Dawn

List of Deliverables

**Version 1.0**

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**Document Language:**

English

Revision History

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List of Deliverables

# 1． Introduction

## 1.1 Purpose

This packing list was prepared to list and describe the deliverables of our game DAWN. The list will show the composition of all the documents and software delivered by the project. This document is intended for customer acceptance of the work of the development team.

## 1.2 Domains

This document applies for our game DAWN.

All the documents, subsystems, models, codes, etc. associated with the software are in accordance with the contents of this document.

## 1.3 Definition

All the The definitions of terms referred to in this document are given in the project glossary document (词汇表\_en.docx)

## 1.4 Reference

<<Object-Oriented Software Engineering Practice Guide-2>> Shanghai Jiao Tong University Press, 2016

<<Object-Oriented Software Engineering - Using UML, Patterns, and Java>> (3rd edition), Tsinghua University Press, 2011

## 1.5 Overview

This document includes a Document List and a Software List. The Document List includes various documents delivered and the corresponding file names. The Software List includes individual software modules, the corresponding file names and sizes. The two parts complement and contrast each other to present the deliverables of the software.

# 2. Document List

1. Planning Stage

|  |  |  |
| --- | --- | --- |
| Name | Type | Size |
| 风险列表 | xlsx | 11KB |
| 可行性研究报告 | doc | 248KB |
| 项目开发计划 | doc | 194KB |

1. Requirement Elicitation and Analysis

|  |  |  |
| --- | --- | --- |
| Name | Type | Size |
| 词汇表 | docx | 24KB |
| 软件需求规约 | Docx | 1.25MB |

* 1. Design Stage

|  |  |  |
| --- | --- | --- |
| Name | Type | Size |
| 软件架构文档 | docx | 1.91MB |
| 软件设计模型 | docx | 2.1MB |

* 1. Development Stage

None

* 1. Testing, Summary and Delivery

|  |  |  |
| --- | --- | --- |
| Name | Type | Size |
| 交付清单 | docx | 31 KB |
| 软件测试计划 | docx | 43 KB |
| 软件测试总结报告 | docx | 30 KB |
| 软件项目总结报告 | docx | 313 KB |
| 软件验收报告 | docx | 73 KB |
| 用户手册 | docx | 12 MB |

1. Appendix

None

# 3. Software List

1. Android Client

The Android Project is named as DAWN, the entire project is 67 MB, and the file structure is as follows:

└─DAWN

├─CommonService

│ ClientComContext.java

│ ClientComStrategy.java

│ ClientComStrategyTCP.java

│ ClientComStrategyUDP.java

│ ClientForTCP.java

│ ClientForUDP.java

│ Configuration.java

│ Data.java

│ ThreadForTCP.java

│ ThreadForUDP.java

│

├─MapManagement

│ ClientGameControl.java

│ Collision.java

│ Map.java

│ Prop.java

│ ShowRes.java

│

├─RoleManagement

│ MyRole.java

│ Role\_simple.java

│

├─RoomManagement

│ Player.java

│ Room.java

│ RoomPool.java

│

├─UI

│ CreateRoom.java

│ Login.java

│ MainActivity.java

│ Register.java

│ Resetpwd.java

│ RockerView.java

│ RoomPage.java

│

└─UserManament

User.java

UserData.java

UserDataManager.java

1. Server-Side

The Server Project is named as TestServer, the entire project is 2.42 MB, and the file structure is as follows:

└─src

│ Collision.java

│ Data.java

│ DatabaseAdapter.java

│ Main.java

│ MapClass.java

│ Player.java

│ playground.java

│ Prop.java

│ Room.java

│ RoomPool.java

│ serverForMultiClientTCP.java

│ serverForMultiClientUDP.java

│ serverGameControl.java

│

└─META-INF

MANIFEST.MF