

SE 3XA3 Module Guide: Revision 0

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Table 1: **Revision History**

Date	Version	Notes
November 9, 2016	1.0	Created Module Guide
November 11, 2016	2.0	Divided sections between group members
November 13, 2016	3.0	Created format for Module Guide and added sections 2 and 4
November 13, 2016	4.0	Final version with all sections and sub-sections added

1 Introduction

The purpose of this report is to verify that the software has been tested properly and that it was implemented correctly.

2 Anticipated and Unlikely Changes

2.1 Anticipated Changes

AC1: The specific hardware on which the game is running.

AC2: The format of the input data. (left and right keys can be changed to different keys inside the GameController class without it affecting the rest of the project)

AC3: The constraints on the input parameters.

AC4: Game features. (Number of people added on the highscores list, number of lives given to the user)

AC5: Additional features. (Advanced single player mode with obstacles added, different speeds of the ball)

AC6: Magnitude of game controls and media (size of the buttons, ball etc.).

2.2 Unlikely Changes

UC1: Input and output devices. (Input: mouse clicks and keyboard presses, Output: screen/console)

UC2: There will always be a source of input data external to the software.

UC3: Game mechanics. (Formulas to calculate when ball should change direction)

UC4: Execution environment. (Must be java-based)

3 Module Hierarchy

Level 1	Level 2
Hardware-Hiding Module	
	?
	?
	?
Behaviour-Hiding Module	?
	?
	?
	?
	?
	?
Software Decision Module	?
	?
	?

Table 2: Module Hierarchy

4 Connection Between Requirements and Design

The design of the system is intended to satisfy the requirements developed in the SRS. In this stage, the system is decomposed into modules. The connection between requirements and modules is listed in Table 3.

5 Module Decomposition

5.1 Hardware Hiding Modules

5.2 Behavior-Hiding Module

5.3 Software Decision Module

6 Traceability Matrix

Requirements	Modules
R1	M1, M, M
R2	M1, M, M
R3	M1, M, M
R4	M1, M, M
R5	M1, M, M
R6	M1, M, M
R7	M1, M, M
R8	M1, M, M
R9	M1, M, M

Table 3: Trace Between Requirements and Modules

AC	Modules
AC1	M1, M, M
AC2	M1, M, M
AC3	M1, M, M
AC4	M1, M, M
AC5	M1, M, M
AC6	M1, M, M
AC7	M1, M, M
AC8	M1, M, M
AC9	M1, M, M

Table 4: Trace Between Anticipated Changes and Modules

7 Use Hierarchy Between Modules