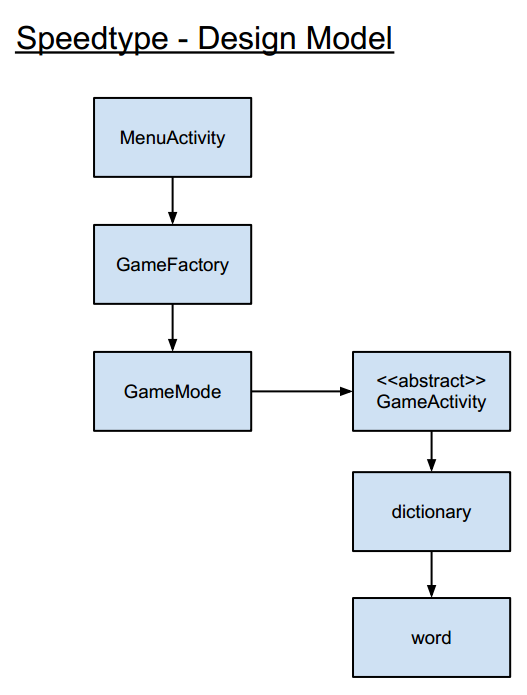
System design document for the

Speedtype project (SSD)

**2.1.1 Rules**

The rules of the Speedtype are strict, however there are different game modes. Therefore we are using a GameFactory which creates the wanted game mode. If there are many rules that are alike for all game modes we might implement rules class but as for now that is not needed.



**2.1.2 The model functionality**

The GameFactory enables the possibility to create several GameModes easily without heavy modification to the code. All GameModes will implement a class which covers all the basics of speed. The implementation of a Dictionary and Word enables us to later extend the program with different languages.