Java Game Suite Project Design

Revision 1

CMSC 495 6382

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Group Charlie

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## Revision History

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| --- | --- | --- | --- |
| **Revision Number** | **Date** | **Description** | **Name** |
| 1 | 9/7 | Creation of Google Doc, outline | Oyewole |
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|  |  |  |  |

## I. Class Diagram

## II. Sequence Diagrams

**Start-up Scenario:**

**Description:** User starts up the application.

**Pre-Condition:** No hardware or system failure that would hinder the application occurs.

**Post-Condition**:

**Shut-down Scenario:**

**Description:** User exits the program.

**Pre-Condition:** Program has successfully been running without crashing.

**Post-Condition**: Program is terminated and all objects are deconstructed.

**Normal Operation Scenario:**

**Description:**

**Pre-Condition:**

**Post-Condition**:

**Error-Handling Scenario 1:**

**Description:**

**Pre-Condition:**

**Post-Condition**:

**Error-Handling Scenario 2:**

**Description:**

**Pre-Condition:**

**Post-Condition**:

**Error-Handling Scenario 3:**

**Description:**

**Pre-Condition:**

**Post-Condition**:

## III. Pseudo Code

## IV. Unresolved Risks and Risk Mitigations