

Monster Mash – Team Awesome-er Design Specification

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1. INTRODUCTION

1.1 Purpose of this Document

This document is to describe an MS Word template.

1.2 Scope

This supports the standards laid down for CS22120 Group Projects [1].

1.3 Objectives

The objective of this document is to both carry the template and explain a little of how it works.

2. ARCHITECTURAL DESCRIPTION

The monster program consists of three components:

- The DATABASE component
- The CLIENT component
- The SERVLET component

2.1 Database

The database provides the communication between the computer program and the databases which is executed through a database management system. We will be using Java Database which we will create table such as the user's profile and their monster's information, login database and the friend's database. The database will implement to meet the requirement of (FR1),(FR2),(FR3),(FR6) and (FR11) of the requirement specification documents.

2.2 Client

The client is where the user can request webpage from the server. Our program web-pages will consist of:

- Login page - this is where the users can login existing account or register a new account.
- Home page - the users will be able to choose various links to navigate.
- Marketplace page - this page allow users to view the monster that are to be bought or rent.
- My monster page - this page allow users to breed the monster own.
- Monster Fights page - the user will be able to challenge other monster through this page.
- Friends page - this page allow users to interact with other users.

The user will be able to communicate the server through POST and GET method. POST method are used to catch the user input field which is in the forms. GET request are used to tell a PHP file which webpage to display. The client will be implement to meet the requirement of (FR5),(FR6),(FR7),(FR8),(FR10),(FR11),(PR1) and (PR2) of the requirement specification documents.

2.3 Servlets

On the servlet side, we are using Glassfish servlets as development tool which provide storage and communication storage. The servlet is used to produce a response to the request made by user in the html page and send it back to the requesting browser through GET and POST request. The servlet first looks for incoming request data: if it finds none, it presents a blank form. If the servlet finds partial request data, it extracts the partial data, puts it back into the form, and marks the other fields as missing. If the servlet finds the full complement of required data, it

process the request and displays the results. The servlets will be implement to meet the requirement of (FR1),(FR2),(FR3),(FR4),(FR5),(PR1),(PR2),(DC1) and (DC2) of the requirement specification documents.

REFERENCES

- [1] Software Engineering Group Projects: General Documentation Standards. C. J. Price, N. W. Hardy. SE.QA.03. 1.5 Release

DOCUMENT HISTORY

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