Introduction and Overview of a Digital game distribution platform

1. Changes and Additions

- *Changed language to English to describe UML models properly.*

- *Refined architecture mechanism including both persistence and distribution.*

- *Packaged and layered design elements.*

- *Added necessary subsystem and interface.*

- *Refined use case realization.*

2. Contributions of team members

1852141 李德涛

- *Added and refined architecture mechanism including both persistence and distribution.*

- *Layered artifacts created for the system roughly.*

- *Refined and changed class diagram,sequence diagram and communication diagram for use case Release DLC and Examine Game , perfected the class design and relations.*

- *Added subsystem Shop Category System and corresponding interface Shop Category in External System Interface.*

- *Applied persistence and distribution mechanism to use case and subsystem mentioned above and added corresponding diagrams.*

- *Added activity diagrams for entity DLC.*

- *Added process view and physical view corresponding to use case Release DLC.*

- *Translated language to English and wrote the Introduction and Overview document.*

1850953 徐炳昌

- *Packaged and layered design class for use case Review Game and Examine Report Contents.*

- *Refined and changed class diagram,sequence diagram and communication diagram for use case Review Game and Examine Report Contents , perfected the class design and changed certain relation between classes.*

- *Applied persistence and distribution mechanism to use case mentioned above and added corresponding diagrams.*

- *Added subsystem Game Category System and changed corresponding diagrams and relations.*

- *Added activity diagram in entity Game , Game Review and Report Form.*

- *Added process view of use case Review Game.*

- *Added game data server and report data server related physical diagrams.*

1851910 田原驰

- *Refined relation between use case Pay and Add to cart , perfected class name , attributions and operations. Also changed corresponding sequence and communication diagrams.*

- *Applied persistence and distribution mechanism to use case mentioned above and added corresponding diagrams. Also added corresponding structure.*

1850952 梁荣嘉

- *Designed subsystem LoginSystem and DownloadGameSystem , interface ILoginSystem and IDownloadGameSystem for use case login and download game and put them in layer Business Service.*

- *Defined subsystem proxy class LoginSystem to realize interface. There are also two class LoginController and AccountDataModel in subsystem to realize function. Added StateMachine to class LoginController. Added Sequence Diagram for two classes. Added class diagrams for the subsystem.*

- *Defined subsystem proxy class DownloadGameSystem in DownloadGameSystem to realize interface. There are also two class DownloadController and GameInstallDataModel in subsystem to realize function. Added StateMachine for class DownloadController. Added Sequence Diagram for two classes and added class diagram for subsystem.*