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| FRUSTRATION  A SOFTWARE ENGINEERING DESIGN PROJECT | assignment 2017: gROUP pROJECT  GROUP  Rubab Ramzan - S00162293 Brain Mc Gowan - S00165159 Bryan Kerruish - S00173160 |

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# Project Overview

For this project, we decided upon developing an application to replicate the board game Frustration. Frustration is a simple board game in which players compete to be the first to send four pieces all the way around a board and is a version of the game Ludo.

This game has a concise set of rules and this documentation allowed for precise and accurate requirements gathering.

From the game’s documentation, we were able to generate a series of user stories and use case templates.

To further ensure we had captured the requirements fully, we developed a program flow chart and a number of process flow charts to cover the main methods.

# Part 1:

### Draft Class Diagram

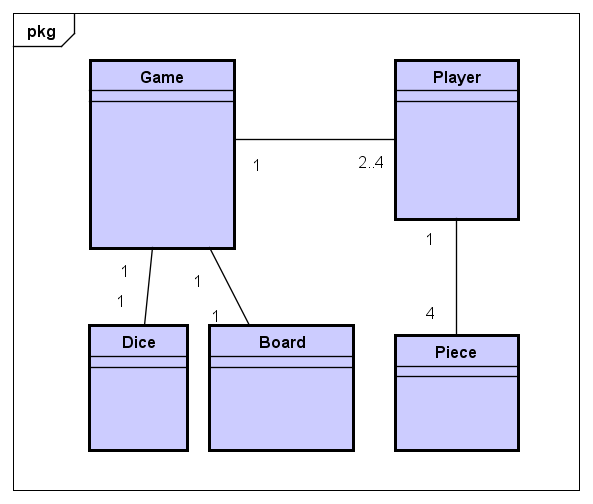


Figure 1 - First Draft Class Diagram

## Draft Class Diagram Notes

### Game Class:

This class will contain the game logic.

It will instantiate two to four players depending on user selection; a board and a dice.

* The game will have one board.
* The game will have two to four players.
* The game will have one dice.

### Board Class:

The board will contain the game logic for the board positions, home position and the pieces’ locations.

* The game will have one board.

### Player Class:

The player class will contain the logic of where the player starts on the board and the pieces they have.

The player will instantiate a list containing four pieces.

* The game will have two to four players.
* The player will have four pieces.

### Piece Class:

The piece will contain the logic for moving around the board and its state within the game.

* Each player will have four pieces.

### Dice Class:

The dice will contain the logic to generate a random number in the range of one to six.

* The game will have one dice.

## State Diagrams

## State Diagrams Notes

# Part 2

### Method (Operation) Specification

## Decision Charts

### Draft Expanded Take Turn Decision Chart



### Final Take Turn (Simple) Decision Chart



# Part 3

## Detailed Class Diagram

## Detailed Class Diagram Notes

# Part 4

## Implementation and Testing of Classes in C#

# Part 5

## Code and Walkthrough Notes

### Decoupling the interface from the application logic.

### DRY principles applied.

### Naming conventions.

### SOLID principle applied.

### Code structure.

### Code readability and maintainability.

### Cheats