Cairo University  
Faculty of Computers and Information



**CS251**

**Software Engineering I**

X-Game

Software Design

Fci-Team

December& 2016

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# Team

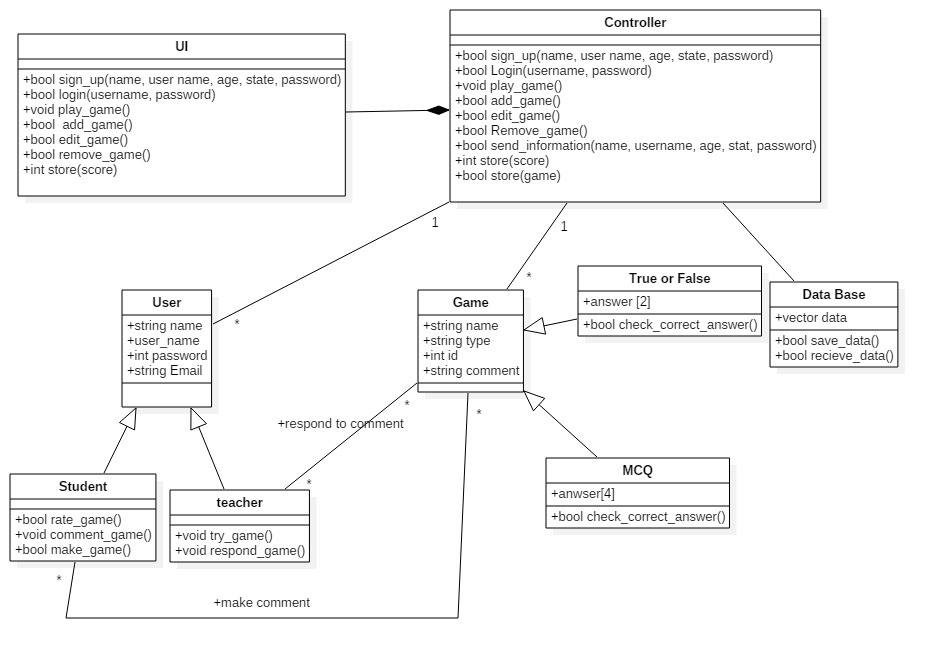
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# Document Purpose and Audience

**This document describes software requirements for educational website; it is intended for the team that will develop this website.**

**System Models**

**I. Class diagrams **

### 

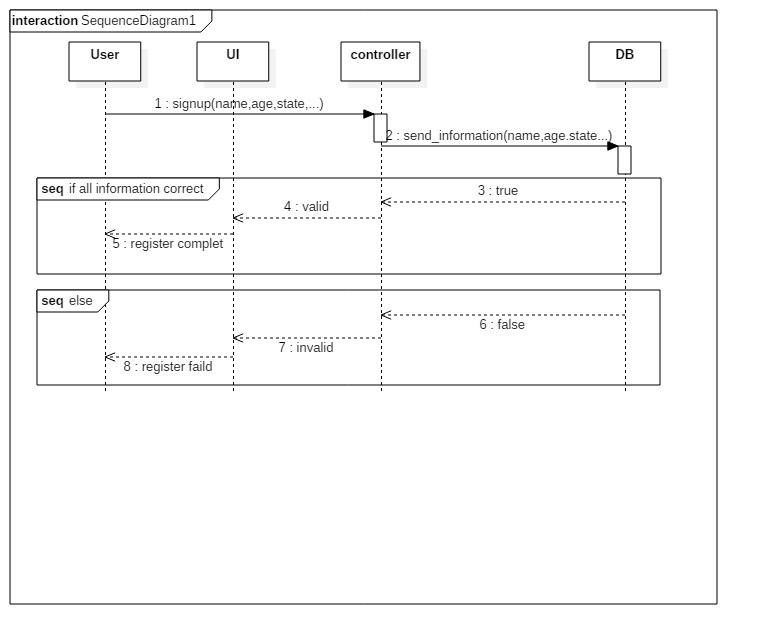
| **Class ID** | **Class Name** | **Description & Responsibility** |
| --- | --- | --- |
| **1** | **Controller** | **Control other classes and methods** |
| **2** | **User interface** | **Interaction with user** |
| **3** | **Game** | **Game properties** |
| **4** | **True or false** | **Type of game** |
| **5** | **MCQ** | **Type of gam** |
| **6** | **Database** | **Store date** |
| **7** | **user** | **User properties** |
| **8** | **student** | **Student properties and methods** |
| **9** | **Teacher** | **Teacher properties and methods** |

### Important Algorithm

**None** **exist.**

## 

## II. Sequence diagrams



### 

### 

### Class - Sequence Usage Table

| **Class Name** | **Sequence Diagrams** | **Overall used methods** |
| --- | --- | --- |
| User | 1 (sign up) | Send\_information() |
| Teacher | 2 (add game) | Login(),send(),addgame(),store(), |
| Student or teacher | 3 (play game) | Login(),send\_information(),  playGame(),store() |

**Ownership Report**

|  |  |
| --- | --- |
| **Item** | **Owner** |
| Class diagrams | Omar Mohamed, Soliman Gamaa, Mostafa Mahfouz, Mostafa Saied |
| Sequence diagrams | Omar Mohamed, Soliman Gamaa, Mostafa Mahfouz, Mostafa Saied |