

Clicking Game

Design and Algorithm Documents

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Revision	Status	Date	Editor
1.0.0	Basic architecture and first page	21 Sep 2016	Bailey, Erik

Introduction

The document outlines the basic design and algorithm for Clicking Game Application, therefore, next programmer can fix and upgrade the game. Major purpose of this document is introducing and explaining the primarily function with basic architecture. Also later of the document contains the developing improvement.

This document includes:

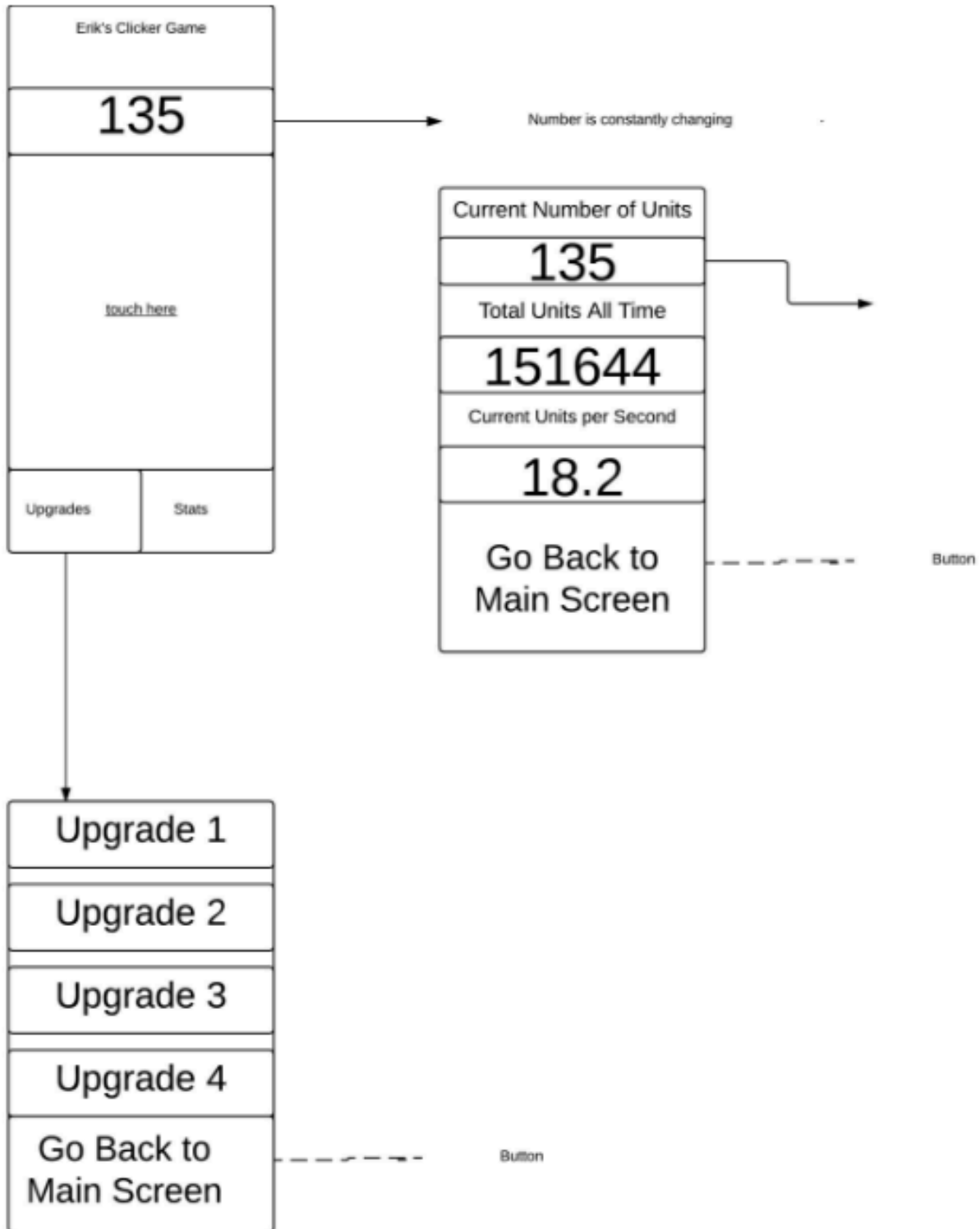
1. Technical Guidelines
2. System Diagrams
3. Feature priority

Target User

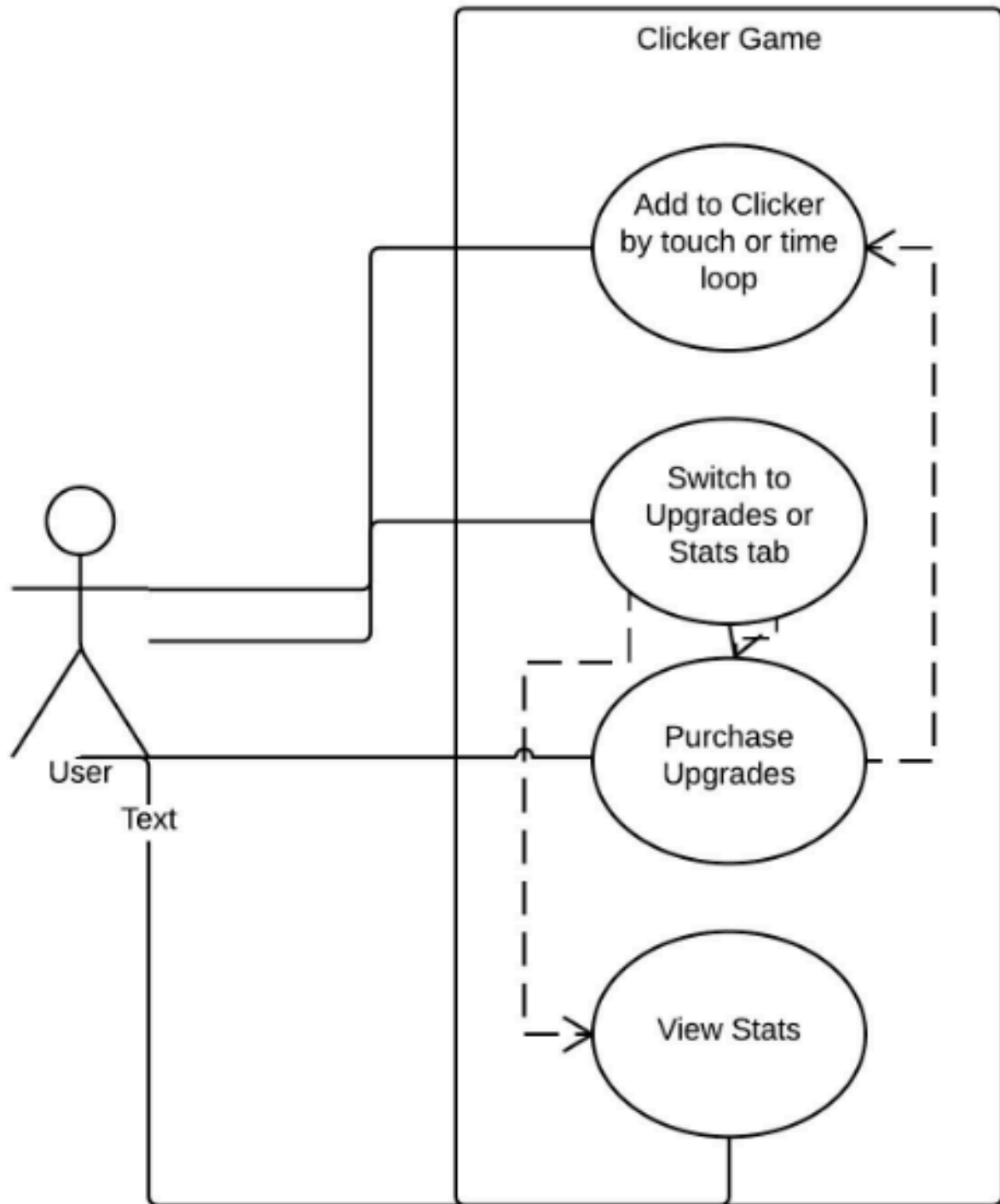
The major concepts and algorithm of the Clicking Application will write in Swift via Xcode.

Design Document

1) System and Interface Flow Diagram



2) System Diagram – State Machine Diagram with User



3) Case Diagram

