



# Fast Food Wars

## Executive Summary

### **Group 10**

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## Project Update

The development team has been hard at work solidifying the design of Fast Food Wars. Significant progress has been made developing system models and designing of the subsystem that will be needed to implement the product. We have made a concerted effort to develop a more concrete model of the game and the users interaction to it.

## Changes to Initial Report

There is minimal change to existing content in the document.

## Additions to the Initial Report

We have added two main sections to the document, System Models and Design.

The System Design section begins with the use case models and scenarios that were developed in the second phase of the project. These are further refined with the additional object models and class diagrams. Dynamic models, in the form of sequence diagrams were added to develop the interaction with the user and to identify additional classes, fields, and methods on the class diagrams. Finally, we added a section describing the user interface. This section is intended to be a guideline to develop the UI. We tried to be concrete enough to give the reader an idea of what the game would look like without dictating what the graphics would look like. Our hope is that during coding, the team would have the liberty to be creative and make choices that improve upon the mockups that we provided.

In the Design section, we included the System Design, the Current System Architecture, the Proposed System Architecture, the Subsystem Services, and the Object Design. We chose a hybrid 4-tier system architecture, with at least one subsystem in a Client-Server

architecture. Within the subsystems, it was decided that the MVC design pattern would be very suitable.

## Future Progress

We have started developing test plans to complete the final phase of project development. We anticipate it will take 1 week to develop the plans, and at least one week to document the plans.

We also plan to revisit all sections of the document, with an eye towards readability and to correct anomalies. This will be a very laborious process, but will result in a much more professional document.