Project Architectural Design

Team 36

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Introduction

This document provides a comprehensive architectural overview of the project, to depict different aspects of the project. The Graph below is the modular organization diagram.
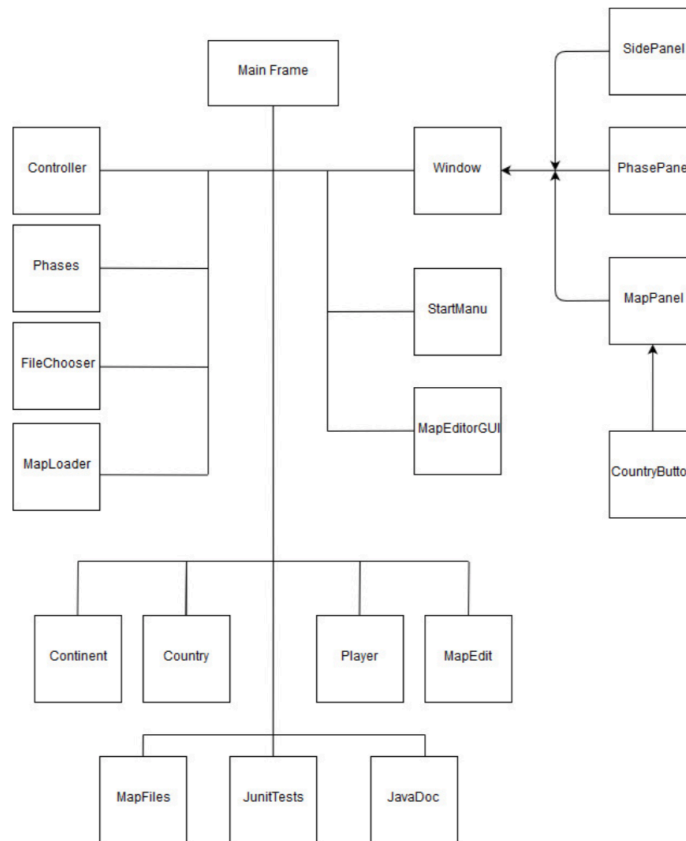

Figure 1 Project Architecture Design

Files Description

1 Models

File_Name	Description
Continent	This is the class for defining continent module.
Country	This is the class for defining country module.
Player	This is the class for defining player module.
Phases	This is the class for defining phases module.
Card	This is class for defining card module.

2 Game

File_Name	Description
Controoller	This is a controller class to control difference models.
FileChooser	Choose a map to start a game.
Main	Main programming and main window.
MapLoader	Class used to load a map for starting a game.

3 Map Editor

File_Name	Description
MapEditorGUI	Class acting as the GUI for MapEditor.
MapEditorText	Class acting as the MapEditor logics.
MapEdit	This is class RiskMap module to represent and load a map in Risk Game.

4 View Components

File_Name	Description
CountryButton	This is a view class for country.
ImagePanel	This is a view class for image.
MapPanel	This is a view class for map.
PhasesPanel	CThis is a view class for phases changes.
SidePanel	This is a view class for side bar.
StartMenu	This is a view class for start menu.
Window	This is a view class for main window.
CardExchangeView	This is a view class for card assignment and exchange process.

5 JUnit Tests

The module includes all unit tests about the project.

File_Name	Description
MapEditTest	Unit test case about map edit.
PhasesTest	Unit test case about phases module.

6 JavaDoc

The module includes JavaDoc generated from the project

7 Documentation

The module includes all the docments of the project