

# **Software Design Description for Board Game Reccomender**

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## 1. Architectural Considerations

- a. Economy
  - i. Our design is pretty fat free. We only have features that are absolutely necessary, so the economy of our design is good.
- b. Visibility
  - i. Between our diagram and class description we show all the important parts of the project and hopefully make it obvious why we chose to design it the way we did.
- c. Spacing
  - i. Based on the nature of a layered design style, our spacing is immediately evident and clean cut. Also, our system is almost entirely modular.
- d. Symmetry
  - i. Our design accounts for symmetry by having consistency throughout all of its different navigable pages and functions. Pages have very similar layouts and functions overlap in use wherever possible.
- e. Emergence
  - i. Our project is a webapp, so its functionality is almost entirely based on user input/action. Because of this, we made our design very flexible to account for the unpredictability of a user.

## 2. Component Design Principles

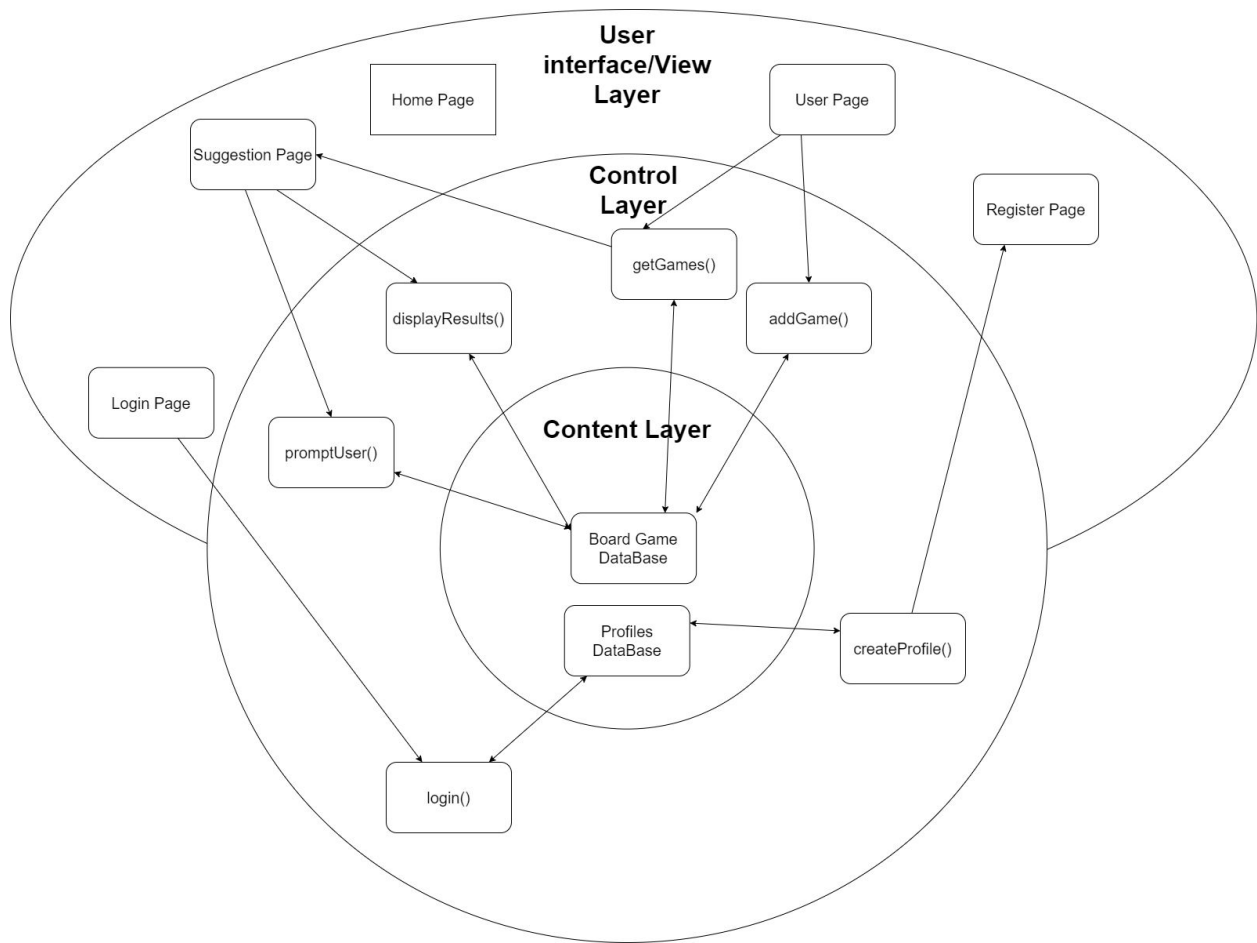
- a. Our website will be designed with the principle of modularity in mind. Each component of our website will work independently allowing us to change out features of the website with ease. Another key feature of our modular design is the separation of UI from the back end. We will develop the html/css front end independently of the database allowing for us to modify either piece individually. We will also keep our code grouped into packages separating different features to allow for code reuse and for updating the code more efficiently.

## 3. Class description

- a. Identifier:SignUpView
  - i. Type: class
  - ii. Purpose: to serve the sign up page
  - iii. Functions: (sign up) (Each of these classes has only a single function)
  - iv. Subordinate classes: (none)
  - v. Dependencies ( Django)
  - vi.
- b. Identifier:HomepageView
  - i. Type:Class
  - ii. Purpose: To serve users the homepage
  - iii. Functions: homepage.(Class as single function)
  - iv. Sub classes:None Dependencies: Django
- c. Identifier:recommendView
  - i. Type:class
  - ii. Purpose: To serve the recommendation page, and perform searches based on user input

- iii. Functions: recommend (Class as single function)
  - iv. Sub classes:None Dependencies: Django
- d. Identifier:user\_gamesView
  - i. Type:class
  - ii. Purpose: To serve user detail page, and query the database to get user details
  - iii. Functions: recommend (Class as single function)
  - iv. Sub classes:None Dependencies: Django
- e. Identifier:Game
  - i. Type:database model object
  - ii. Purpose: to store information about board games
  - iii. Functions: \_\_str()\_\_, game(), \_\_repr()\_\_
  - iv. Sub classes:None Dependencies: Django, django.db, django.model
- f. Identifier:Tag
  - i. Type:database model object
  - ii. Purpose: To store attributes about games, allowing for identification of games.
  - iii. Functions: \_\_str()\_\_, tag(), assign(), remove()
  - iv. Sub classes:None Dependencies:Django, django.db, django.model
- g. Identifier:Gamer(User)
  - i. Type:database model object
  - ii. Purpose: To store users, (based on django's user class) with additional attributes to allow linking games to users.
  - iii. Functions:  
register(),login(),authenticate(),logout(),checkstatus(),getgames(),addgame()
  - iv. Sub classes:None Dependencies: Django, django.db, django.model  
django.User

## Appendix A



Appendix B

Home Page	Suggestion Page	User Page	Login Page	Register Page
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Board Game of the Month:

Updates:

List
Item 1
Item 2
Item 3

Home Page	Suggestion Page	User Page	Login Page	Register Page
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Search

Game 1


Game 2

Game 3


Home Page	Suggestion Page	User Page	Login Page	Register Page
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## Your Games

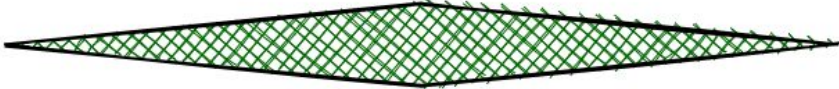
Game 1



Game 2



Game 3



Home Page	Suggestion Page	User Page	Login Page	Register Page
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Home Page	Suggestion Page	User Page	Login Page	Register Page
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Username

Password

Register