Team Alaska

**Space Invade Engine**

Software Design Document

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1. Introduction

**1.1 Purpose**

This software design document describes the architecture and system design of the Space Invade Engine and associated game.

**1.2 Scope**

Provide a description and scope of the software and explain the goals, objectives and benefits of your project. This will provide the basis for the brief description of your product.

**1.2 Overview**

Provide an overview of this document and its organization.

**1.4 Reference Material**

List any documents, if any, which were used as sources of information for your test plan.

**1.5 Definitions and Acronyms**

Provide definitions for all terms, acronyms, and abbreviations that might exist to properly interpret the SDD. These definitions should be items used in the SDD that are most likely not known to the audience.

2. System Overview

Give a general description of the functionality, context and design of your project. Provide any background information necessary.

3. System Architecture

**3.1 Architectural Design**

Develop a modular program structure and explain the relationships between the modules to achieve the complete functionality of the system.