**Software Design Document**

**for**

**Hound Army Checkers**

**Version 1.0 approved**

**Prepared by Samantha Coyle, Spencer Albert, Taylor Moralez, and Rowan Stone**

**CS3398 Fall 2018: Software Engineering, Section 001**

**September 12, 2018**

# Table of Contents

Table of Contents i

Revisions ii

1. Introduction 1

1.1 Purpose 1

1.2 System Overview 1

1.3 Definitions, Acronyms and Abbreviations 1

1.4 Supporting Materials 1

1.5 Document Overview 1

2. Architecture 1

2.1 Overview 1

2.2 Component 1..N 1

3. High-Level Design 2

3.1 View / Model Component 1..n 2

# Revisions

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Primary Author(s) | Description of Version | Date Completed |
| Draft Type v. 1.0 | Full Name | First draft | 00/00/00 |

<This template serves as a basis for a Software Design Specification. As in the SRS document, all italics refer to the “comment” style. Comments in blue are general and apply to any SDS, these that are in black are applicable specifically for this course. This template is based on the work by Karl. E Wiegers, Steve McConnel of CXOne group and the IEEE standards.>

# Introduction

## Purpose

The purpose of this document is to provide a detailed description of the design specifications for the Hound Army Checker Board game. This document will cover the details mostly regarding the design specifications, but will also touch on the functionality, features, and requirements for the game. Hound Army shall provide the user a functional, high-quality checkers game. This document is version 1.0. The SDD scope will include a full description of the design requirements and functional deliverables that the Hound Army shall produce.

## System Overview

HAC will be utilize a web-based interface. The main components will consist of a web browser and the GE, whose subcomponents will be discussed in the following sections. The web browser will allow viewability and functionality of the front-end components of the GE to allow the user to provide input for the back-end components of the GE. [Describe interaction with web server here?]

<Brief high-level description of system structure, functionality, interactions with external systems, system issues, etc.

## Definitions, Acronyms and Abbreviations

|  |  |
| --- | --- |
| HAC | Hound Army Checkers |
| GUI | Graphical User Interface. |
| AI | Artificial Intelligence |
| GE | Game Engine |

< List any project definitions and acronyms introduced to the project by this design.

## Supporting Materials

<Note any references or related materials here.

## Document Overview

The purpose of this document is to provide a description of the design implementation for HAC. Section 1 gives the overview of the system structure and functionality at a basic level. Section 2 describes the top-level architectural view of the system and provides the foundation for detailed design work for the main components that will make up the HAC system. Section 3 will present the high-level design view for the sub-components of the system and algorithm descriptions.

# Architecture

<The architecture provides the top level design view of a system and provides a basis for more detailed design work. This is the section where you should include your High-Level design Component Diagram.

# Overview

<This section provides a high level overview of the structural and functional decomposition of the system. Focus on how and why the system was decomposed in a particular way rather than on details of the particular components. Include information on the major responsibilities and roles that the system (or portions of it) must play.

# Component 1..n

<Describe an element (subsystem, component, etc...) from architecture in further detail. When appropriate, include information on how the element is further broken down and the interactions and relationships between these subcomponents.

# High-Level Design

<This section describes in further detail elements discussed in the Architecture. Normally this section would be split into separate documents for different areas of the design.

High-level designs are most effective if they attempt to model groups of system elements from a number of different views.

## View / Model Component 1..n

<Provide a description and diagrams of a system component or set of components that describes a clearly defined view or model of the entire system or a subset of the system.