

Reverse Engineering Software Architecture Software Methodology

Project XScorch
Team Core Dump
January 13, 2003

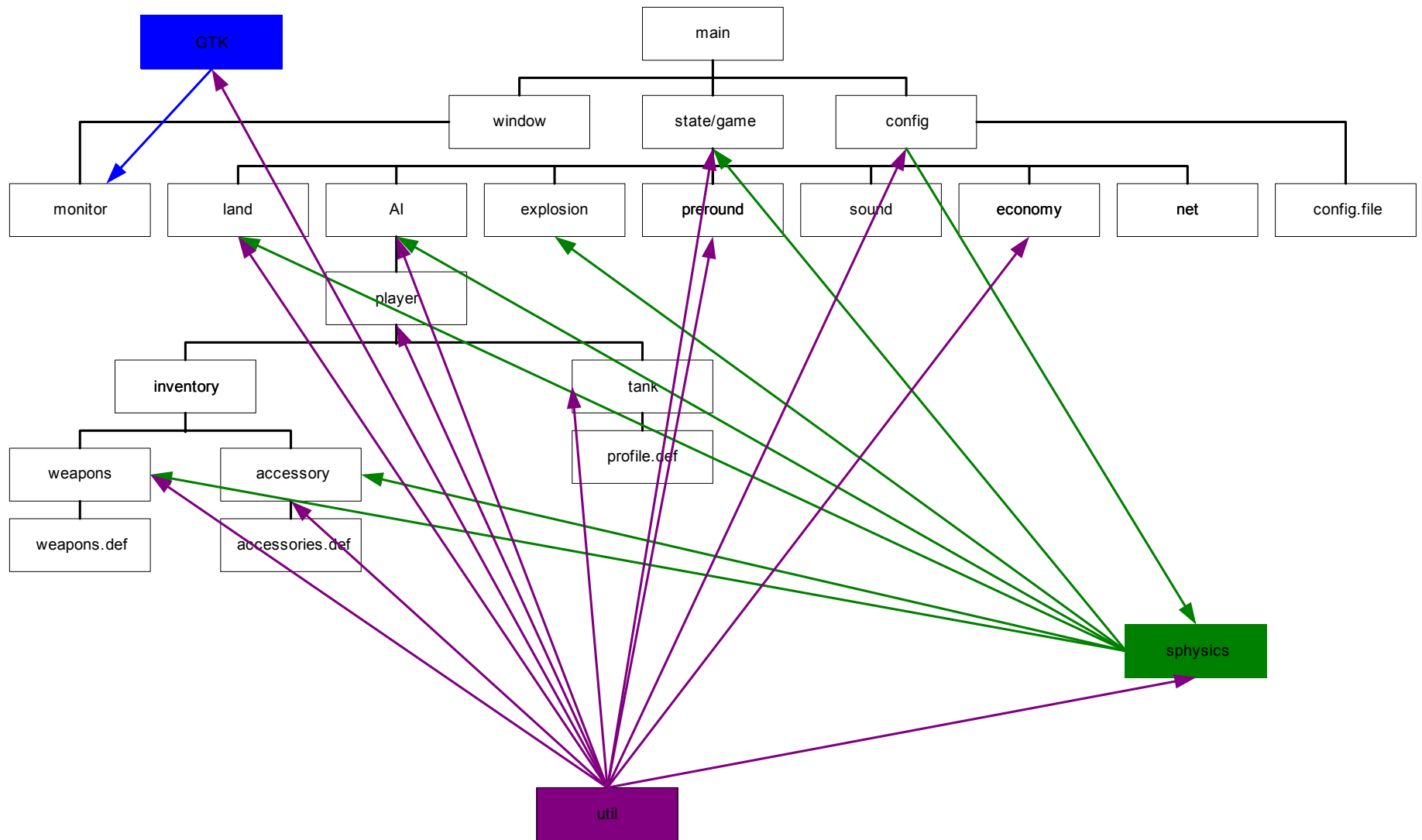


Figure 1: Boxes-and-arrows depiction of the high-level software architecture of the project

Class	Module
sc ai	AI
sc accessory_info	accessory
sc accessory_list	accessory
sc accessory_list_item	accessory
saddconf	accessory, weapons
scffile	config
scolor	land, explosions
sc_config	config
sc economy	economy
sc explosions	explosions, state/game
sc game	state/game
sc inventory_list	inventory
sc inventory_info	inventory
sc inventory_list_item	inventory
sc_land	land
sc lscape	land
sc options	options
sphoenix	weapons
sphysics	physics
sc player	player
sc autodef	preround
sc lottery	preround
sc shield	accessory
sc spill	explosion
sstate	state/game
sc tank_profile	tank
strack	state/game
sc weapon_list	weapon
sc weapon_list_item	weapon
sc weapon_info	weapon
sc window	window
sc_color_gtk	GTK
sc_net_stat	network
sc_connection	network
sc_server	network
sc_client	network
sc_packet	network
sc_sound	sound
sc_expl_cash_entry_gtk	GTK
sc_expl_cash_gtk	GTK
sc_window_gtk	GTK
ScActiveConsoleSpot	GTK
ScActiveConsole	GTK
ScGadget	GTK
ScACToggle	GTK

ScBar	GTK
ScConsole	GTK
ScConsoleCursor	GTK
ScDialog	GTK
ScDisplay	GTK
ScDrawbuf	GTK
ScLabel	GTK
ScLinkCheck	GTK
ScLinkCombo	GTK
ScLinkEntry	GTK
ScLinkSpin	GTK
ScLinkSpinF	GTK

Table 1: Classes used by source code along with the modules to which they belong.