

TEAM 10: PROJECT ARCHITECTURE

COURSE: SOEN 6441 (WINTER 21)

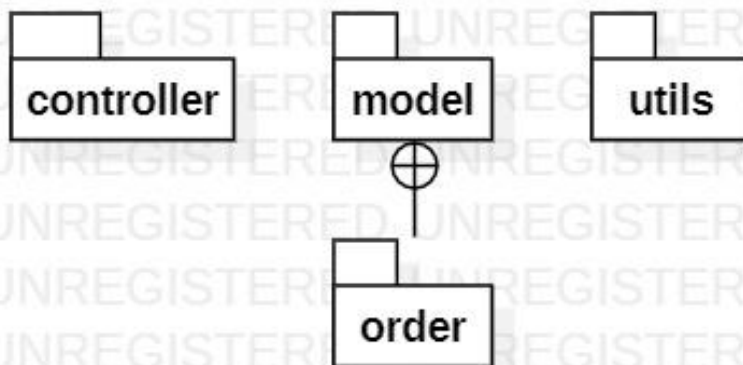
INSTRUCTOR- JOEY PAQUET

TEAM MEMBERS:

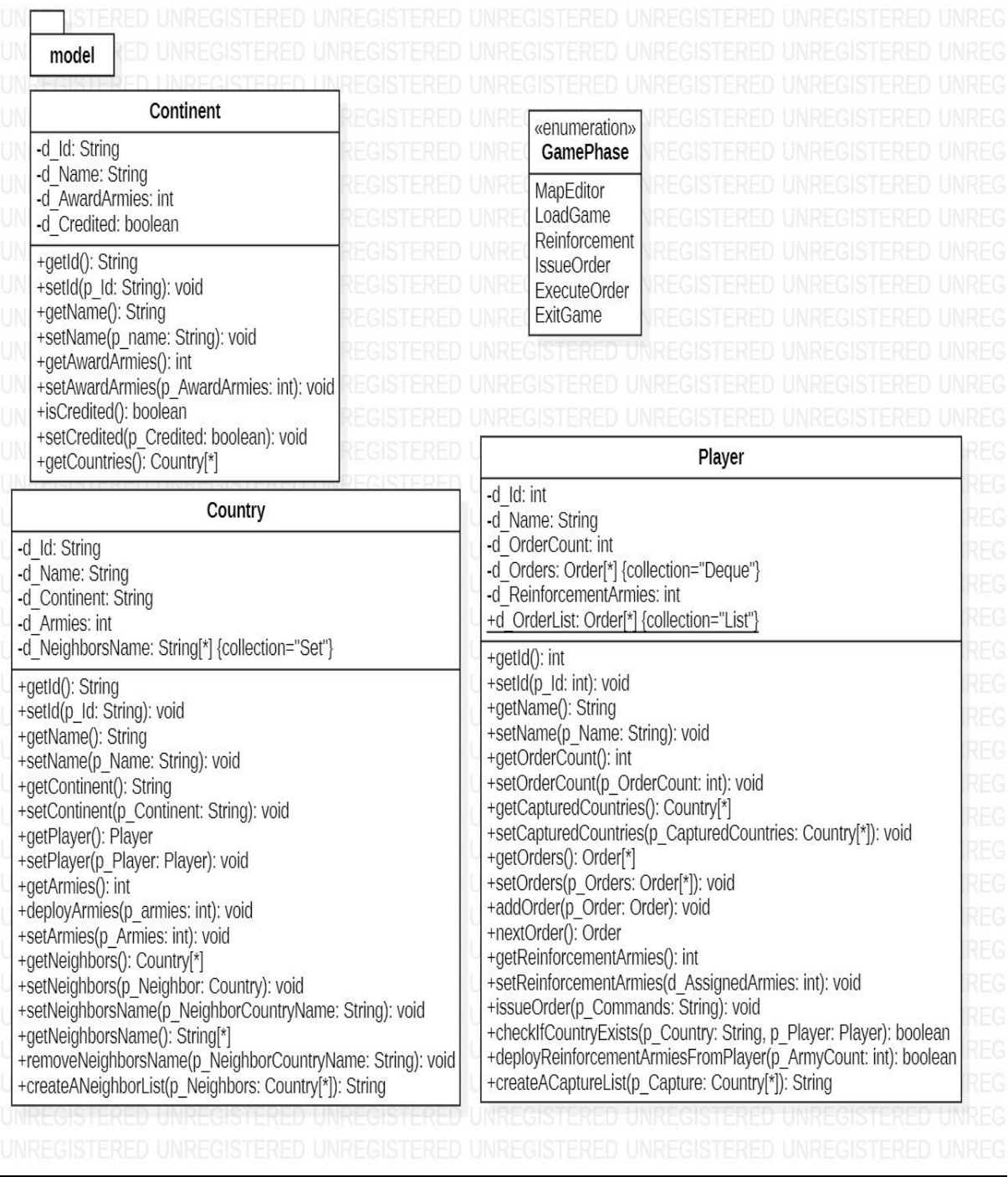
1. Dhananjay Narayan
2. Madhuvanthi Hemanthan
3. Prathika Suvarna
4. Neona Pinto
5. Surya Manian

PACKAGE STRUCTURE

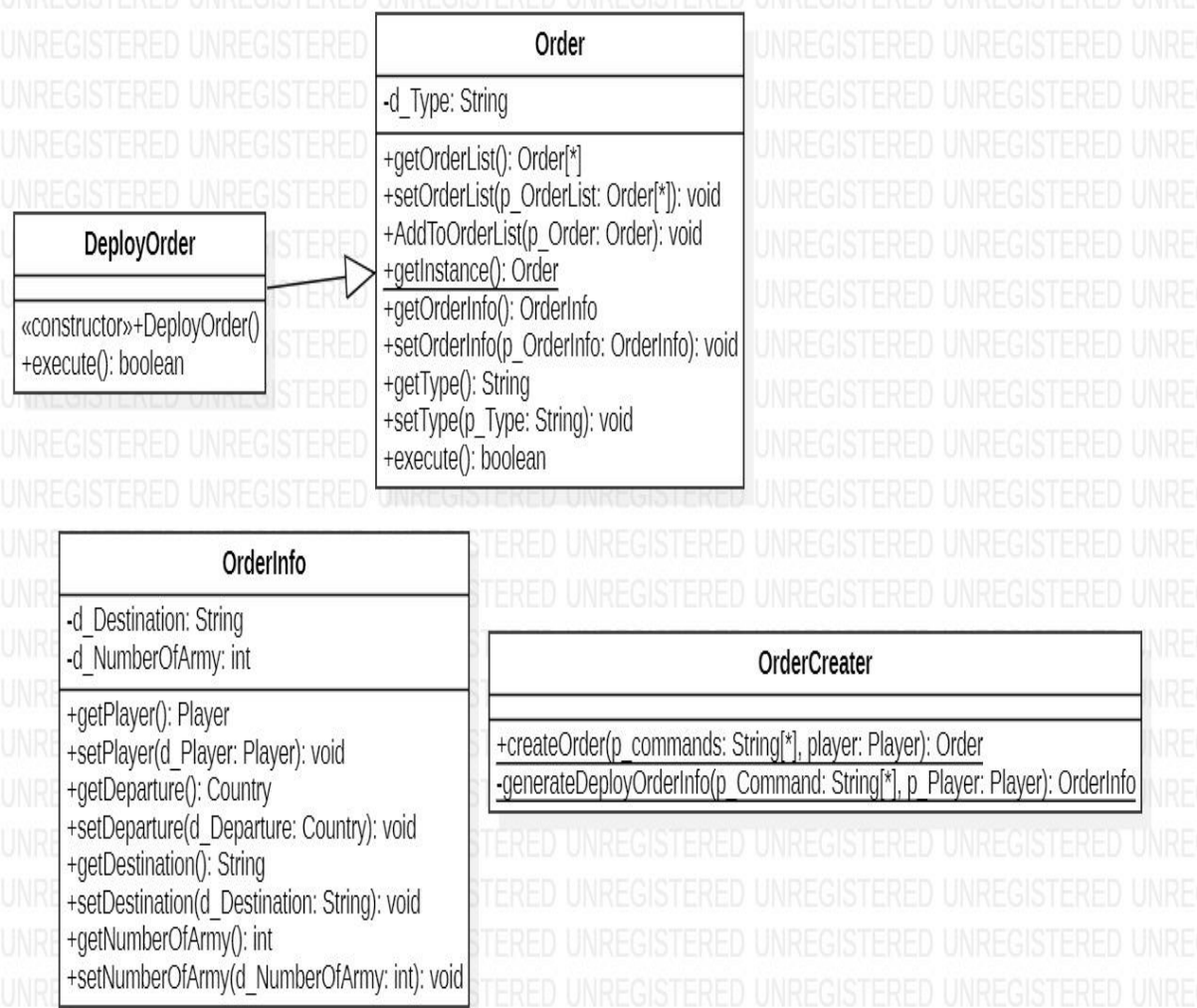
The package structure in our project is as in the following diagram.



MODEL OVERVIEW



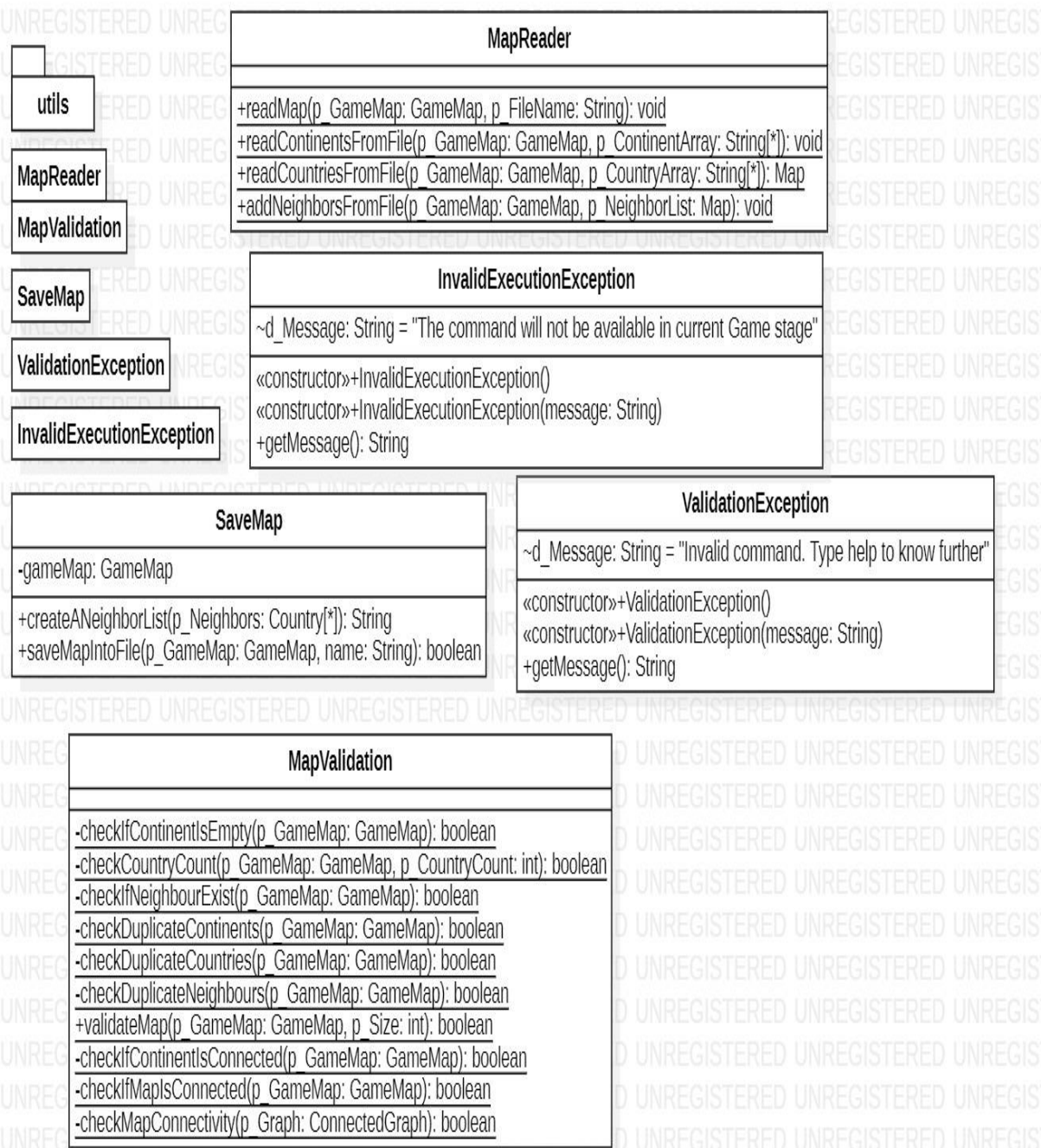
ORDER OVERVIEW



CONTROLLER OVERVIEW

Controller
GamePlay
~d_NextGamePhase: GamePhase ~d_GamePhase: GamePhase ~d_GameMap: GameMap
+setUp(): void +tearDown(): void +start(): void +setReinforcementTroops(): void
ExecuteOrder
~d_NextGamePhase: GamePhase ~d_GamePhase: GamePhase ~d_GameMap: GameMap
«constructor»+ExecuteOrder() +start(p_GamePhase: GamePhase): GamePhase -ExecuteOrders(): boolean
IssueOrder
~d_NextGamePhase: GamePhase ~d_GamePhase: GamePhase ~d_GameMap: GameMap -d_scanner: Scanner {readOnly}
«constructor»+IssueOrder() +start(p_GamePhase: GamePhase): GamePhase -readFromPlayer(): String

UTILS OVERVIEW



TYPE HIERARCHY

