UFO Game

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Table of Contents

**1. Project Definition (**100 - 200 words**)** – *Group responsibility*

* Why (it is needed)
* What (is the goal of the project)
* How (how will it be achieved)

**2. Project Requirements** – *Group responsibility*

* Functional
* Usability
  + User interface
  + Performance
* System
  + Hardware
  + Software
  + Database
* Security

**3. Project Specification** – *Group responsibility*

* Focus / Domain / Area
* Libraries / Frameworks / Development Environment
* Platform (Mobile, Desktop, Gaming, Etc)
* Genre (Game, Application, etc)

**4. System – Design Perspective** – *Group responsibility*

* Identify subsystems – design point of view
  + Illustrate with class, use-case, UML, sequence ..... diagrams
  + Design choices (Optional)
* Sub-System Communication (Diagram and Description)
  + Controls
  + I/O
  + DataFlow
* Entity Relationship Model (E-R Model)
  + Example - <https://en.wikipedia.org/wiki/Entity%E2%80%93relationship_model>
* Overall operation - System Model
  + Simplified Sub-system to System interaction

**5. System – Analysis Perspective** – *Group responsibility*

* Identify subsystems – analysis point of view
* System (Tables and Description)
  + Data analysis
    - Data dictionary (Table - Name, Data Type, Description)
  + Process models
* Algorithm Analysis
  + Big - O analysis of overall System and Sub-Systems

**6. Project Scrum Report -** *Group Responsibility*

* Product Backlog (Table / Diagram)
* Sprint Backlog (Table / Diagram)
* Burndown Chart

**7. Subsystems**

**7.1 Subsystem 1** – Name 1 - *Individual responsibility*

* Initial design and model
  + Illustrate with class, use-case, UML, sequence ..... diagrams
  + Design choices
* Data dictionary
* If refined (changed over the course of project)
  + Reason for refinement (Pro versus Con)
  + Changes from initial model
  + Refined model analysis
  + Refined design (Diagram and Description)
* Scrum Backlog (Product and Sprint - Link to Section 6)
* Coding
  + Approach (Functional, OOP)
  + Language
* User training
  + Training / User manual (needed for final report)
* Testing

**7.2 Subsystem 2** – Name 2 - *Individual responsibility*

* Initial design and model
  + Illustrate with class, use-case, UML, sequence ..... diagrams
  + Design choices
* Data dictionary
* If refined (changed over the course of project)
  + Reason for refinement (Pro versus Con)
  + Changes from initial model
  + Refined model analysis
  + Refined design (Diagram and Description)
* Scrum Backlog (Product and Sprint - Link to Section 6)
* Coding
  + Approach (Functional, OOP)
  + Language
* User training
  + Training / User manual (needed for final report)
* Testing

**7.3 Subsystem 3** – Name 3 - *Individual responsibility*

* Initial design and model
  + Illustrate with class, use-case, UML, sequence ..... diagrams
  + Design choices
* Data dictionary
* If refined (changed over the course of project)
  + Reason for refinement (Pro versus Con)
  + Changes from initial model
  + Refined model analysis
  + Refined design (Diagram and Description)
* Scrum Backlog (Product and Sprint - Link to Section 6)
* Coding
  + Approach (Functional, OOP)
  + Language
* User training
  + Training / User manual (needed for final report)
* Testing

**7.4 Subsystem 4** – Name 4 - *Individual responsibility*

* Initial design and model
  + Illustrate with class, use-case, UML, sequence ..... diagrams
  + Design choices
* Data dictionary
* If refined (changed over the course of project)
  + Reason for refinement (Pro versus Con)
  + Changes from initial model
  + Refined model analysis
  + Refined design (Diagram and Description)
* Scrum Backlog (Product and Sprint - Link to Section 6)
* Coding
  + Approach (Functional, OOP)
  + Language
* User training
  + Training / User manual (needed for final report)
* Testing

**8. Complete System** – *Group responsibility*

* Final software/hardware product
* Source code and user manual – screenshots as needed - Technical report
  + Github Link
* Evaluation by client and instructor
* Team Member Descriptions

***This is just a guide, and use it to create/improve your report. Feel free to add sections. You are responsible for your own subsystem/s, not other members. You have to contribute to the team’s goals and objectives, and develop your subsystem/s, write your documents and slides.***