Football Manager

Analysis and Design Document

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Revision History

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# Project Specification

Scopul acestui “Football Manager” este de a produce soft care manageriaza si gestioneaza meciurile unui turneu de fotbal care contine mai multe echipe.Mai concret ,modul in care echipele se vor duela intre ele , locul de desfasurare al meciurilor. dar si altele. Datele despre turneu si echipele participante vor fi stocate intr-o baza de date. Detaliile cu privire la modul în care Football Managerul își îndeplinește actiunile sunt detaliate în cazurile de utilizare și specificatiile suplimentare.

Aplicatia va trebui sa aiba 2 tipuri de utilizatori (un administrator si un utilizator obisnuit) care vor trebui sa se autentifice printr-un nume si printr-o parola.Utilizatorul normal se va putea loga , va putea cumpara bilete , chema alti prieteni sau comenta meciurilela care participa.Administratotul , in schimb , se va putea si el loga ,va putea adauga un turneu ,va putea tipari bilete si ocazional poate active anumite oferte pentru primii client.

# Elaboration – Iteration 1.1

# Domain Model

Modelul nostru va fi structurat(aproximativ) cum arata urmatoarea diagrama de clase:



# Architectural Design

## Conceptual Architecture

Aplicatia noastra va folosi MVC si Layers pattern.

MVC pattern:

-Model va fi folosit pentru structura aplicatiei.De exemplu : felul in care se reprezinta clasele (cu metode , constructori) sau un table din baza de date.

-View si Controller vor fi utilizate pentru tot ce vede cel ce foloseste aplicatia.

Layers pattern:

-Business Layer : aici vor fi incluse functionalitatile de care va avea nevoie aplicatia.

-DataAcces Layer : va accesa inregistrarile din baza de date pentru a se putea efectua operatiile generale .

-Database Layer : va face legatura cu baza de date.

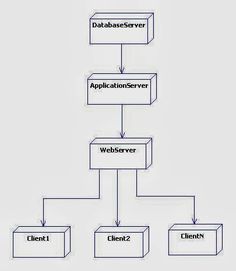
-Presentation Layer : va reprezentata interfata pe care utilizatorul o va putea vedea.

## Package Design

*[Create a package diagram]*

## Component and Deployment Diagrams

Deployment Diagram



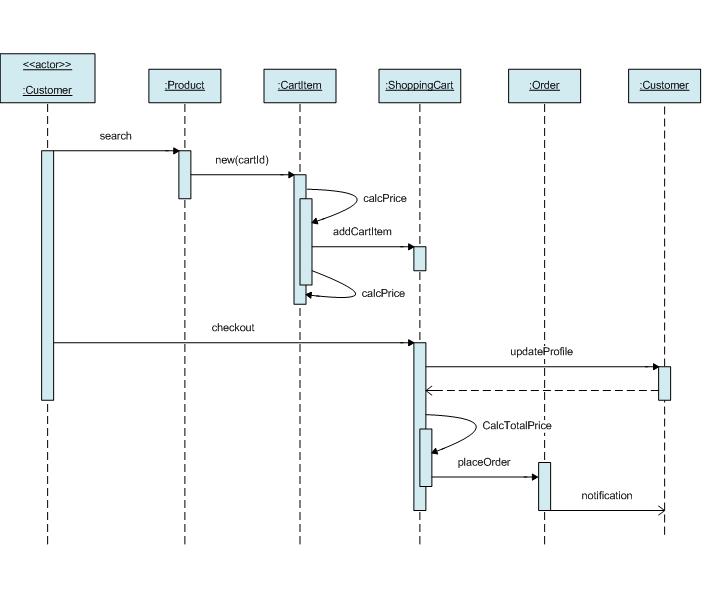
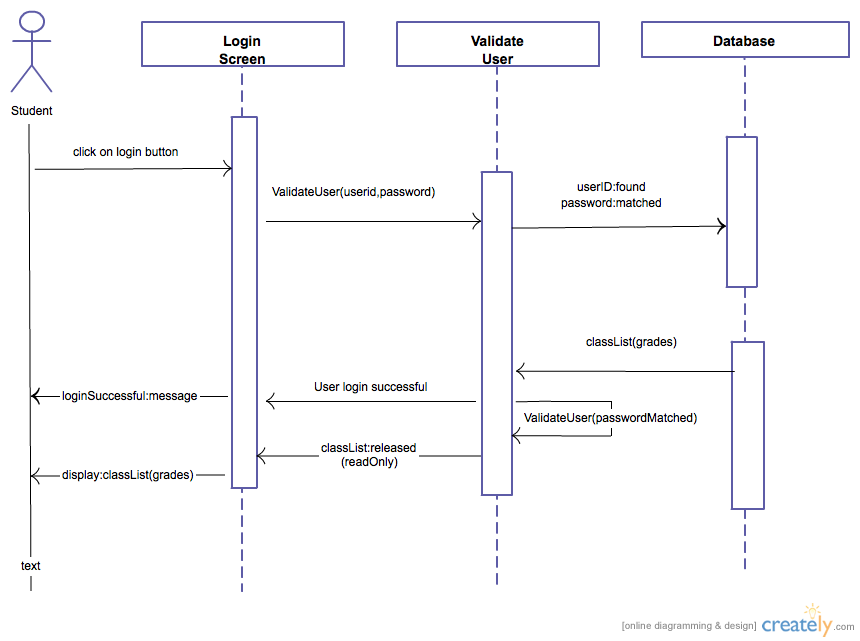
Component Diagram

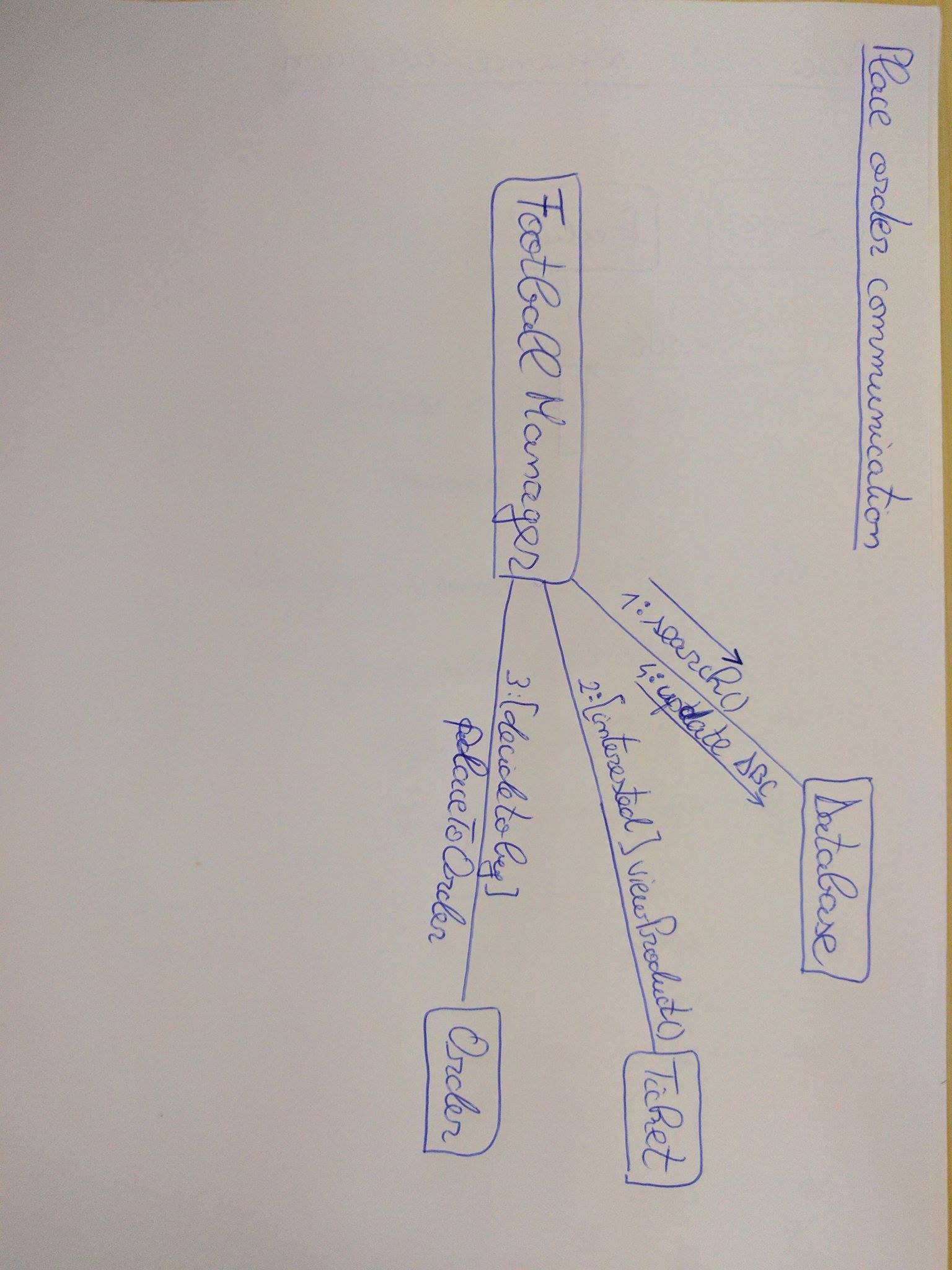


# Elaboration – Iteration 1.2

# Design Model

## Dynamic Behavior



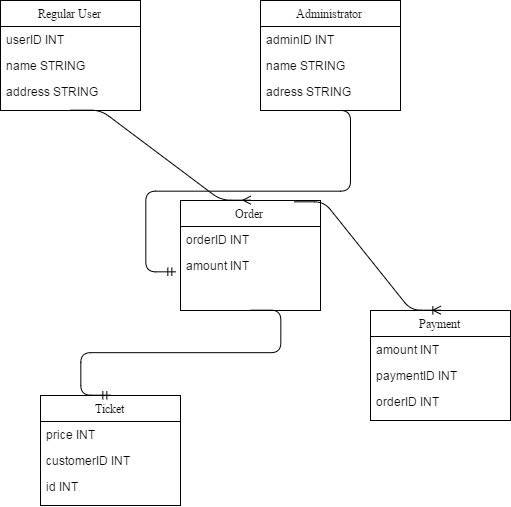


## Class Design

Design Pattern-urile pe care le voi folosi sunt urmatoarele:

* Data mapper pentru a prelucra mai usor informatiile din baza de date
* MVC pentru o structura geenrala a aplicatiei
* Table module pentru a separa object model de actual DB queries
* DAO pattern pentru a structura clasele care construiesc obiecte cu informatii din baza de date

# Data Model



# Unit Testing

*[Present the used testing methods and the associated test case scenarios.]*

# Elaboration – Iteration 2

# Architectural Design Refinement

*[Refine the architectural design: conceptual architecture, package design (consider package design principles), component and deployment diagrams. Motivate the changes that have been made.]*

# Design Model Refinement

## *[Refine the UML class diagram by applying class design principles and GRASP; motivate your choices. Deliver the updated class diagrams.]*

# Construction and Transition

# System Testing

*[Describe how you applied integration testing and present the associated test case scenarios.]*

# Future improvements

*[Present future improvements for the system]*

# Bibliography