D&J

Software Architecture Document

Version <1.0>

Revision History

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# Introduction

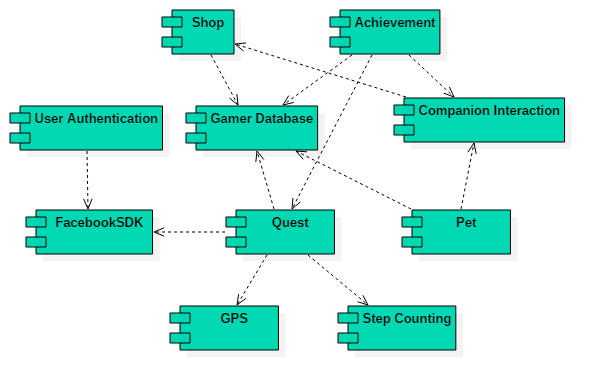
[The introduction of the **Software Architecture Document** provides an overview of the entire **Software Architecture Document**. It includes the purpose, scope, definitions, acronyms, abbreviations, references, and overview of the **Software Architecture Document**.]

# Architectural Goals and Constraints

[This section describes the software requirements and objectives that have some significant impact on the architecture; for example, safety, security, privacy, use of an off-the-shelf product, portability, distribution, and reuse. It also captures the special constraints that may apply: design and implementation strategy, development tools, team structure, schedule, legacy code, and so on.]

# C:\Users\Phy\AppData\Local\Microsoft\Windows\INetCache\Content.Word\UseCaseDiagram1.pngUse-Case Model

# Logical View



* Shop, Achievement, Pet Information, Quest are all dependent on Gamer Database.
* Users need to use Facebook to login and Facebook sharing is used in some quests as well.
* A quest can be generated by GPS, Step Counting, or FacebookSDK.
* An achievement can be completed by Companion Interaction, Quest.

## Component: using Facebook

# Deployment

[Leave this section blank for PA3.]

# Implementation View

[Leave this section blank for PA3.]