

VIRTUAL HUMANS FOR SERIOUS GAMING ARCHITECTURE DESIGN

Jannelie de Vries
Harmen Kroon
Jasper van Tiburg
Tom Brunner
Nando Kartoredjo



EEMC
Delft University of Technology
Delft April 29, 2016

Contents

1	Introduction	2
2	Introduction - NIET AF	2
2.1	Design goals	2
3	Software architecture views	3
3.1	Subsystem decomposition	3
3.2	Hardware/software mapping	3
3.3	Persistent data management	3
3.4	Concurrency	3
4	Glossary	4

1 Introduction

2 Introduction - NIET AF

Architecture design (final version max. 10 pages A4)

Note that this document needs to be updated during the various sprints to present the current state of the design. The initial version can contain sketches/ideas of the architecture design; the document is then continuously extended throughout the sprints. An example document will be posted on Blackboard.

Introduction

Design goals

Software architecture views

Subsystem decomposition (sub-systems and dependencies between them)

Hardware/software mapping (mapping of sub-systems to processes and computers, communication between computers),

Persistent data management (file/ database, database design)

Concurrency (processes, shared resources, communication between processes, deadlocks prevention)

Glossary

2.1 Design goals

3 Software architecture views

3.1 Subsystem decomposition

3.2 Hardware/software mapping

3.3 Persistent data management

3.4 Concurrency

4 Glossary