Problems: System Structural Design (100 points)

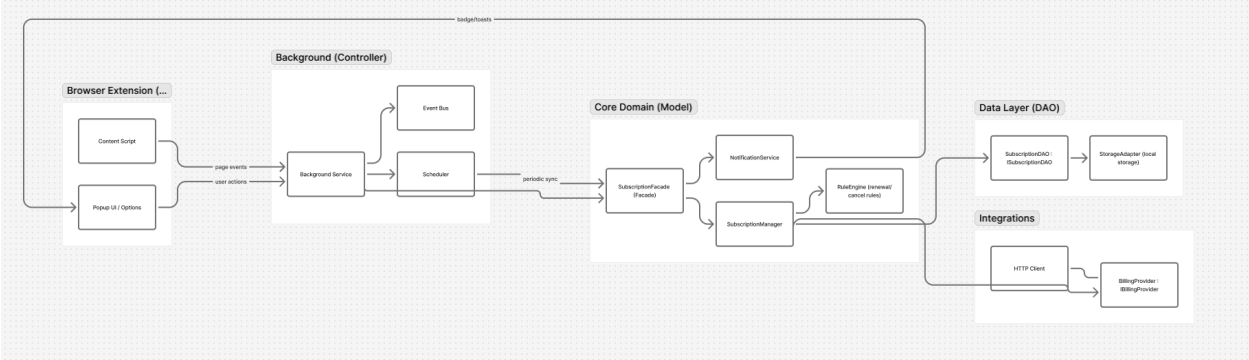
Team 8 // Minh Bui , Braylon Spann , Bryan Lam , Kevin D

Design a detailed system model (level-3 design) for your course project. Focus on the following aspects:

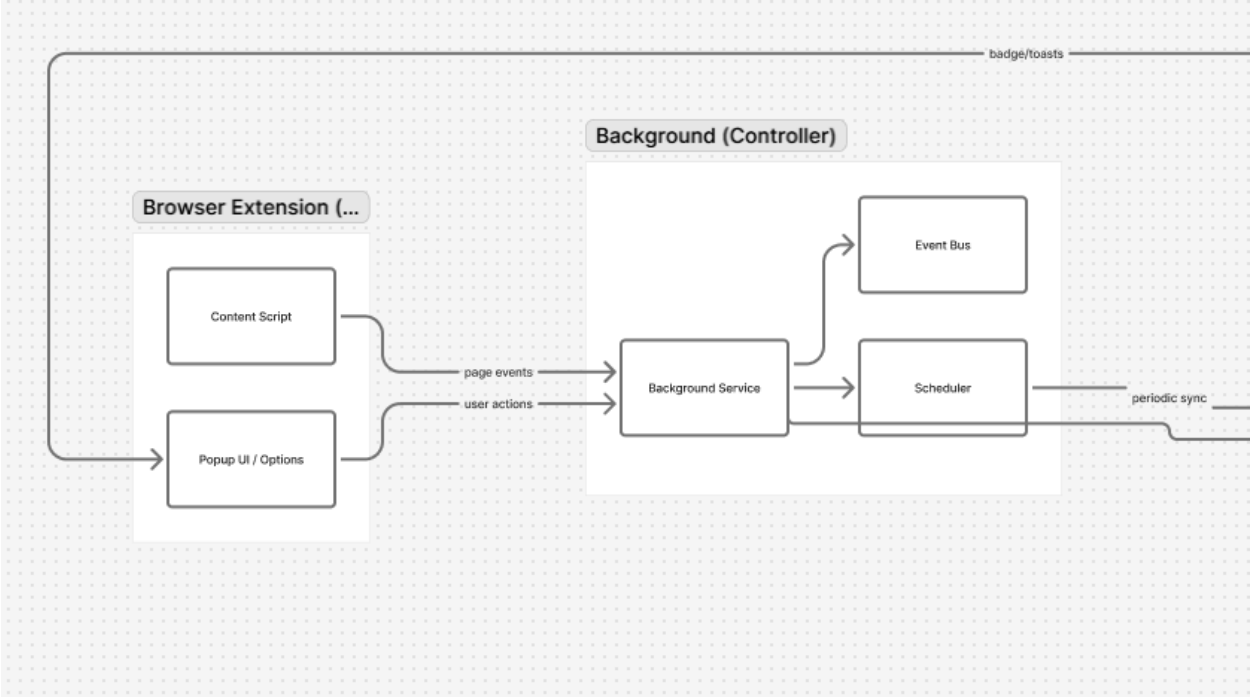
- Group related concepts/classes together and place them into one package/subsystem
- Identify the **principal system objects** (active object)
    - Examples: DBAdapter (DAO), GameEngine, xManager, Communicator, Coordinator, msgSender, msgReceiver
    - You might have identified some **system objects** while you worked on UML sequence diagrams. Here our goal is to identify as many as possible, so that you can better plan for task split in implementation.
- Specify object/component interfaces
    - For each class, add public operations
    - Use abstract super classes or interfaces as far as you can.
    - Remember the façade pattern we have introduced? Use it if applicable
- Your design should apply at least 3 out of the following 4 techniques [60 points total, earn 20 points for each]:
    1. Inheritance
    2. Interface
    3. MVC pattern
    4. DAO pattern
    5. Façade Pattern
- Note that if your class diagram becomes too big or too complicated, you can always split it into multiple ones. Maybe one for each package, then use a high-level diagram (only showing packages) to relate the packages.

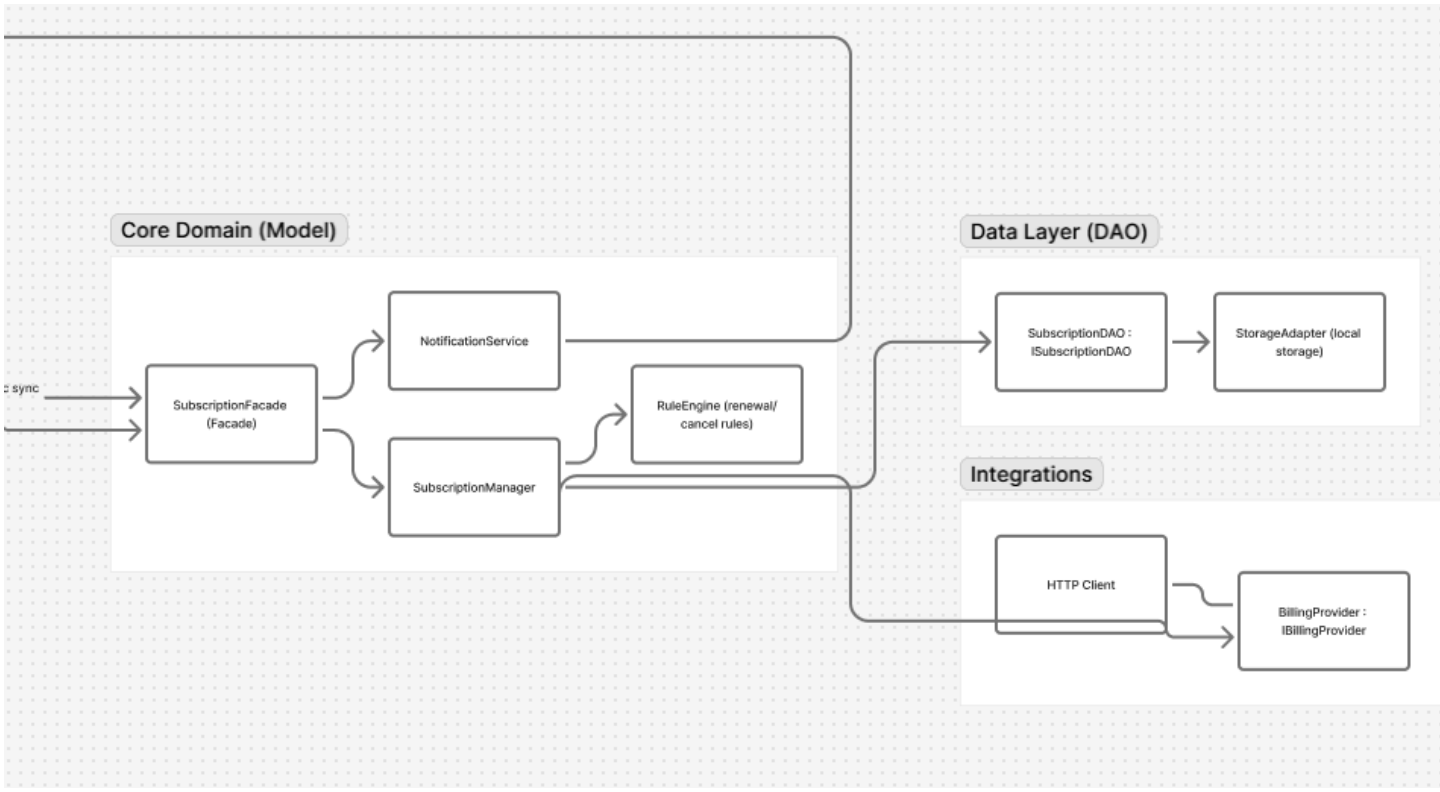
Paste your diagrams here, make sure they are readable, and submit to Cougar Courses.

Package/Subsystem diagram (Level-3):



Zoom in





Core Domain “Interfaces & Ops”: