



StarBattle X

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Simplified Package Diagram

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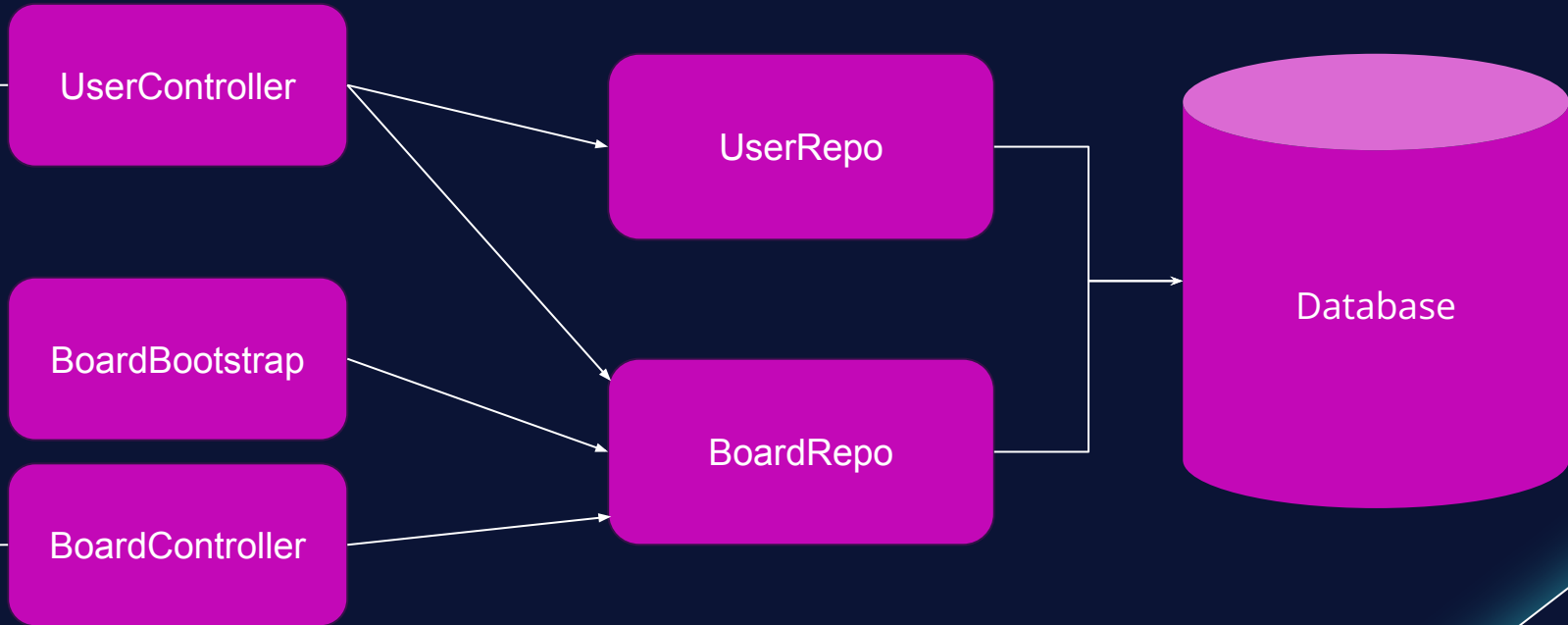
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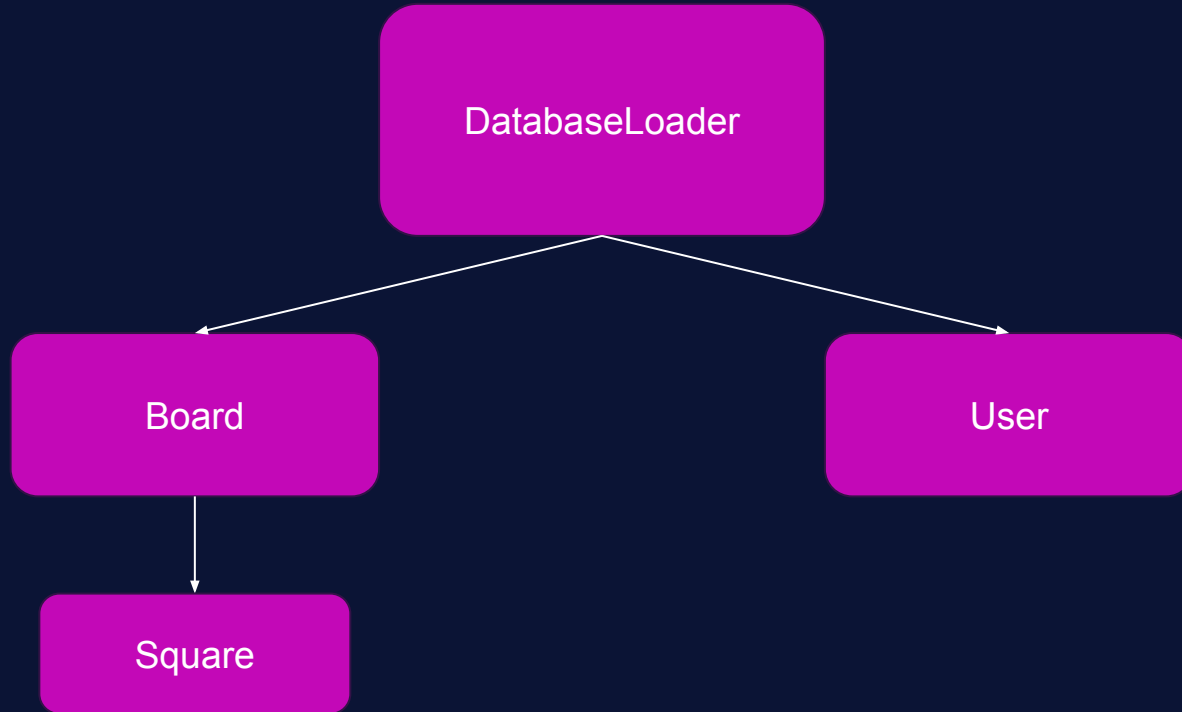
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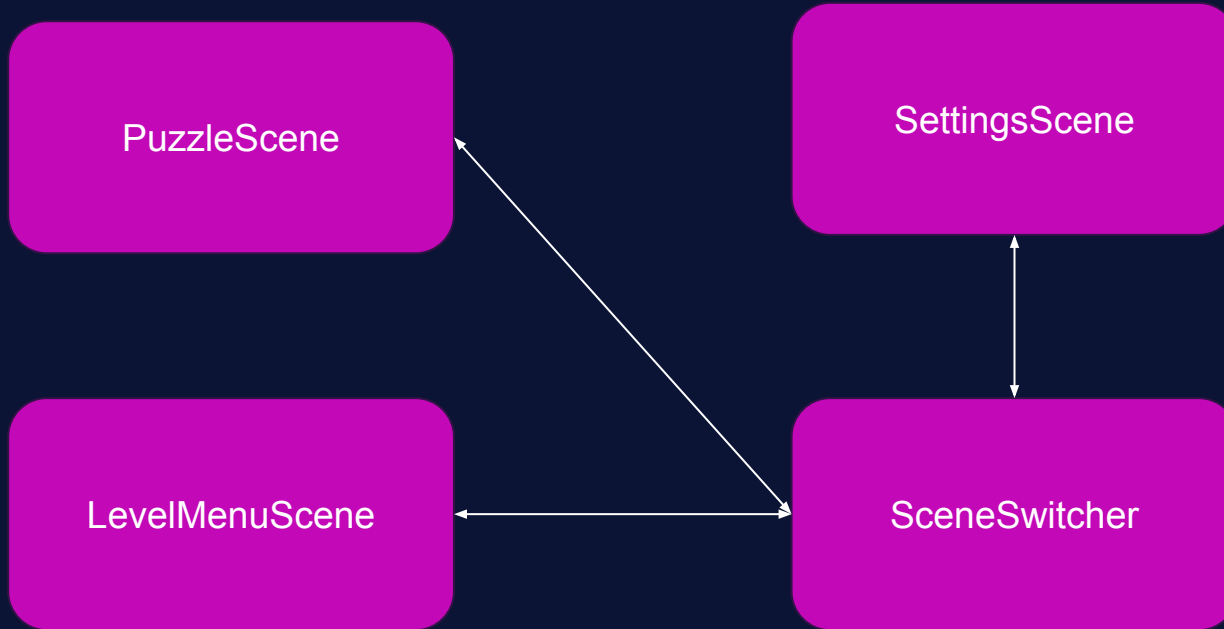
Simplified Class Diagram(Server)



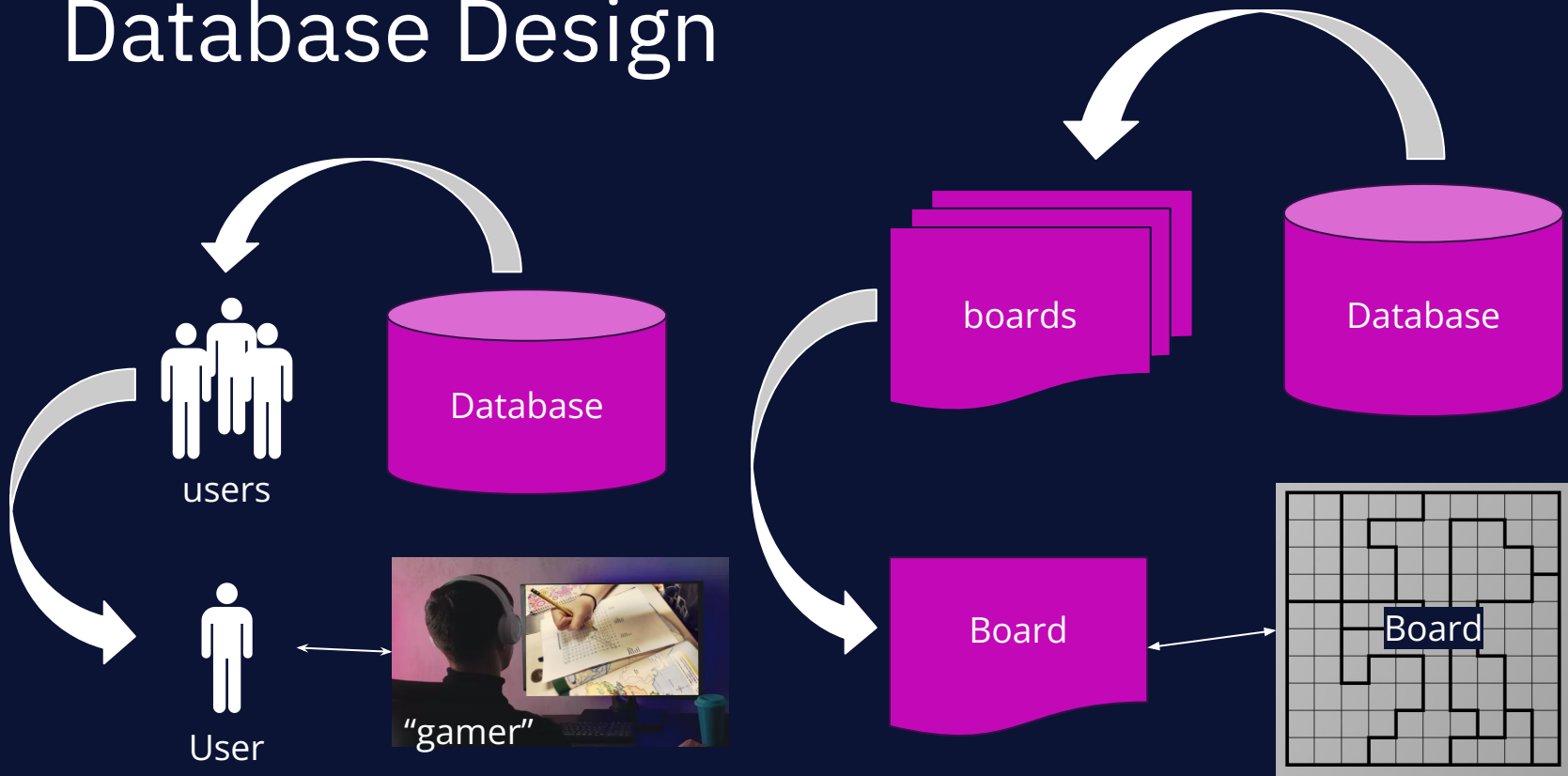
Simplified Class Diagram(Domain)



Simplified Class Diagram(Client.UI)



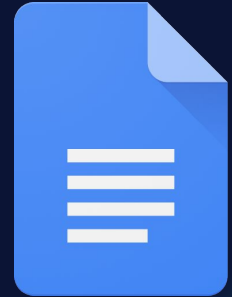
Database Design



Development Process

Iteration X

1. Meeting after class on Friday
2. Work on documentation together on Figma
3. Create an iteration TODO list in Google Docs



Development Process



Iteration X

4. Group meeting on Saturday to continue work on documentation
5. Allocate responsibilities
6. Independent work
7. Communicate problems with the code



Development Process

Iteration X

8. Possible group meeting on Wednesday to discuss the state of the code



Development Process

Iteration X

9. Submit and move on to the next iteration



What We Would Change

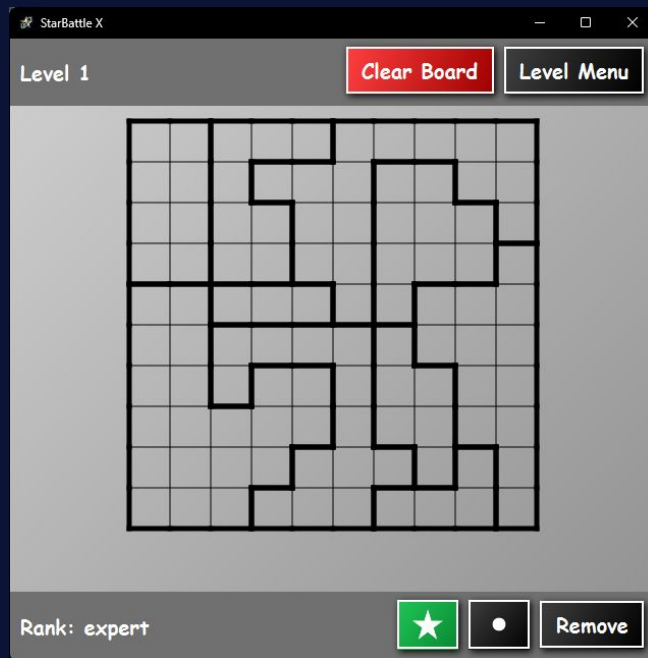
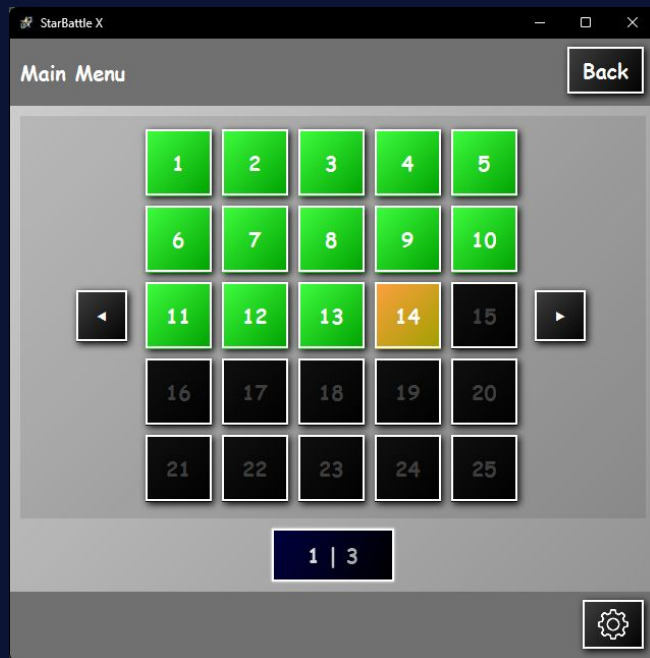
Utilize decoupling more effectively

Utilize design patterns better to improve maintainability

Use the controller principle to decouple the Board and User classes from the classes in the ui layer

We could have written code in such a way that there would be better cohesion between different classes.

Demo



Potential Future

Add an authenticated place where “server admins” can upload puzzles and expand the list.

Add a “Premium” subscription service where players can pay for additional boosts.

Add Hotkeys for convenient gameplay

Login Service

Multiplayer

Any Questions?

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