



POLITECNICO
MILANO 1863

**SCUOLA DI INGEGNERIA INDUSTRIALE
E DELL'INFORMAZIONE**

Software Engineering 2

Design Document

Author(s): **Filippo Balzarini - 10719101**

Christian Biffi - 10787158

Michele Cavicchioli - 10706553

22 December 2023 - Version 1.0
Academic Year: 2023-2024

Contents

Contents	i
1 Introduction	1
1.1 Purpose	1
1.2 Scope	1
1.3 Definitions, Acronyms, Abbreviations	1
1.3.1 Definitions	2
1.3.2 Acronyms	2
1.4 Revision history	2
1.5 Reference Documents	2
1.6 Document Structure	2
2 Architectural design	3
2.1 Overview: High-level components and their interaction	3
2.2 Component view	3
2.3 Deployment view	3
2.4 Runtime view	3
2.5 Component interfaces	3
2.6 Selected architectural styles and patterns	3
2.7 Other design decisions	3
3 User interface design	5
4 Requirements traceability	21
5 Implementation, integration and test plan	23
6 Effort Spent	25
References	27

1 | Introduction

1.1. Purpose

This document contains the design description of the *CodeKataBattle* system. It includes the architectural design, the user interface design and the description of all the operations that the system will perform. It also shows how the requirements and use cases detailed in the RASD document are satisfied by the design of the system.

This document is intended to be read by the developers of the system, the testers and the project managers. It is also intended to be used as a reference for the future maintenance of the system.

1.2. Scope

The *CodeKataBattle* system is a web application that allows educators to create challenges for their students based on solving programming problems. In particular the system is based on the concept of *Code Kata* that is an exercise in programming which helps a programmer hone their skills through practice and repetition. The system will allow the educators to create competition and battle based on *Code Kata*. The students will be able to participate in the battles with a team or by themselves and solve the challenges in order to earn points. The system will also provide a leader board that will show the ranking of the students based on their scores.

A more detailed description of the system can be found in the RASD document, whilst in this document is provided a detailed description of the design of the system to implement the requirements and use cases described in the RASD document.

1.3. Definitions, Acronyms, Abbreviations

1.3.1. Definitions

User	Anyone interacting with the system, it can be both a Student or an Educator
Manage	Create, supervise and edit a certain element of the application.
Code Kata	A challenge intended to improve programming abilities, including description, test cases and build automation scripts.

Table 1.1: List of definitions

1.3.2. Acronyms

ST	Student
ED	Educator
CKB	CodaKataBattle
RASD	Requirements Analysis and Specification Document
SAT	Static Analyzer Tool
T	Team

Table 1.2: List of Acronyms

1.4. Revision history

1.5. Reference Documents

1.6. Document Structure

2 | Architectural design

- 2.1. Overview: High-level components and their interaction
- 2.2. Component view
- 2.3. Deployment view
- 2.4. Runtime view
- 2.5. Component interfaces
- 2.6. Selected architectural styles and patterns
- 2.7. Other design decisions

3 | User interface design

In this section we will describe the user interface design of the system. We will provide a mockup of the main pages of the system and a description of the main functionalities of the system.

The user interface of the system is designed to be simple and intuitive. As the system is intended to be used with a desktop browser, the interfaces presented here are based on a desktop browser, but the interface is thought to be responsive and consequently usable also on mobile devices.

Common Interfaces

Some pages of the platform are common, or very similar, for both ST and ED, so in this section we will show only once the mockup of the pages and we will describe the functionalities of the pages for both ST and ED.

Login Page

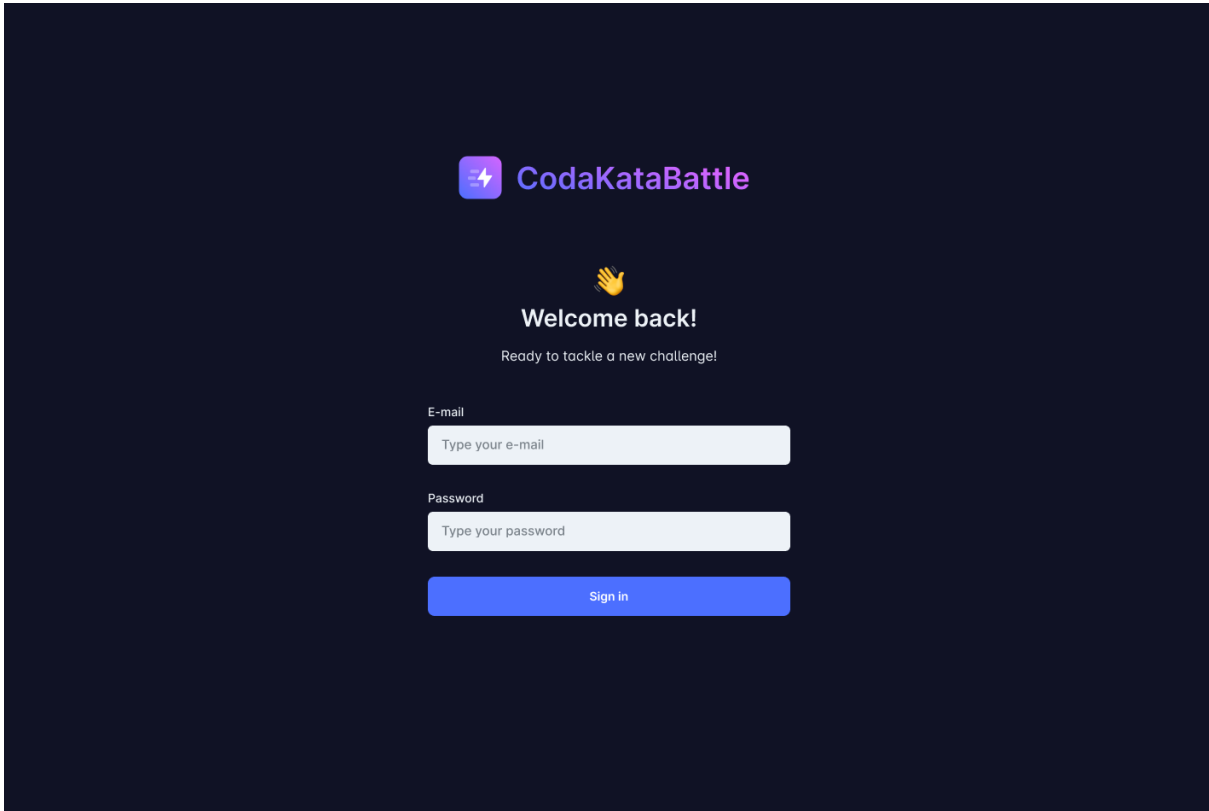
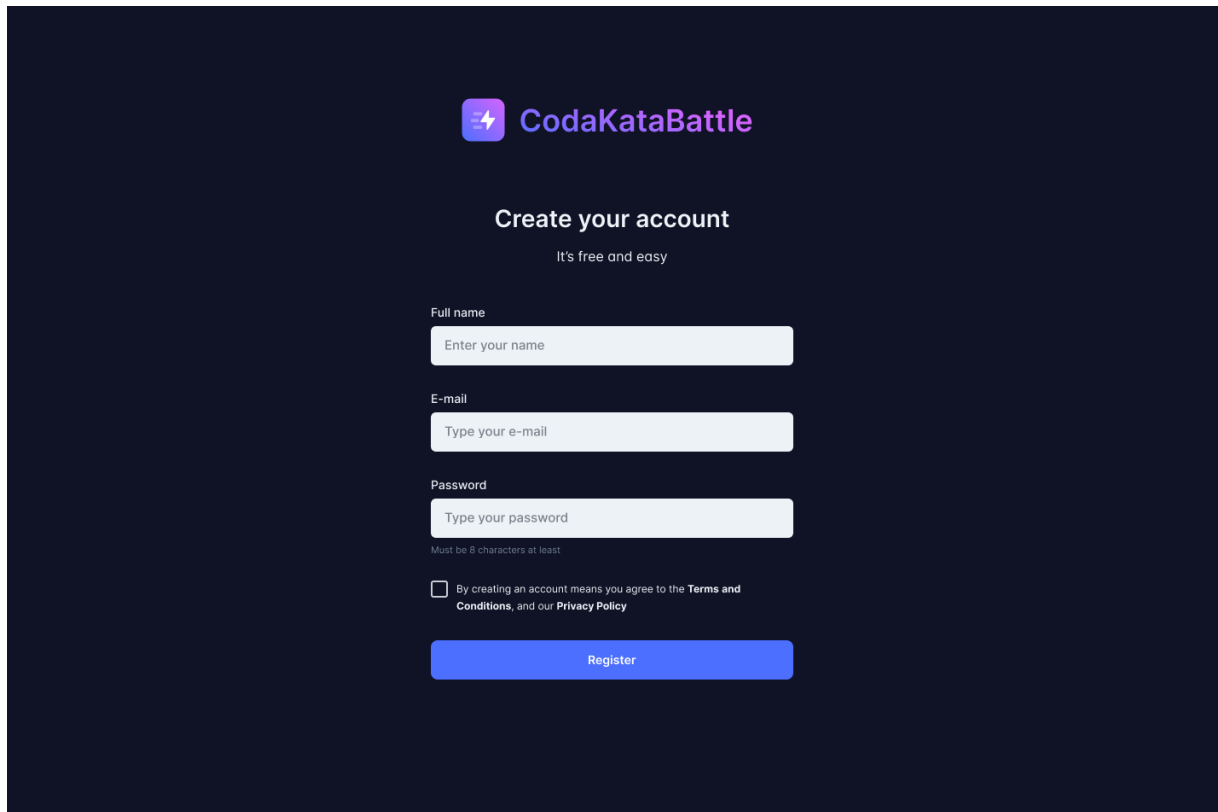


Figure 3.1: CKB login page

Registration Page

Here for simplicity we show only the registration page for a ST, but the registration page for a ED is equal to this one with the only difference that the ED is required to insert also information about the institution he/she works for.



The image shows a registration page for CodaKataBattle. At the top, there is a logo consisting of a purple square with a white lightning bolt icon, followed by the text "CodaKataBattle" in a purple sans-serif font. Below the logo, the heading "Create your account" is centered in a white sans-serif font, with the subtext "It's free and easy" centered below it in a smaller white font. The registration form consists of three input fields, each with a label above it: "Full name" with a placeholder "Enter your name", "E-mail" with a placeholder "Type your e-mail", and "Password" with a placeholder "Type your password". Below the password field, there is a small note "Must be 8 characters at least". At the bottom of the form, there is a checkbox followed by the text "By creating an account means you agree to the [Terms and Conditions](#), and our [Privacy Policy](#)". Below this, there is a large blue button with the text "Register" in white.

Figure 3.2: CKB registration page

Home Page

This is a mockup of the homepage of a ST. ED would see a very similar home page with statistics about the competition and battle created.

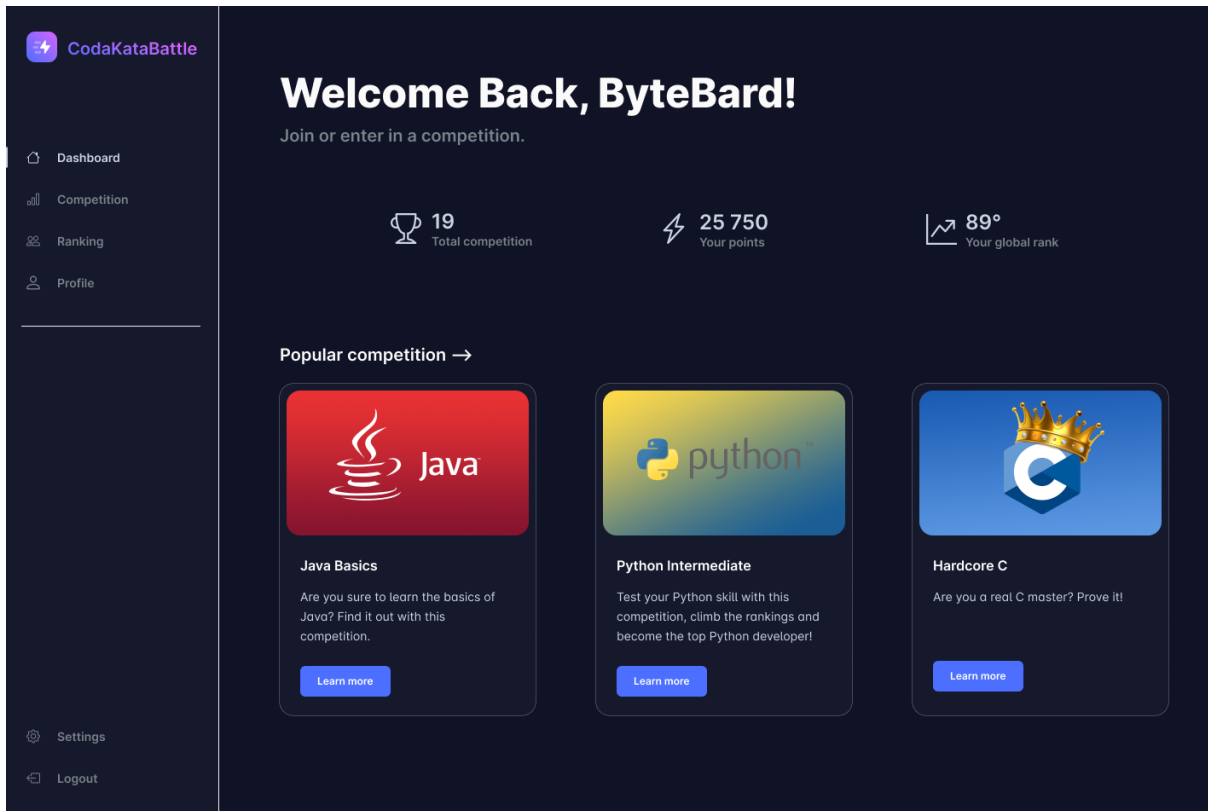


Figure 3.3: CKB student home page

Competition Page

In this page the ST can see the list of all the competitions he/her is currently enrolled in. The ED can see the list of all the competitions he/her has created.

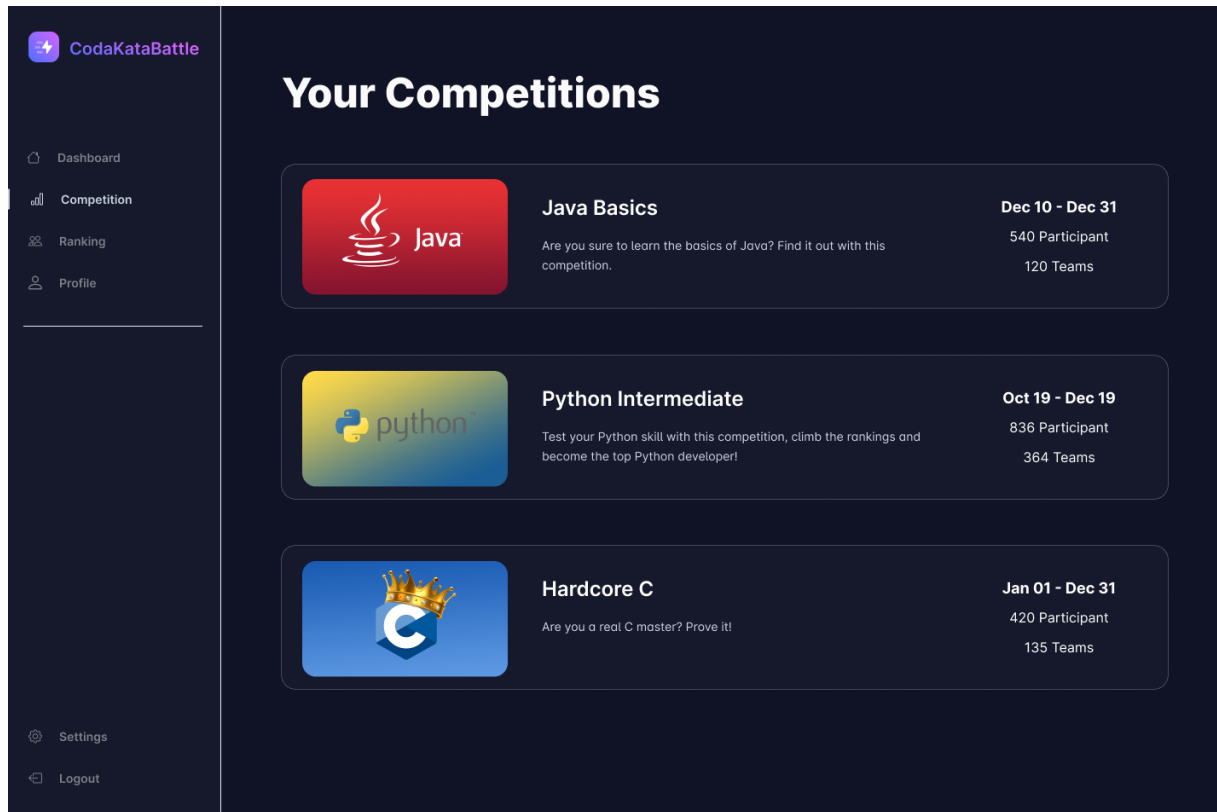
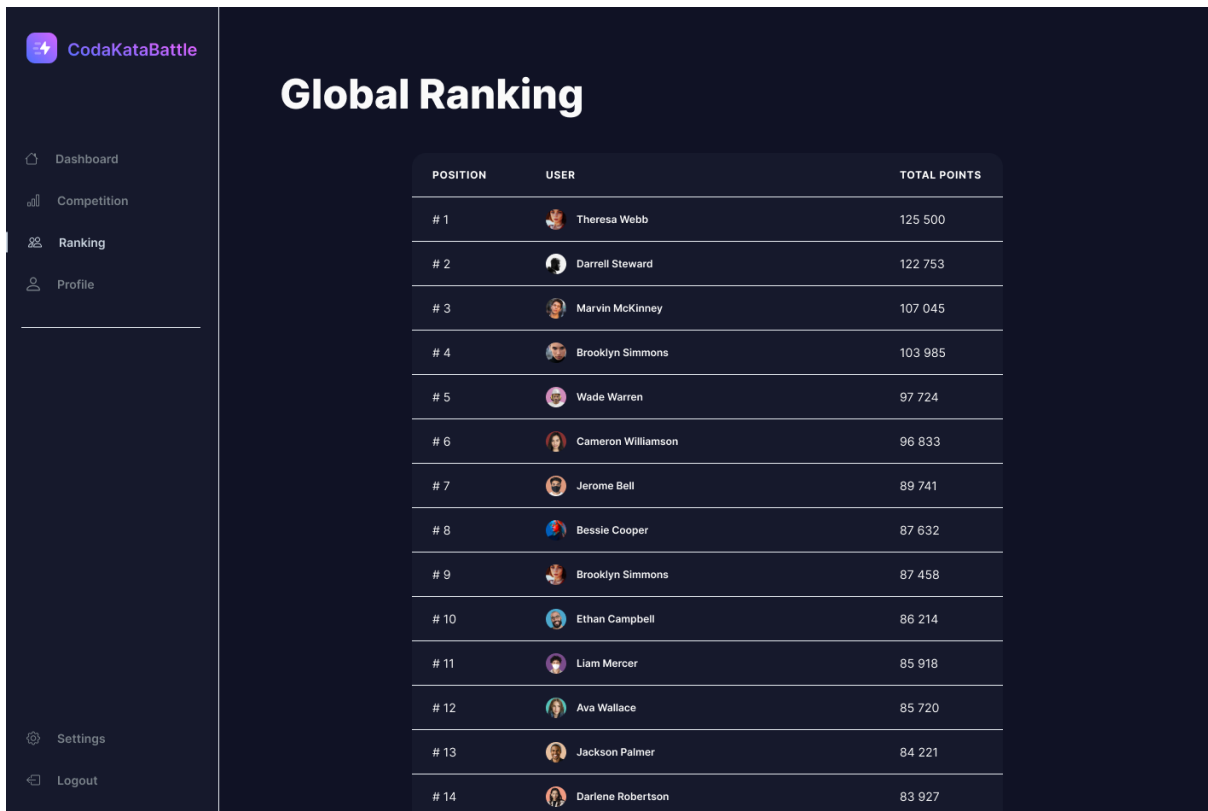


Figure 3.4: CKB competition page

Ranking Page

This is a the mockup of all the rankings present in the system. In particular, this is equal for the global ranking, competition ranking and battle ranking pages. Both the ST and the ED are presented with the same interface and functionalities when consulting the ranking pages.

















POSITION	USER	TOTAL POINTS
# 1	 Theresa Webb	125 500
# 2	 Darrell Steward	122 753
# 3	 Marvin McKinney	107 045
# 4	 Brooklyn Simmons	103 985
# 5	 Wade Warren	97 724
# 6	 Cameron Williamson	96 833
# 7	 Jerome Bell	89 741
# 8	 Bessie Cooper	87 632
# 9	 Brooklyn Simmons	87 458
# 10	 Ethan Campbell	86 214
# 11	 Liam Mercer	85 918
# 12	 Ava Wallace	85 720
# 13	 Jackson Palmer	84 221
# 14	 Darlene Robertson	83 927

Figure 3.5: CKB global ranking page

ST Profile Page

Also this page is equal for both ST and ED. In particular in this page it is possible to see all the badges earned by the ST, other than the information about the competition he/her has participated in and their statistics.

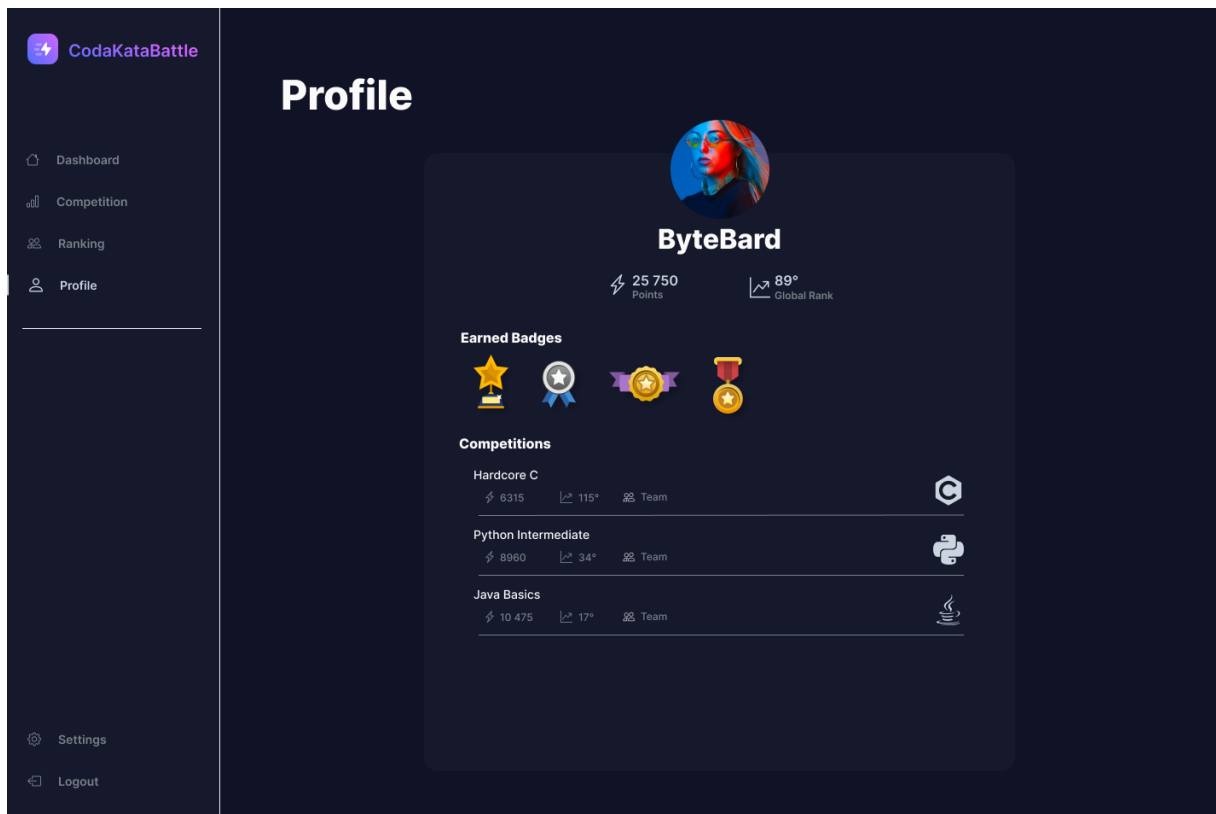


Figure 3.6: CKB ST profile page

ST Interfaces

Now are presented the interfaces that are specific for the ST, in particular are shown the pages relative to the join of a battle by the ST.

Join Battle Pages

To create a more pleasant experience for the ST, the join battle pages are divided in different steps. In particular, the first step is to choose to join with a T or as a single ST. In the second step, if the ST has decided to join as a T he/her has to choose if he/her wants to create a new T or join an existing one. In case the ST has decided to create a new T is presented with the relative page, otherwise he/her is presented with the page to join an existing public T.

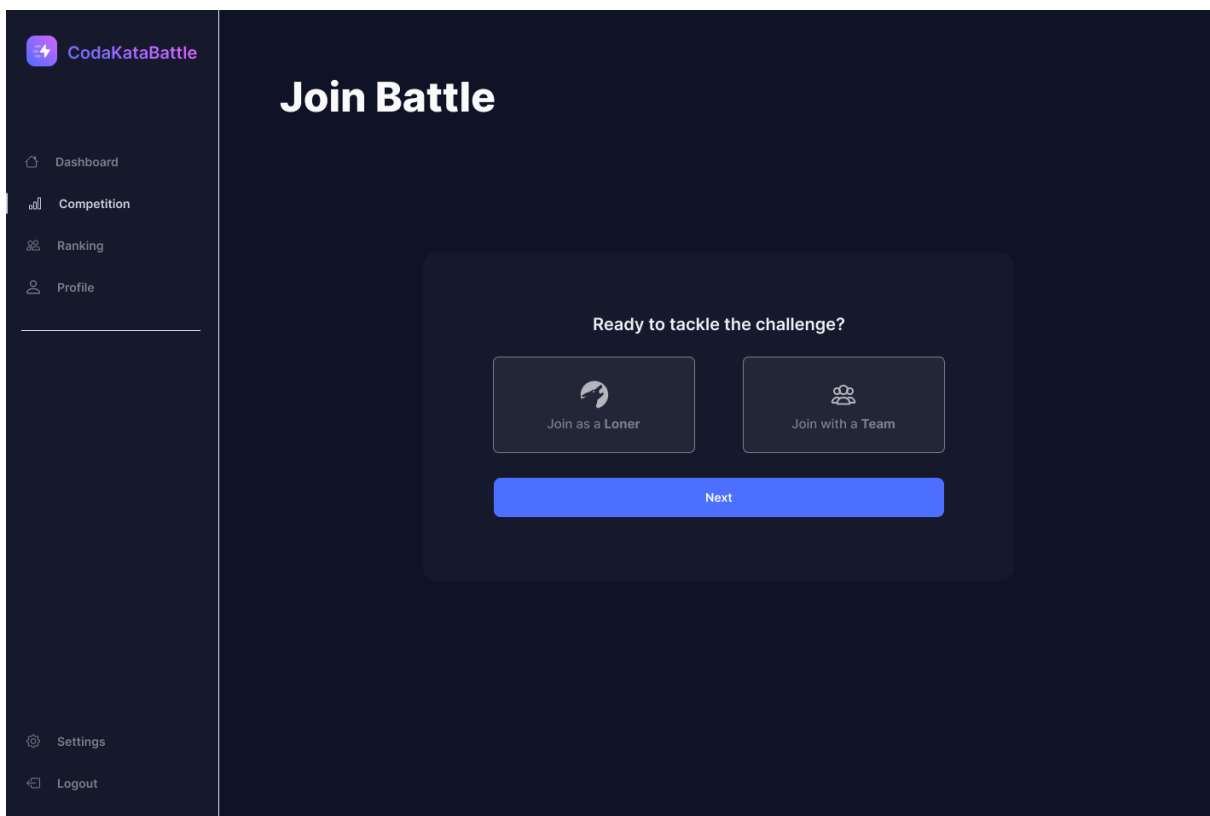


Figure 3.7: Join battle page - step 1

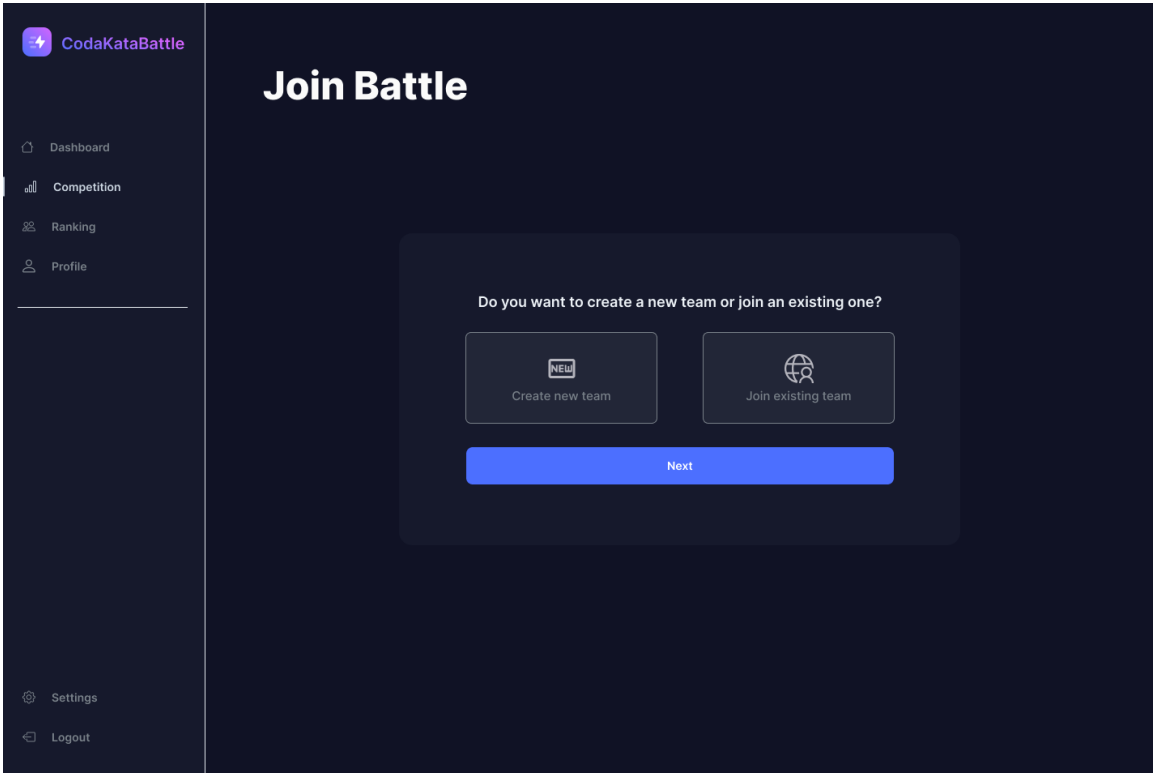


Figure 3.8: Join battle page - step 2

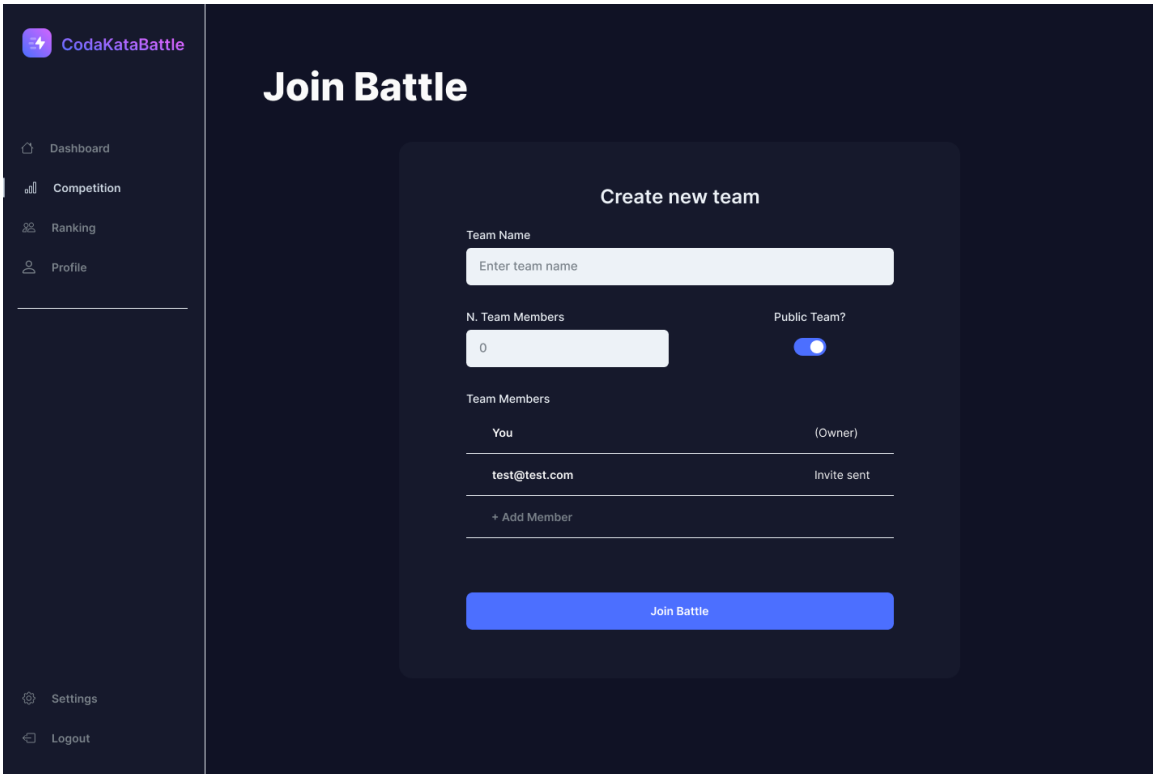


Figure 3.9: Create a new team

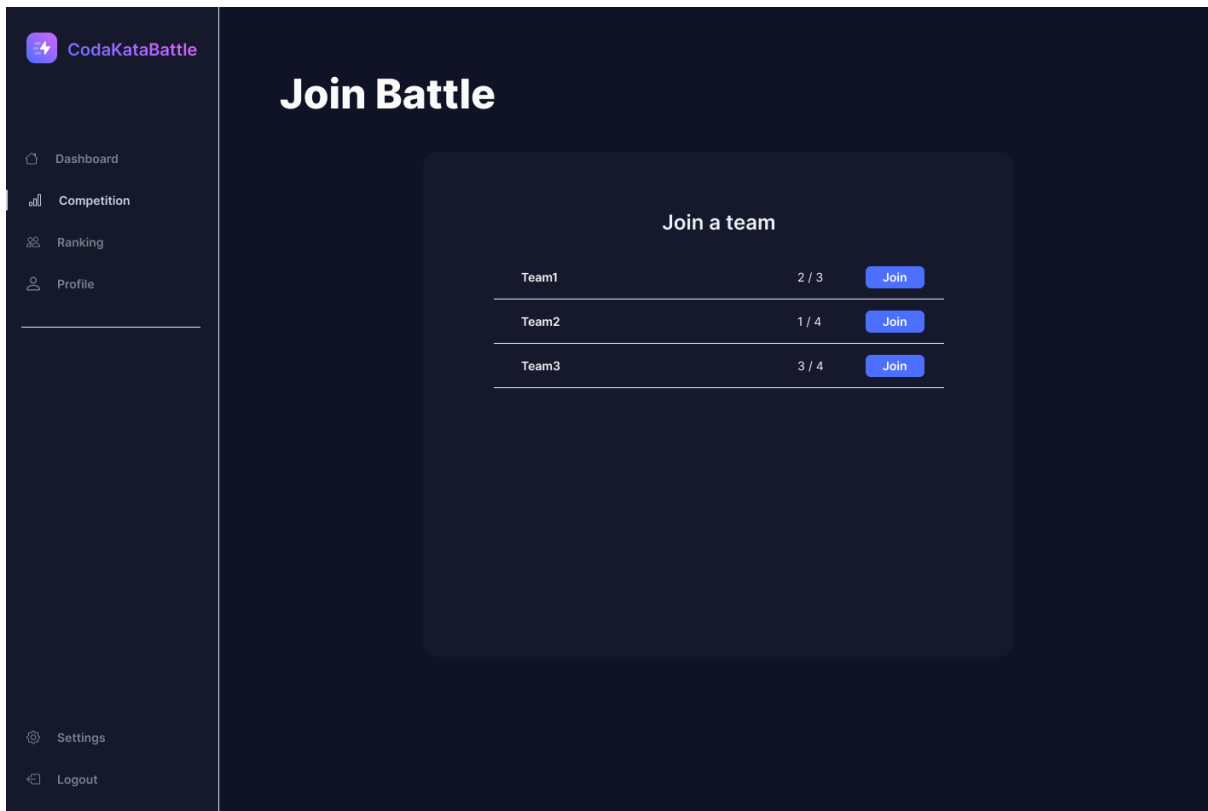
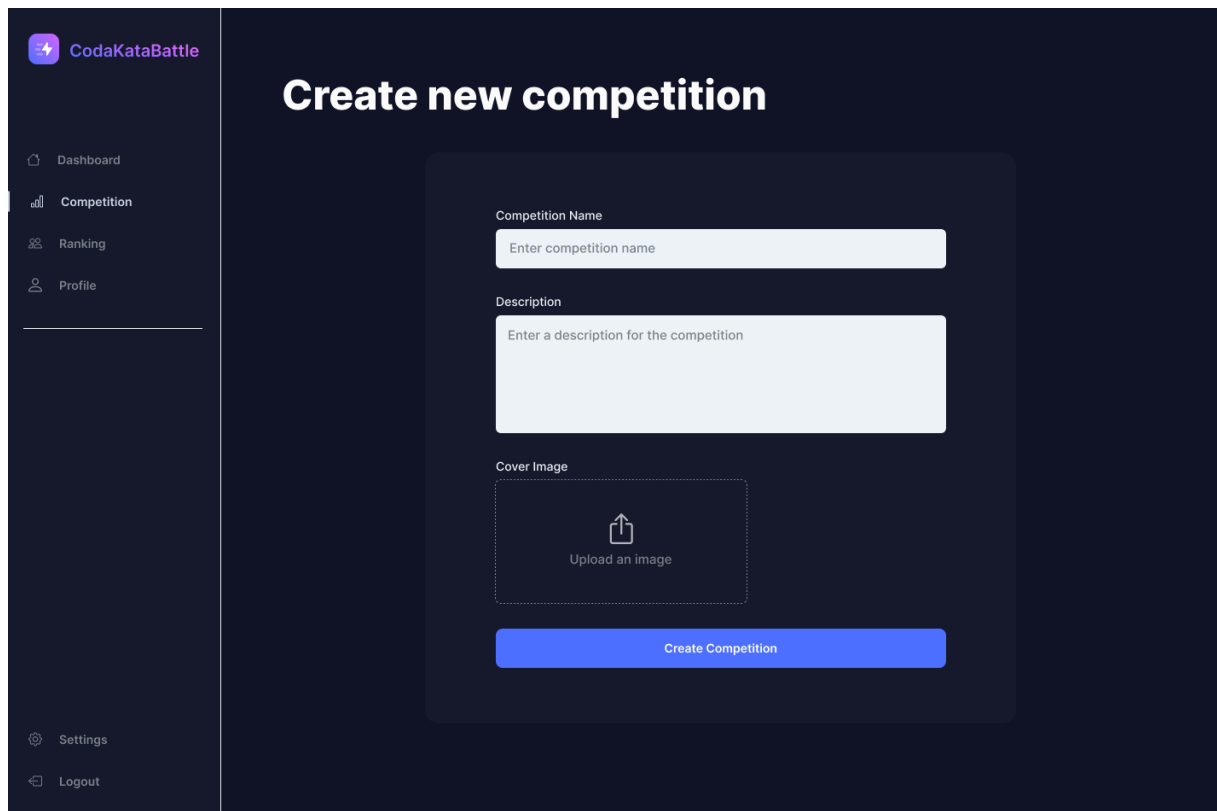


Figure 3.10: Join a public team

ED Interfaces

In this section are presented the interfaces that are specific for the ED, in particular are shown the pages relative to the creation of a competition, the creation of a battle and the creation of a badge.

Create Competition Page



The screenshot displays the 'Create new competition' page within the CodaKataBattle application. On the left, a dark sidebar contains the application logo 'CodaKataBattle' and a menu with links to 'Dashboard', 'Competition', 'Ranking', 'Profile', 'Settings', and 'Logout'. The main content area has a dark background with the title 'Create new competition' in white. Below the title, a light gray form contains three input fields: 'Competition Name' with the placeholder 'Enter competition name', 'Description' with the placeholder 'Enter a description for the competition', and 'Cover Image' with a dashed border and an upload icon. At the bottom of the form is a blue button labeled 'Create Competition'.

Figure 3.11: CKB create competition page

Create Battle Pages

As for the join of a battle for a ST also the creation of a battle is divided in two different steps. In the first step the ED has to insert all the general information about the battle, while in the second step he/her has to insert the code and settings for the automatic evaluation of the code.

Create new battle

Battle Info — Upload Code

Battle Name
Enter battle name

Description
Enter a battle for the competition

Min. Team Member
0

Max. Team Member
0

Start Date
dd/mm/yy, hh:mm

End Date
dd/mm/yy, hh:mm

Registration Deadline
dd/mm/yy, hh:mm

Next

Figure 3.12: CKB create battle page - step 1

Create new battle

Battle Info — Upload Code

Test Cases
Upload Test Cases

Build Automation Scripts
Upload Automation Scripts

Static Analyzer Settings

Choose Static Analyzer
Ex. Java Static Analyzer

Flags to Check for the Static Analyzer (one per line)
Ex. -Wanalyzer-null-argument
-Wanalyzer-out-of-bounds
-Wanalyzer-unsafe-call-within-signal-handler

Create Battle

Figure 3.13: CKB create battle page - step 2

Create Badge Pages

Similarly to the last function, the creation of a badge is divided in two steps. In the first step the ED can insert all the information of the badge, that include the name of the badge, a description and a picture. In the second step the ED can choose the criteria that the ST has to satisfy to earn the badge, this is done by a set of pre-defined criteria that the ED can choose from.

The screenshot displays the 'Create badge' interface. On the left is a dark sidebar with the 'CodaKataBattle' logo and navigation links: Dashboard, Competition, Ranking, Profile, Settings, and Logout. The main content area has a dark background with the title 'Create badge' in white. Below the title is a form with two tabs: 'Badge Info' (active) and 'Badge Rules'. The 'Badge Info' tab contains three input fields: 'Badge Name' with the placeholder 'Enter badge name', 'Description' with the placeholder 'Enter a description for the badge', and 'Badge Image' with a dashed border, an upload icon, and the text 'Upload an image'. A blue 'Next' button is positioned at the bottom of the form.

Figure 3.14: CKB create badge page - step 1

The screenshot shows the 'Create badge' page in the CodaKataBattle application. The sidebar on the left contains the following links: Dashboard, Competition, Ranking, Profile, Settings, and Logout. The main content area is titled 'Create badge' and features a form with two tabs: 'Badge Info' and 'Badge Rules'. The 'Badge Rules' tab is active, showing a rule configuration interface. The rule is defined by two conditions: '# Lines of code' greater than 1000, and '# Commit' less than 25. The conditions are connected by an 'AND' operator. A 'Create Badge' button is located at the bottom of the form.

CodaKataBattle

Dashboard
Competition
Ranking
Profile

Create badge

Badge Info Badge Rules

AND OR + Rule

Lines of code > 1000

Commit < 25

Create Badge

Figure 3.15: CKB create badge page - step 2

Manual Evaluation Page

This is the page where the ED can manually evaluate the code of a T. In particular, the ED can see some information about the latest submission of a T and can visit GitHub to see the code of the T. Then the ED can evaluate the latest submission of the T, assigning a score.

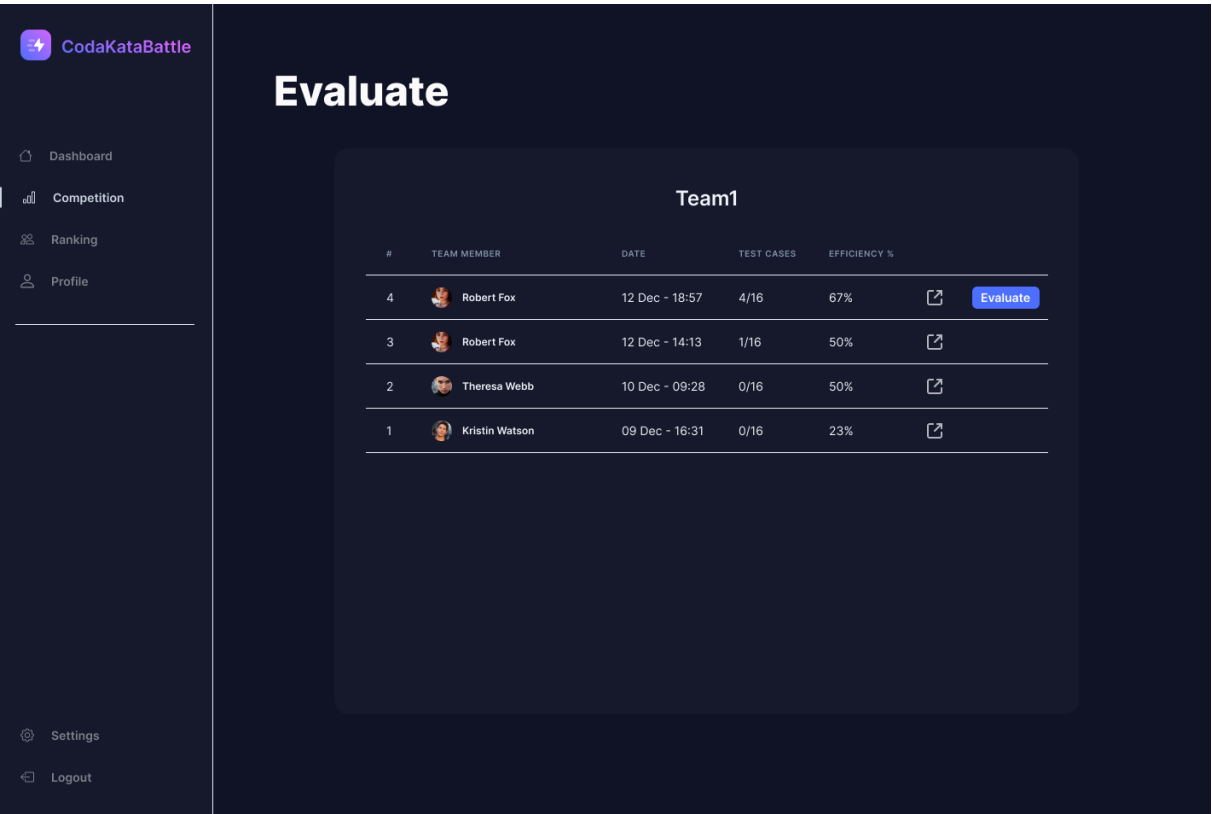


Figure 3.16: CKB manual evaluation page

4 | Requirements traceability

5 | Implementation, integration and test plan

6 | Effort Spent

Members of group	Effort spent (hours)	
Filippo Balzarini	Introduction	0h
	Architectural design	0h
	User interface design	0h
	Requirements traceability	0h
	Implementation, integration and test plan	0h
	Reasoning	0h
Christian Biffi	Introduction	1h
	Architectural design	4h
	User interface design	8h
	Requirements traceability	0h
	Implementation, integration and test plan	0h
	Reasoning	4h
Michele Cavicchioli	Introduction	0h
	Architectural design	5h
	User interface design	0h
	Requirements traceability	0h
	Implementation, integration and test plan	0h
	Reasoning	0h

Table 6.1: Effort spent by each member of the group

References

