**System design document for ooproj-18**  
  
Table of Contents  
  
 Version: 1.0  
  
 Date: 24/4  
  
 Author: Group 18  
  
 *This version overrides all previous versions.*

**1 Introduction  
  
1.1 Design goals**

Our ambition is to design the game in a way so that it will be easy to modify. Though, we will not create a graphical menu for this modification. What we mean is that our graphical components will be as stand alone as possible. **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 be downloaded
* **Eclipse**, Integrated development environment for Java.
* **Slick2d**, external library for game development.
* **JBox2d**, external physics engine for java development
* **MVC**, Model View Controller. A way of designing and organize code to avoid mixing different kinds of code.

**2 System design  
  
2.1 Overview** The application will use a modified MVC model.  
  
**2.2 Software decomposition  
  
2.2.1 General**  
  
*Package diagram. For each package an UML class diagram in   
appendix*  
  
**2.2.2 Decomposition into subsystems   
  
2.2.3 Layering  
  
2.2.4 Dependency analysis  
  
2.3 Concurrency issues  
  
2.4 Persistent data management**  
**2.5 Access control and security  
  
2.6 Boundary conditions   
  
3 References**  
  
 APPENDIX