Software Engineering 1

Universal Game System Documentation Requirements

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This document describes contents of design documentation to be prepared by 4 people teams. It must be sent to the teacher via mail in PDF format before the end of the semester. Please note that diagrams must be created with special treatment to be readable on a computer screen. The first page should contain a list of team members.

1. Requirements Specification:

    a) System actors' use cases

        i. person running a game server

        ii. person running a game client

        iii. a game client accessing and using game server

        iv. game server communicating with game client

2. Complete Design Documentation (Game Server and Game):

    a) Input data format specification (if any)

    b) Class diagrams - describing structures, modules and architecture of the system

    c) Event flow diagrams - describing interaction between game server and game applications

    d) State diagrams - describing states of components of Game server and components of game applications

    e) Important activity diagrams - describing overall activities of the server and clients

    f) Communication protocol design (if possible a set of XML tags)

g) Additional relevant comments

h) Special system states description (initialization, shut down, failures)

3. Vocabulary (if needed)