

Bitcode Assignment 2

1 Design Patterns

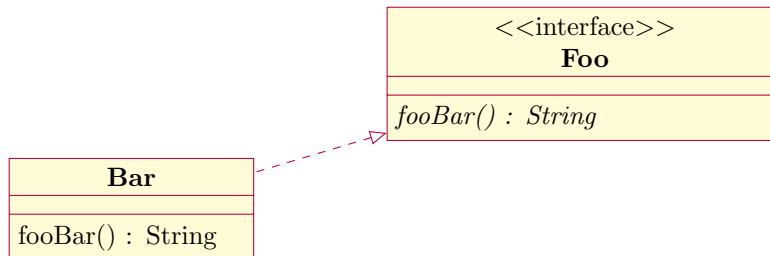
Using design patterns in software project is a good practice. It helps to make your software understandable, sustainable and expendable. We have chosen two design patterns and implemented them in our existing code, the observer pattern and the factory pattern.

1.1 The Observer Design Pattern

tbd explain why

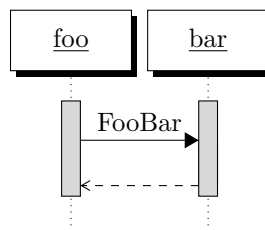
1.1.1 Factory Class Diagrams

tbd



1.1.2 Observer Sequence Diagram

tbd

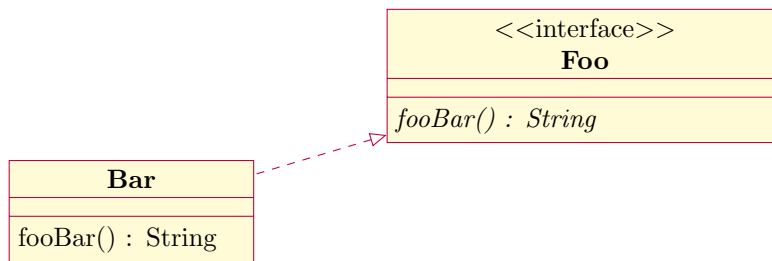


1.2 The Factory Design Pattern

tbd explain why

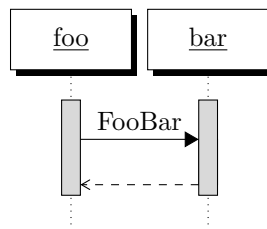
1.2.1 Factory Class Diagrams

tbd



1.2.2 Factory Sequence Diagram

tbd



2 Your wish is my command

Our client wanted to have two new features implemented, which consist of a high score page and maximum amount of moves per level. For each each feature we have created new requirements and a software design.

2.1 High Score Page

tbd

2.1.1 Requirements

tbd

2.1.2 Software Design

tbd use UML

2.2 Maximum Moves per Level

tbd

2.2.1 Requirements

tbd

2.2.2 Software Design

tbd use UML

3 Turn-based Multiplayer

In exercise three we have been asked to implement a feature that we wanted to implement. We have chosen to implement turn-based Multiplayer. For this feature we also created new requirements and a software design.

3.1 Requirements

tbd

3.2 Software Design

tbd use UML