Bilkent University

Department of Computer Engineering

CS-319 Project

Civilizational Wars

Analysis Report

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Contents

1. Introduction 1
2. Current System 1
3. Proposed System 1
4. Overview 1
5. Functional Requirements 1
6. Non-functional Requirements 1
7. Pseudo Requirements 1
8. System Models 2
9. Scenarios 2
10. Use-Case Model 2
11. Object and Class Model 2
12. Dynamic Models 2
13. User Interface 2
14. Glossary 2
15. References 2

Analysis Report

Project short-name: project title

# Introduction

This report template is for your convenience. Feel free to use it in your CS 491-2 reports. It might be a good opportunity to learn and practice the use of Microsoft Word in a more professional manner.

Each paragraph, title, caption, etc. should be given a proper “style”, which will result in a consistent formatting. This will also allow you to automatically produce and update table of contents and cross references to figures, tables, and references.

# Current System

Remove this section if your project is a “greenfield project”, where you start from scratch.

# Proposed System

This is where you provide the details of the results of your analysis work.

## Overview

This is how you cross-reference something from the list of references [[1]](#bookmark). As the number of a reference changes, use right-click | “Update Field” to update it.

## Functional Requirements

Provide a number and caption for every figure as below. This is how you reference a figure ([Figure 1](#bookmark1)). If you happen to insert a new figure before this one, right-click on the reference and select “Update Field” to update its figure number.



Figure 1 An example figure

## Non-functional Requirements

A bulleted list is below:

* An item
* An item
* …

## Pseudo Requirements

A numbered list is below:

1. A numbered item
2. A numbered item
3. …

## System Models

### Scenarios

A hyperlink is here.

### Use-Case Model

A code segment is below:

for (i=1; i<=5; i++)

System.out.println(“report to write”);

If you need to inline code, use “this” style.

### Object and Class Model

[Table 1](#bookmark2) is an example table.

Table 1 An example table

|  |  |
| --- | --- |
| Key | Value |
| key | Value |

### Dynamic Models

### User Interface

# Glossary

Glossary for any domain-specific terms you use in your report.

# References

1. Object-Oriented Software Engineering, Using UML, Patterns, and Java, 2nd Edition, by Bernd Bruegge and Allen H. Dutoit, Prentice-Hall, 2004, ISBN: 0-13-047110-0.