

CS212 - GBA

Part 4 Design Document

Spring 2008

Design Document

Before beginning to program your game, we are going to ask you to write a short design document that specs out any new classes you will be making to create your game. The general design pattern is that you will be inheriting from the simple Sprite class to create sprites with behaviors specific to your game. You will also have to setup your KeyListeners to control your sprites on screen, and other aspects of your game. More advanced games may have to create new Background classes with extended functionality.

We are asking you to document these new classes with:

- Constructors
- Public, private, and protected variables
- Public, private, and protected functions

For each of the functions, be sure to document preconditions and postconditions.

Preconditions

Preconditions are the things that must be true of your parameters, and of the class in general in order for the function to execute successfully.

Postconditions

Postconditions are the things that are true of your class directly after the function executes successfully.

Submission

Please type up your document in an organized manner, try to avoid any actual code. You should focus on thinking about how everything in your game will fit together. A good design document will be concise and clear. Please submit one design doc per group in PDF format to CMS by 11:59pm Sunday April 20. If you have any questions please post them to the newsgroup, or contact a TA directly.

Extra Notes

Your design may of course change when you start implementing your classes and game. You do not have to go back and update your design document when this happens. The point of this design document is to get you to think about how everything will fit together so that you can realize if you are missing something important before you've actually written code (that would then need fixing).