |
| DOC#SRS V1.0 | [1] | Software Requirement Specification |
| DOC#STP  V1.0 | [2] | Software Test Plan |

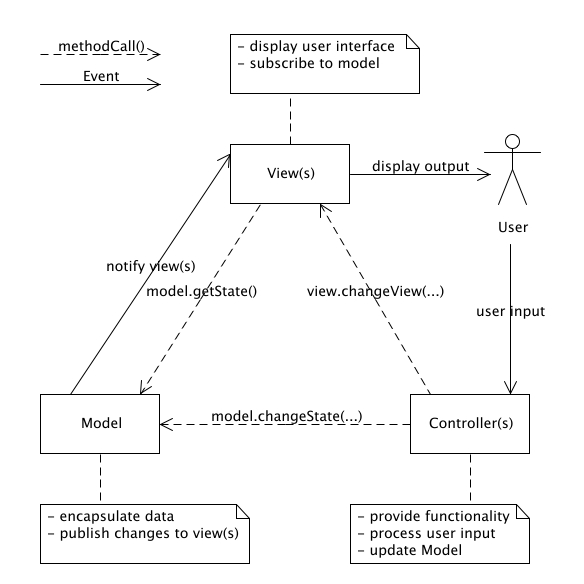
### Abbreviations

|  |  |
| --- | --- |
| **Term** | **Description** |
| CCB Project | Crazy Copter Battle Project Game |
| DOC #SDDv.1.0.x | Document version 1.0.x |
| JDA | Java Desktop Application |
| MVC | Model View Controller |
| UI | User Interface |
| GUI | Graphical User Interface |
| SDP | Software Development Plan |
| SRS | Software Requirements Document |
| UML | Unified Modeling Language |
| STP | Software Test Plan |
| JDK | Java Development Kit |
| SRS-CCB-XXX.X | Software Requirement Specification – CCB – XXX.X |
| STR | Software Test Report |

# Software Architecture overview

## MVC Model

This diagram shows basic operations of MVC model that will be used in CCB software system.



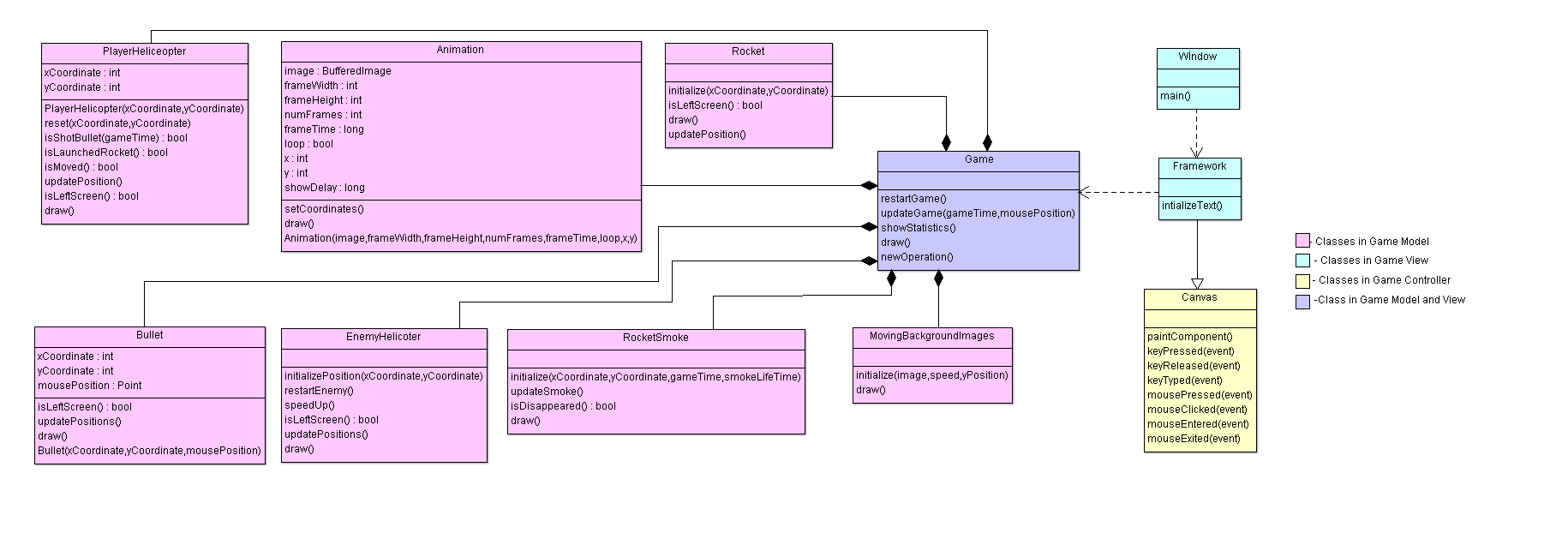
# Software design description

CCB software system will have one package and in package content, there will be several classes whose operations are divided depending on MVC model. Therefore, the components of CCB are Model, View and Controller.

A model notifies its associated views and controllers when there has been a change in its state. This notification allows views to update their presentation, and controllers to change the available set of instructions/commands (like pause).

A view is told by the controller all the information it needs for generating an output representation to the user. It will also provide generic mechanisms to inform the controller of the user input.

A controller will send commands to the model to update the model’s state. It will also send commands to its associated view to change the view’s presentation of the model.



**(MVC Detailed Class Diagram)**

## Component 1 – Game Logic

### Component interfaces

Input: User will press the start button.

Output: Game will start. Images will be created.

### Component design description

Class: Animation

Constructor

-Usage: Initialize number of frames and set time between frames

Methods

* **public** **void** setCoordinates()
* **public** **void** draw()

Class: MovingBackgroundImages

Methods

* **public** **void** initialize()
* **public** **void** draw()

Class: Game

Constructor

-Usage: Initialize bullets, rockets, enemy helicopters etc.

Methods

* **public** **void** restartGame()
* **public** **void** updateGame()
* **public** **void** draw()
* **public** **void** showStatistics()

Class: PlayerHelicopter

Constructor

-Usage: Load parts of the helicopter images and create animation objects

Methods

* **public** **void** reset()
* **public** **boolean** isShotBullet ()
* **public** **boolean** isLaunchedRocket()
* **public** **boolean** isMoved()
* **public** **void** updatePosition()
* **public** **void** draw()
* **public boolean** isLeftScreen()

Class: EnemyHelicopter

Methods

* **public** **void** initializePosition()
* **public boolean** isLeftScreen()
* **public** **void** restartEnemy()
* **public** **void** speedUp()
* **public** **void** draw()
* **public** **void** updatePosition()

Class: Bullet

Constructor

-Usage: Initialize bullet position and speed.

Methods

* **public boolean** isLeftScreen()
* **public** **void** draw()
* **public** **void** updatePosition()

Class: Rocket

Constructor

-Usage: Initialize rocket position and speed.

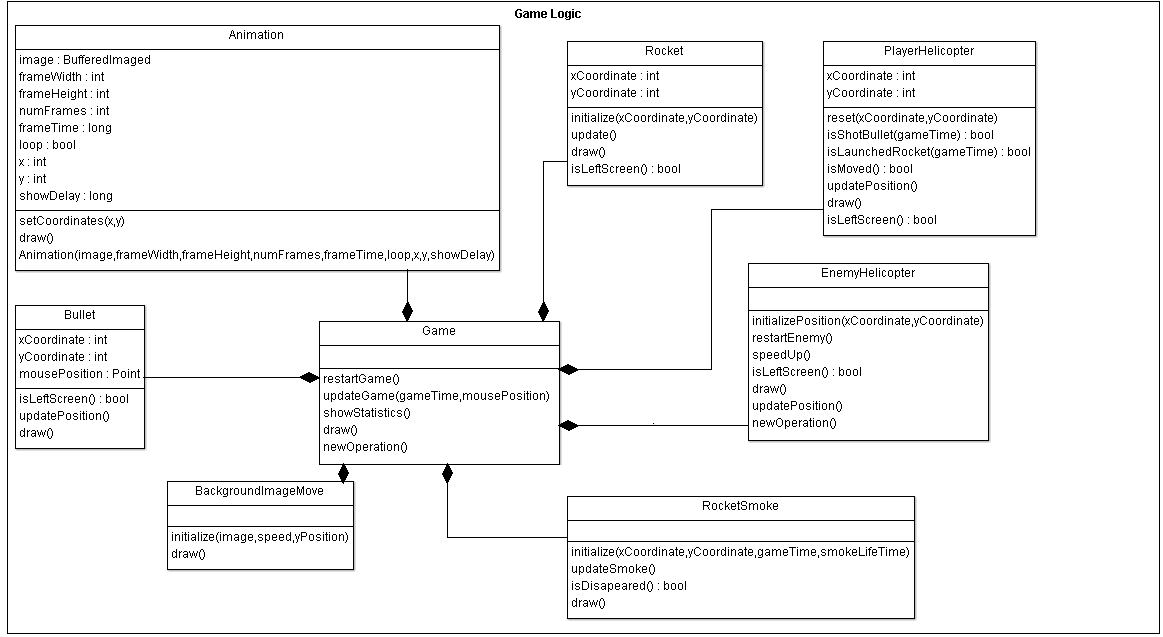
Methods

* **public boolean** isLeftScreen()
* **public** **void** draw()
* **public** **void** updatePosition()

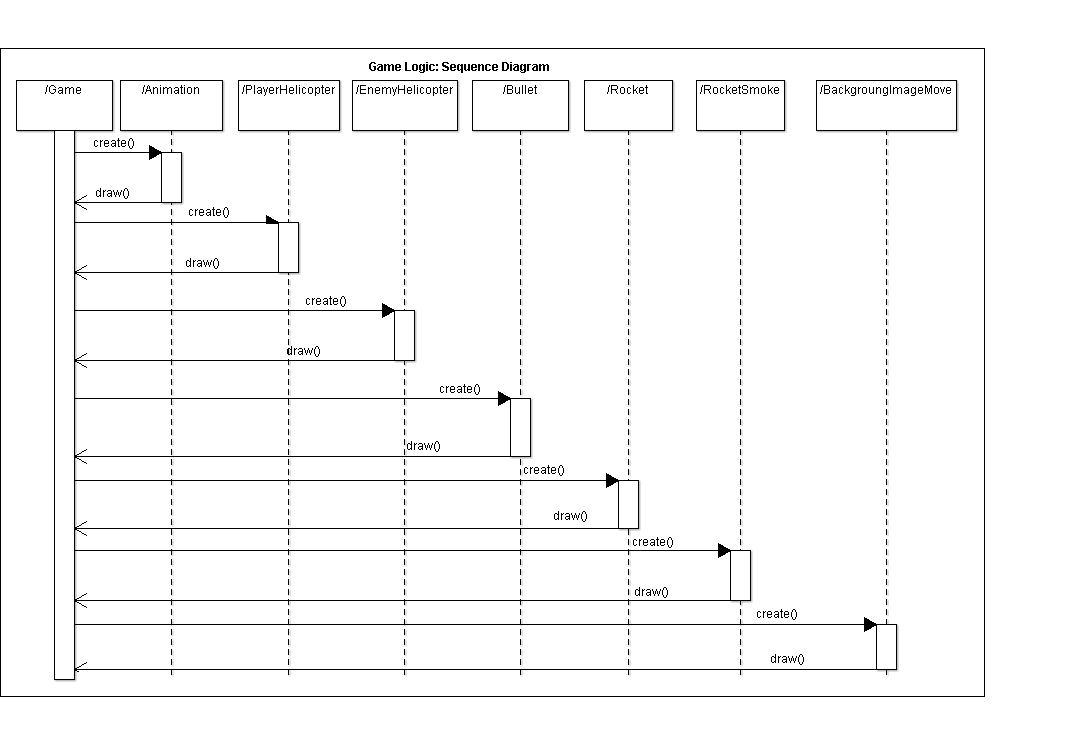
Class: RocketSmoke

Methods

* **public** **void** initialize()
* **public boolean** isDisappeared()
* **public** **void** draw()
* **public** **void** updateSmoke()



### Workflows and algorithms



### Software requirements mapping

* SRS-CCB-003.1
* SRS-CCB-004.3
* SRS-CCB-007.1

## Component 2 – Game View

### Component interfaces

Input: User will open the game.

Output: Images (helicopters, background, bullets, rocket, collision) ,texts(statistics info, help info) will appear.

### Component design description

Class: Window

Constructor

-Usage: Create a new instance of this class

Methods

* Main

**public** **static** **void** main(String[] args)

Class: Framework

Constructor

-Usage: Initialize framework, background images etc.

Methods

* **public** **void** initializeText()
* **public** **void** keyReleased(KeyEvent event)
* **public** **void** mouseClicked(MouseEvent event)

Class: Game

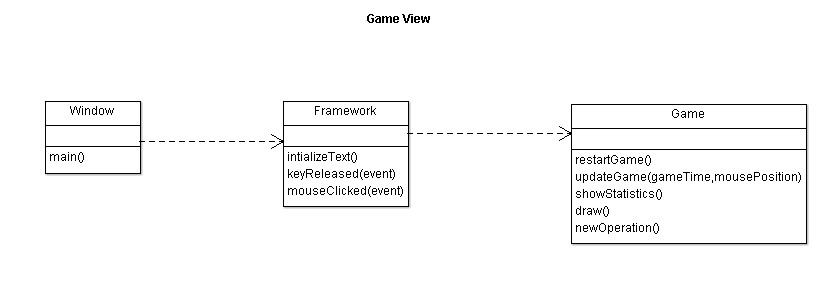
Constructor

-Usage: Initialize all objects of the game such as bullets, helicopter, and create content of the game.

Methods

* **public** **void** restartGame()
* **public** **void** updateGame()
* **public** **void** draw()
* **public** **void** showStatistics()

*Class diagram for Component 2:*

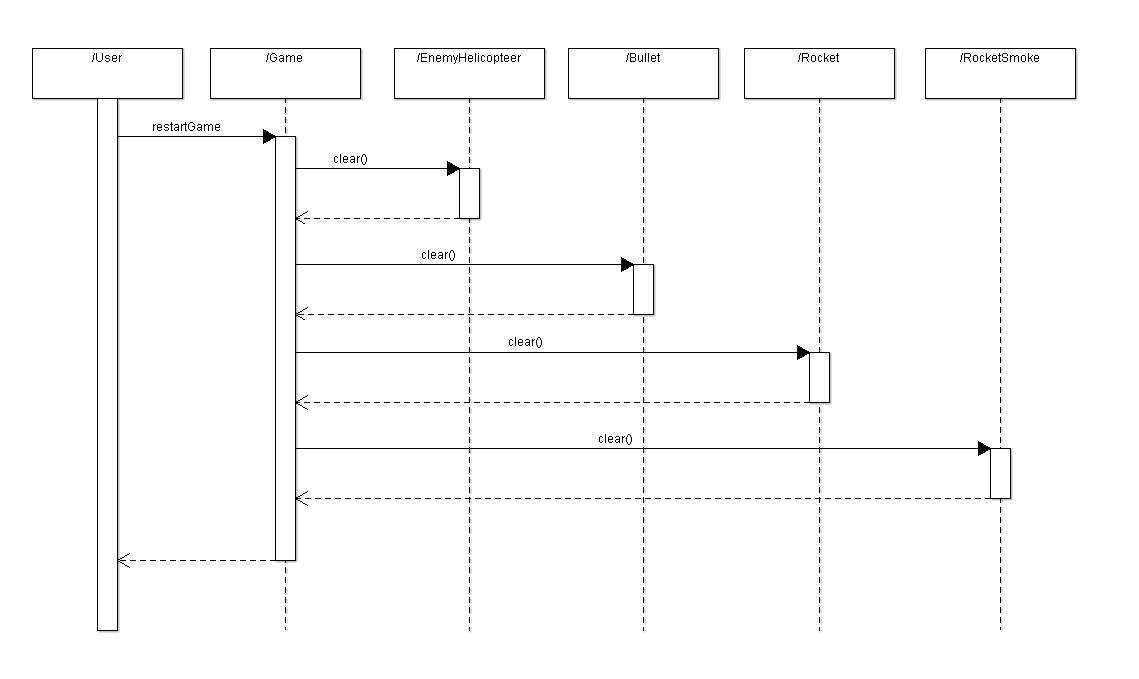


### Workflows and algorithms

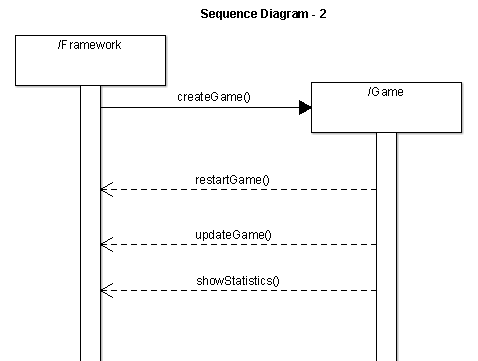
*Sequence Diagrams for Component 2:*

* When user starts the game, Window which includes the main method of the game will call Framework class and then Framework will create splash screen texts, images. In the main method, window class will be called in order to create the menu size, image, text etc.

**

**

* Framework class will create Game object in its one of the method, createGame, and methods of Game class can be reached by Framework.



### Software requirements mapping

* SRS-CCB-001.1
* SRS-CCB-001.2
* SRS-CCB-002.1
* SRS-CCB-004.1
* SRS-CCB-004.2
* SRS-CCB-009.1
* SRS-CCB-009.2

## Component 3 – Game Controller

? ? ? ? ? ?

### Component interfaces

Input: User will press keys (“A, S, W, D” or arrows) and click (right, left) or move mouse.

Output: Helicopter will move and fire bullets or rockets and mouse cursor will move.

### Component design description

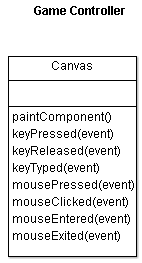
Class: Canvas

Constructor

-Usage: Create a mouse cursor and calls key and mouse listeners.

Methods

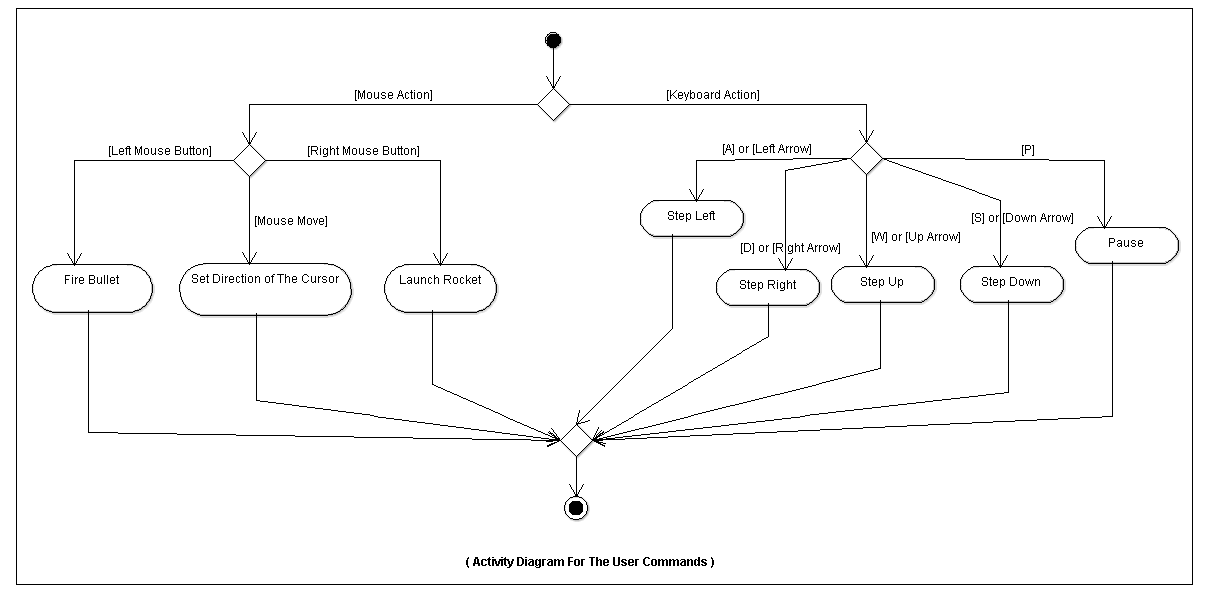
* **public** **void** paintComponent()
* **public** **void** keyPressed(KeyEvent event)
* **public** **void** keyReleased(KeyEvent event)
* **public** **void** keyTyped(KeyEvent event)
* **public** **void** mousePressed(MouseEvent event)
* **public** **void** mouseRelased(MouseEvent event)
* **public** **void** mouseClicked(MouseEvent event)
* **public** **void** mouseEntered(MouseEvent event)
* **public** **void** mouseExited(MouseEvent event)



### Workflows and algorithms

Use sequence diagrams to show the workflows of components/packages/classes inside the component.

Describe algorithms, if possible. An algorithm may be described outside this document, in this case, add the reference to that document.





### Software requirements mapping

* SRS-CCB-001.3
* SRS-CCB-001.4
* SRS-CCB-005.1
* SRS-CCB-006.1
* SRS-CCB-006.2
* SRS-CCB-008.1