**Cairo University  
Faculty of Computers and Information**

**CS251**

**Software Engineering I**

Game4Learn

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**Team**

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**Document Purpose and Audience**

**Purpose**: show Class diagram , their sequence diagram and Implementation.

**Audiences:** The audience includes the developers, the project manager.

**System Models**

**I. Class diagrams**



|  |  |  |
| --- | --- | --- |
| **Class ID** | **Class Name** | **Description & Responsibility** |
| 1.0 | Account | It contain name ,password,gender,type and age. it is responsible for student and teacher. |
| 1.1 | Teacher | the person that add game ,try game,view comment and remove game. |
| 1.2 | Student | The person that play games, write comment , rating game and get score . |
| 2.0 | interface | It able to display Login , Register methods and manage user data. |
| 3.0 | controler | it able to sign and login for student and teacher. send information to DataBase and send new games to GameDataBase |
| 4.0 | Database | Get information from controler to save it, and save score. |
| 5.0 | GameDarabase | Get new game from controler and save it |
| 6.0 | Game | It able student to select category and student to create new game. |

**II. Sequence diagrams**

Add Game



2-Play Game



3-Registration



**Class - Sequence Usage Table**

|  |  |  |
| --- | --- | --- |
| **Class Name** | **Sequence Diagrams** | **Overall used methods** |
| controler | 1,2,3 | get information, get new games and manag. |
| interface | 1,2,3 | Display Login, Display Register. |
| Database | 1,2,3 | save information and save score. |
| GameDatabase | 1 | save new games. |
| Student | 2.3 | Play, Registration, and select game. |
| Teacher | 1 | Add game. |

**Ownership Report**

|  |  |
| --- | --- |
| **Item** | **Owners** |
| Class diagram | *Mostafa Mohamed* |
| Registration sequence diagram | *Mohamed wahid* |
| Add game sequence diagram | *Medhat Saleh* |
| Play game sequence diagram | *Mohamed abdel basset* |

Policy Regarding Plagiarism**:**

**Students have collective ownership and responsibility of their project. Any violation of academic honesty will have severe consequences and punishment for ALL team members.**

* تشجع الكلية على مناقشة الأفكار و تبادل المعلومات و مناقشات الطلاب حيث يعتبر هذا جوهريا لعملية تعليمية سليمة
* ساعد زملاءك على قدر ما تستطيع و حل لهم مشاكلهم فى الكود و لكن تبادل الحلول غير مقبول و يعتبر غشا.
* أى حل يتشابه مع أى حل آخر بدرجة تقطع بأنهما منقولان من نفس المصدر سيعتبر أن صاحبيهما قد قاما بالغش.
* قد توجد على النت برامج مشابهة لما نكتبه هنا أى نسخ من على النت يعتبر غشا يحاسب عليه صاحبه.
* إذا لم تكن متأكدا أن فعلا ما يعد غشا فلتسأل المعيد أو أستاذ المادة.
* فى حالة ثبوت الغش سيأخذ الطالب سالب درجة المسألة ، و فى حالة تكرار الغش سيرسب الطالب فى المقرر.

**References**

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