

Android Game Suite

CS 430

Software Design Specification

March 7th, 2010

Benjamin Carpenter

Ryan Daugherty

Jack Dehlin

Jay Greene

Table of Contents

1.0 INTRODUCTION.....	4
1.1 GOALS AND OBJECTIVES.....	4
1.2 STATEMENT OF SCOPE.....	4
1.4 MAJOR CONSTRAINTS.....	4
2.0 DATA DESIGN.....	4
2.1 INTERNAL SOFTWARE DATA STRUCTURE.....	4
2.2 GLOBAL DATA STRUCTURE.....	5
2.3 TEMPORARY DATA STRUCTURE.....	5
3.0 ARCHITECTURAL DESIGN.....	5
3.1 PROGRAM STRUCTURE.....	5
3.1.1 <i>Architecture diagram</i>	5
4.0 SCHEDULE.....	6
4.1 SCHEDULING DIAGRAM.....	6
4.2 DEFINITION OF MILESTONES.....	6
4.2.1 <i>Concept/Doc Complete 3/5/2010</i>	6
4.2.2 <i>Module Code Complete 4/8/2010</i>	7
4.2.3 <i>Testing Complete 4/19/2010</i>	7
5.0 COMPONENT-LEVEL DESIGN.....	7
5.1 DESCRIPTION FOR MAIN MENU.....	7
5.1.1 <i>Processing narrative for Main Menu</i>	7
5.1.2 <i>Main Menu interface description</i>	7
5.1.3 <i>Main Menu processing detail</i>	7
5.1.3.1 <i>Performance issues</i>	7
5.1.3.2 <i>Design constraints</i>	8
5.2 DESCRIPTION FOR INDIVIDUAL GAMES.....	8
5.2.1 <i>Processing narrative for Individual Games</i>	8
5.2.2 <i>Individual Game interface description</i>	8
5.2.3 <i>Individual Game processing detail</i>	8
5.2.3.1 <i>Performance issues</i>	8
5.2.3.2 <i>Design constraints</i>	8
6.0 USER INTERFACE DESIGN.....	8
6.1 DESCRIPTION OF THE USER INTERFACE.....	9
6.1.1 <i>Home Screen</i>	9
6.1.1.1 <i>Screen Shot for Home Screen</i>	9
6.1.1.2 <i>Objects and actions for Home Screen</i>	10
6.1.2 <i>Word Search Main Screen</i>	10
6.1.2.1 <i>Screen Shot for Word Search Main Screen</i>	10
6.1.2.2 <i>Objects and actions for Word Search Main Screen</i>	10
6.1.3 <i>Word Search In Game</i>	11
6.1.3.1 <i>Screen Shot for Word Search In Game</i>	11
6.1.3.2 <i>Objects and actions for Word Search In Game</i>	12
6.1.4 <i>Battle Ship Main Screen</i>	12