**Detailed Design**

* 1. **Introduction**

Detailed Design is the second level of the design process. During detailed Design, We specify how the module in the system interacts with each other and the internal logic of the each module specified during system design is decided, hence it is also called as Logic design.

Detailed design essentially expands the system design and the database design to connect a more detailed description of the processing logic and data structure so that the design is sufficiently for coding.

**5.2** **Applicable Document**

The Detailed Design refines the system document. Hence the first applicable document here is system design. Also we are refining the data structure. Hence the second applicable document here is database design.

**5.3. Structure of software package.**

The software package contain of following functional components

* Functional component 1:Login
* Functional component 2: Player selection
* Functional component 3:Game selection
* Functional component 4:Score/result
* Functional component 5:Alert

**5.4 Modular decomposition of component**

 Modules of system component

* Login

 Identification of modules

* Player selection
* Game selection
* Score/result
* Alert

Structure chart showing the hierarchy of modules

Structure chart is a graphical representation of the processing functions or modules representing a system.

It is one of the most commonly used methods for system design. In a structure chart, each program module is represented by a rectangular box. Modules at the top level of the structure chart call the modules at the lower level. The connection between modules is represented by lines between the rectangular boxes. The connection describes data flows between the called and calling modules.

Login

 Log in

Cell no

User name

role

name

Result

 Result

Player2

Winner

Player1

Master\_id

Score

Data structures shared among modules.

Tables used are listed as follows:

* Tbl\_Login
* Tbl\_result
* Tbl\_sel
* Tbl\_btnClick

**Open Page**

Description- It is opening page of the project. This just displays the name of the project. When ‘enter’ key is pressed, the page will be closed and it makes way for the next page, i.e.; Main page.

**Main page**

Description- This page is the home page which includes the options for the players to select the mode of game (LAN or Single), learn the game, view the rules and regulations about the game.

 If has selected the mode of game as Single end, then he can directly start playing the game on the next form. But if he selects the other option i.e.; LAN, he has to register (for new player) and then sign in to play the game with another player through Local Area Network.

**Sign-in page**

Description- this page allows the players to log in to play the game (if the role is selected as ‘user’). If the role is selected as admin, then he has to enter the keyword to identify the admin power. If a new player wants to register, he can click the link available below the role combo box.

**Register page**

Description- Here a new player can register by entering his details. This data will be stored in the database. After this, he has to sign in to on the previous page to play the game.

**Forgot password**

Description- If a user forges his password, he has to click the ‘forgot password’ button. In this, he has to enter his user name. After this, a SMS is sent to his cell phone which displays his password.

**Selection page**

Description- When a player logs in, he has to select the opponent player from the list which contains the players who have logged in through LAN. By clicking against to their names, a message will be sent to them. If they accept, the real mode (playing mode) will start.

**Play page (LAN)**

Description- This page provides the two logged in players to play against each other. Player 1 will be the one who sends the request to another player. And the one who accepts the invitation will be the second player. The game will end at the end of three rounds. The player who conquers more number of seeds will be declared as the winner. The score and result of every match will be stored on the database. When a player creates a record of highest scorer, a SMS alert will be sent to the one whose record had beaten. This will force him to play again and re-conquer his high scoring position.

**Play page (single end)**

Description- This works similar to the above page, but one will not have to log in to play on single end mode. The match begins when two players enter their names on the textboxes. Then the match will be carried out on three rounds. This provides the way to play on one system, without the aid of the LAN.