NTNU – Trondheim
Norwegian University of
Science and Technology

TDT4240 - SOFTWARE ARCHITECTURE

Architectural Description Document

NAME OF THE GAME

Group A6
Android:

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PRIMARY FOCUS ATTRIBUTE:
MODIFIABILITY

SECONDARY FOCUS ATTRIBUTE:
TESTABILITY

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Contents

1 Introduction

This document describes the architecture of our "TANK" artillery strategy game for Android developed by Annie Aasen, Mikal Bjerga, Nikola Radenkovic, Jonathan Brusch Nielsen Trapnes and Kjetil Aune. The game takes inspiration from the Worms series. It's a turn-based multiplayer game where the objective is to hit and destroy the enemy tank with different types of ammo. When the round is over, players can visit the store where they can buy new weapons and tank upgrades. We have decided to use different types of food as ammo.

2 Architectural drivers

This chapter should describe the theoretical background needed to understand and solve the problem. For instance, a description of the hardware platform or specific components involved in this assignment, definition of concepts that are important to understand the solution should be summarized here. Add citations to show sources whenever appropriate, LaTeX and bibliography managers make this easy. For instance, "I always thought something was fundamentally wrong with the universe" [1].

3 Stakeholders and Concerns

This chapter should discuss the details of your implementation for the assignment. Everything related to *how* things were done should go here. Remember to avoid going into too much details, summarize appropriately and try to use figures/charts. Make sure you refer to the figures (such as Figure 3.1) and charts you add in the text. Avoid putting lots of source code here – small code snippets are fine if you want to discuss something specific.

3.1 Testing

Add content in this section that describes how you tested and verified the correctness of your implementation, with respect to the requirements of the assignment.

Figure 3.1: A JPEG image of a galaxy. Use vector graphics instead if you can.

4 Viewpoints

In this chapter, you should discuss the results you have obtained from your implementation. These can be correctness results, i.e whether the implementation behaved as expected, or numerical results that express runtime or energy measurements.

5 Architectural Tactics

This chapter should be a look back at the entire report and summarizing the problem, the solution and the obtained results.

5.1 Evaluation of the Assignment

You can include comments about the assignment itself here. While this part is not obligatory and not graded, it is valuable feedback to the course staff that can be used to improve the exercises in the future.

6 Architectural and Design Patterns

In this chapter, you should discuss the results you have obtained from your implementation. These can be correctness results, i.e whether the implementation behaved as expected, or numerical results that express runtime or energy measurements.

7 View

In this chapter, you should discuss the results you have obtained from your implementation. These can be correctness results, i.e whether the implementation behaved as expected, or numerical results that express runtime or energy measurements.

8 Consistency Among Views

In this chapter, you should discuss the results you have obtained from your implementation. These can be correctness results, i.e whether the implementation behaved as expected, or numerical results that express runtime or energy measurements.

9 Architectural Rationale

In this chapter, you should discuss the results you have obtained from your implementation. These can be correctness results, i.e whether the implementation behaved as expected, or numerical results that express runtime or energy measurements.

10 Issues

In this chapter, you should discuss the results you have obtained from your implementation. These can be correctness results, i.e whether the implementation behaved as expected, or numerical results that express runtime or energy measurements.

11 Changes

In this chapter, you should discuss the results you have obtained from your implementation. These can be correctness results, i.e whether the implementation behaved as expected, or numerical results that express runtime or energy measurements.

Bibliography

[1] D. Adams. *The Hitchhiker's Guide to the Galaxy.* San Val, 1995.