

An Architecture-Oriented Design Method For Gaming Business Administration Systems

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Abstract

In this paper, we propose an architecture-oriented design method for gaming business administration systems. This design method adopts the structure-behavior coalescence (SBC) architecture as a systems model. SBC architecture design method starts from the preparation phase and then goes through the planning, preliminary design, and detailed design phases of SBC architecture construction. SBC architecture design method uses six fundamental diagrams to formally design the essence of a gaming business administration system and its details at the same time. In the planning phase, architecture hierarchy diagram and framework diagram are used. In the preliminary design phase, component operation diagram and component connection diagram are used. In the detailed design phase, structure-behavior coalescence diagram and interaction flow diagram are used.

With the above six diagrams, we then can effectively design the structure, behavior, and information of gaming business administration systems; resolve uncertainties and risks caused by those non-architecture-oriented design methods. Overall, SBC architecture design method helps integrate different stakeholders' works on the same track and unfold the backbone of gaming business administration systems. The gaming business administration system design result of SBC architecture can be used as gaming business administration system design schemes to improve the acceptance and effectiveness of the development of gaming business administration system.

Keyword: Architecture-Oriented Design Method, SBC Architecture, Gaming Business Administration System

1. Introduction

In general, a gaming business administration system is exceptionally complex that it includes multiple views such as structure, behavior, and information views. The systems model designs the gaming business administration system multiple views possibly using two different methods. The first one is the non-architecture-oriented method and the second one is the architecture-oriented method^{1, 6}. Non-architecture-oriented systems model respectively picks a model for each view^{7, 8}. Architecture-oriented systems model, instead of picking many heterogeneous and unrelated models, will use only one single coalescence model^{2, 9}.

An architecture-oriented design method for gaming business administration systems adopts the SBC architecture^{3, 4, 5} as a systems model. With SBC architecture, we then can effectively design the structure, behavior, and information of gaming business administration systems; resolve uncertainties and risks caused by those non-architecture-oriented design methods. Overall, SBC architecture design method helps integrate different stakeholders' works on the same track and unfold the backbone of gaming business administration systems. The gaming business administration system design result of SBC architecture can be used as gaming business administration system design schemes to improve the acceptance and effectiveness of the development of gaming business administration system.

2. Non-architecture-oriented and Architecture-oriented Systems Models

A systems model is a conceptual system, distinguished from a physical system, used to design either the physical or conceptual systems. A physical system, e.g., house, tree, river, airplane, etc., exists in the physical world. A conceptual system, e.g., symbol, language, diagram, software, virtual reality, thought, etc., exists in the conceptual world.

Figure 1 shows a physical system in which there are two buildings located in the upper left side and right underneath. The upper left building is Seattle Hotel and the right underneath building is Dallas Theater.

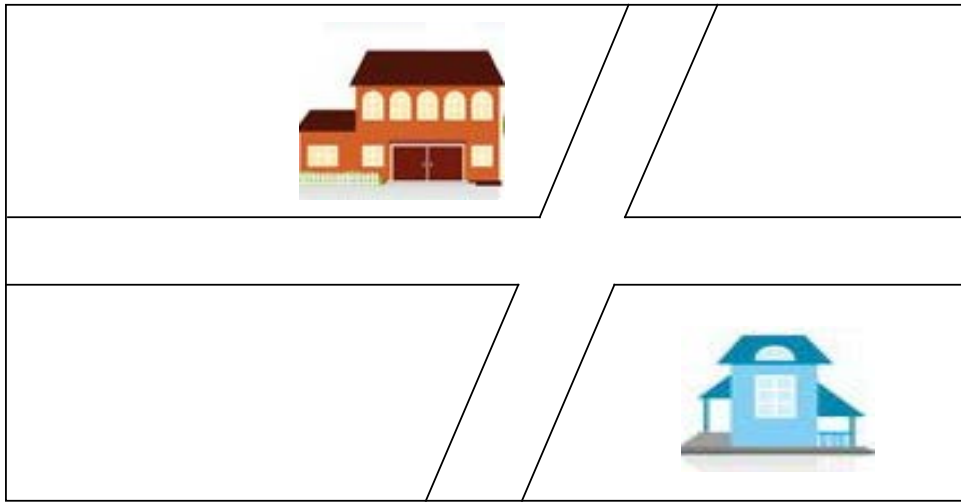


Figure 1 A Physical System

To design the physical system in Figure 1, we may then obtain a map as shown in Figure 2. The map is a kind of systems model used to design the physical system.

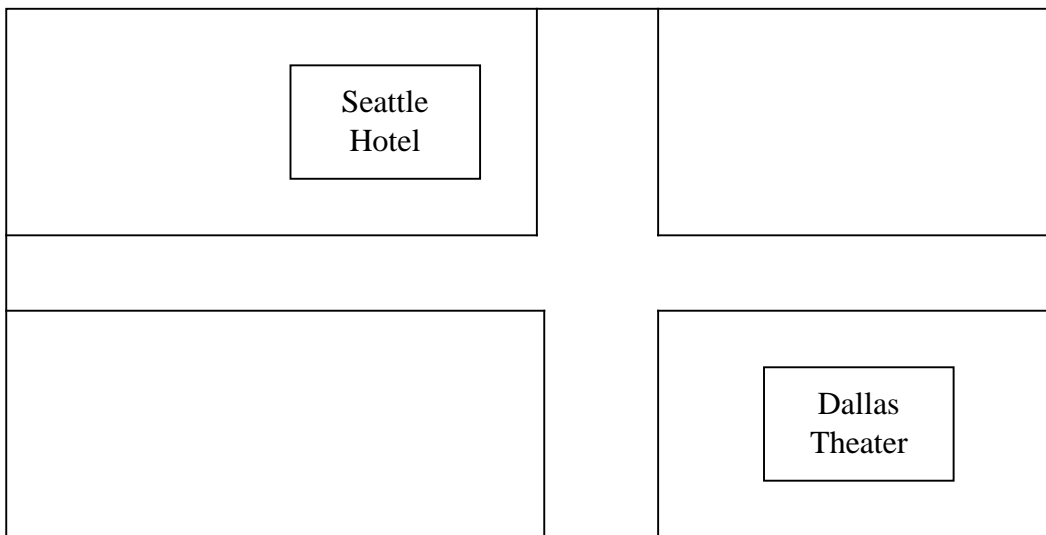


Figure 2 Map as a Systems Model

Besides designing systems in the physical world, a systems model can also design systems in the conceptual world. The conceptual world includes a software

system, a virtual reality, or a thought within a person's mind, etc. Figure 3 demonstrates that a manager is planning a sale task. Planning a sale task, being a thought inside a person's mind, belongs to the conceptual world.



Figure 3 Thought inside a Person's Mind

To design the thought within a person's mind in Figure 3, we may then use a sale chart as shown in Figure 4. The sale chart is a kind of systems model used to design a person's thought.

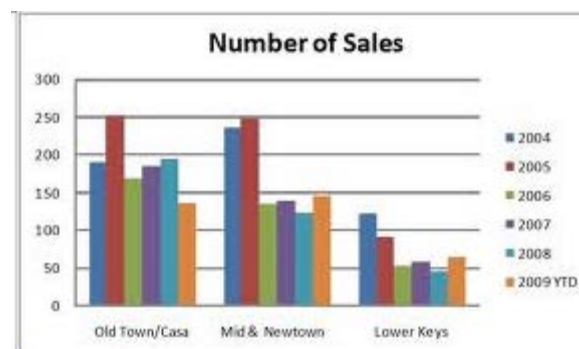


Figure 4 Sale Chart as a System Model

A gaming business administration system is exceptionally complex that it includes multiple views such as structure, behavior, and information views. The systems model designs the gaming business administration system multiple views

possibly using two different methods. The first one is the non-architecture-oriented method and the second one is the architecture-oriented method.

The non-architecture-oriented method respectively picks a model for each view as shown in Figure 5, the structure view has the structure model; the behavior view has the behavior model; the information view has the information model. These multiple models are heterogeneous and unrelated of each other, thus there is no way to put them into a conformity model^{7, 8}.

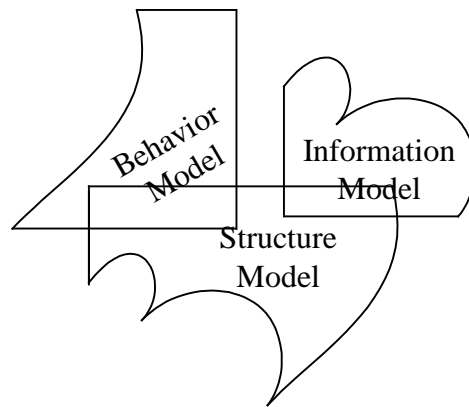


Figure 5 The Non-architecture-oriented Approach

The architecture-oriented method, instead of picking many heterogeneous and unrelated models, will use only one single coalescence model as shown in Figure 6. The structure, behavior, and information views are all integrated in this multiple view coalescence (MVC) systems model^{1, 2, 3, 4, 5, 6, 9}.

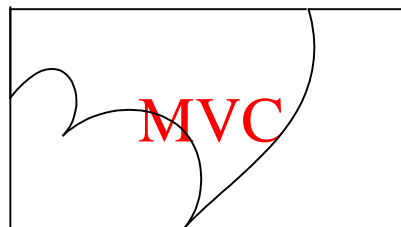


Figure 6 The Architecture-oriented Approach

Figure 5 has many models. Figure 6 has only one model. Comparing Figure 5 with Figure 6, we unquestionably conclude that an integrated, holistic, united,

coordinated, coherent, and coalescence model is more favorable than a collection of many heterogeneous and unrelated models.

Since structure and behavior views are the two most prominent ones among multiple views, integrating the structure and behavior views apparently is the best approach of integrating multiple views of a system. In other words, structure-behavior coalescence (SBC) facilitates multiple view coalescence (MVC) as shown in Figure 7. Therefore, we claim that SBC architecture is an architecture-oriented systems model.

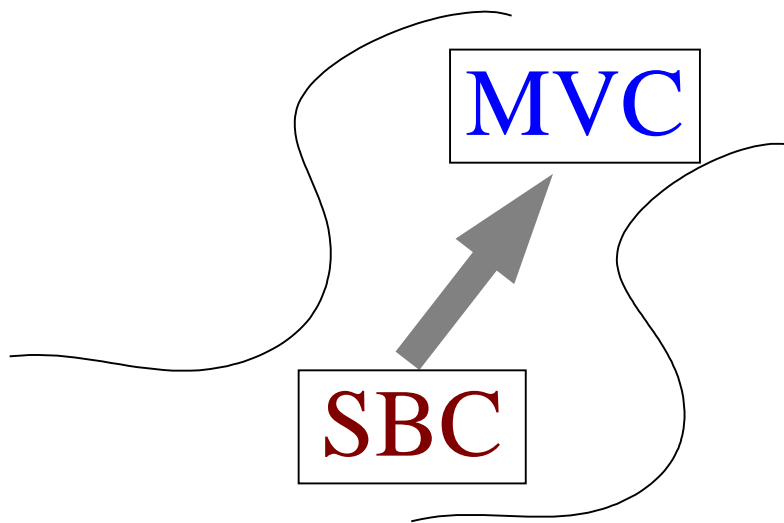


Figure 7 SBC Facilitates MVC

3. SBC Architecture Design Method for Gaming Business Administration Systems

SBC architecture design method for gaming business administration systems adopts the SBC architecture as a systems model. SBC architecture design method shall start from the preparation phase and then goes through the planning, preliminary design, and detailed design phases of SBC architecture construction. Each phase checks with the SBC architecture to make sure the constructed gaming business administration system is what the users want as shown in Figure 8.

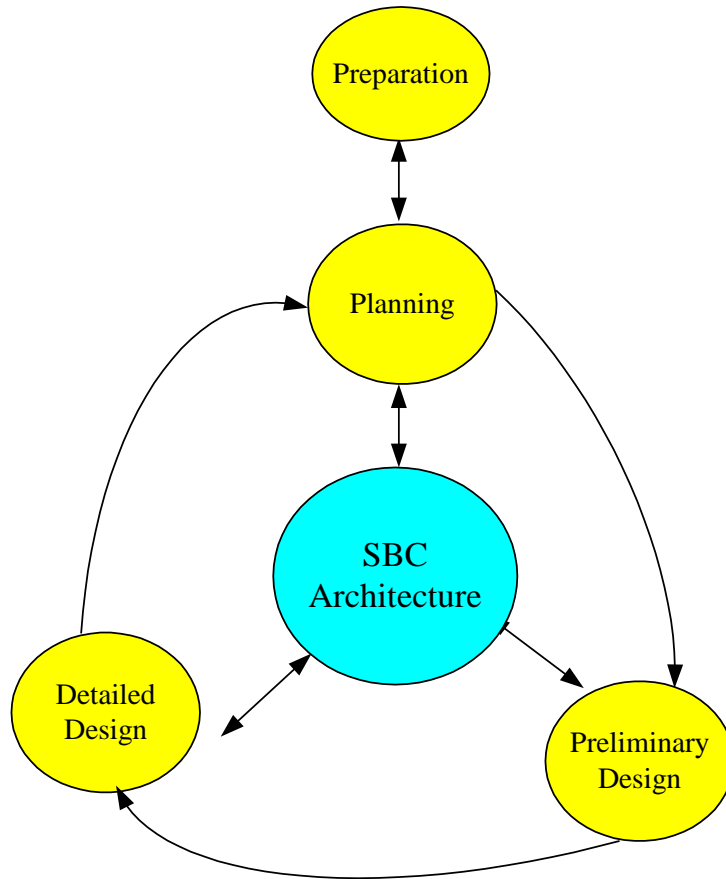


Figure 8 SBC Architecture Design Method for Gaming Business Administration Systems

SBC architecture design method uses six fundamental diagrams to formally design the essence of a gaming business administration system and its details at the same time. In the planning phase, architecture hierarchy diagram (AHD) and framework diagram (FD) are used. In the preliminary design phase, component operation diagram (COD) and component connection diagram (CCD) are used. In the detailed design phase, structure-behavior coalescence diagram (SBCD) and interaction flow diagram (IFD) are used.

3.1. Planning Phase

Through the architecture hierarchy diagram, designers shall clearly observe the multi-level decomposition and composition of a gaming business administration system. As an example, Figure 9 shows that *Gaming Management System* is composed of *Finance Manager*, *Casino Manager*, *Sales_Promotion Manager*, and *Application_Layer+Data_Layer*; *Application_Layer+Data_Layer* is composed of *Finance_GUI*, *Casino_GUI*, *Sales_Promotion_GUI*, and *Data_Layer*; *Data_Layer* is composed of *Gaming Management Database*. Among them, *Gaming Management*

System, *Application_Layer+Data_Layer*, and *Data_Layer* are aggregated systems while *Finance Manager*, *Casino Manager*, *Sales_Promotion Manager*, *Finance_GUI*, *Casino_GUI*, *Sales_Promotion_GUI*, and *Gaming Management Database* are non-aggregated systems.

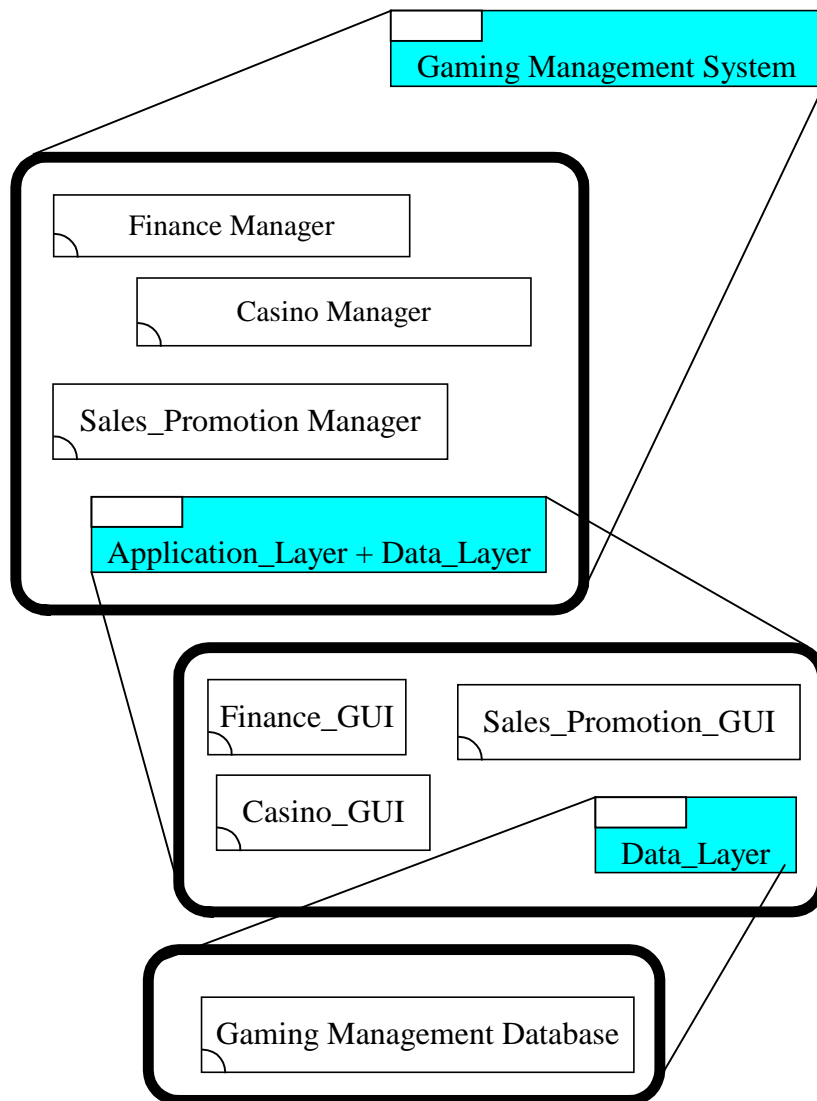


Figure 9 AHD of *Gaming Management System*

The framework diagram (FD) designs the decomposition and composition of a gaming business administration system in a multi-layer manner. Only non-aggregated systems will appear in the FD.

As an example, Figure 10 shows the FD of *Multimedia KTV*. In the figure, *Business_Layer* contains the components *Finance Manager*, *Casino Manager*, and *Sales_Promotion Manager*; *Application_Layer* contains the components

Finance_GUI, *Casino_GUI*, and *Sales_Promotion_GUI*; *Data_Layer* contains the component *Gaming Management Database*.

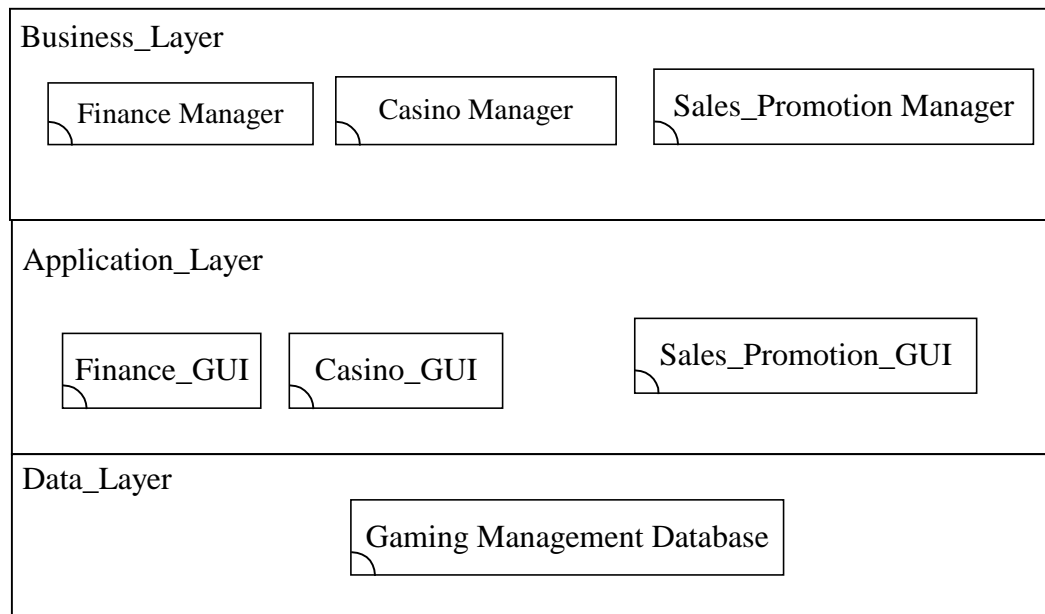


Figure 10 FD of *Gaming Management System*

3.2. Preliminary Design Phase

For a gaming business administration system, we use component operation diagram (COD) to design all components' operations. Figure 11 shows the COD of *Gaming Management System*. In the figure, component *Finance Manager* has one operation: *Invest*; component *Casino Manager* has one operation: *Gamble*; component *Sales_Promotion Manager* has one operation: *Sales_Promotion*; component *Finance_GUI* has one operation: *Finance_Input*; component *Casino_GUI* has one operation: *Casino_Input*; component *Sales_Promotion_GUI* has one operation: *Sales_Promotion_Input*; component *Gaming Management Database* has one operation: *Gaming Management SQL_Query*.

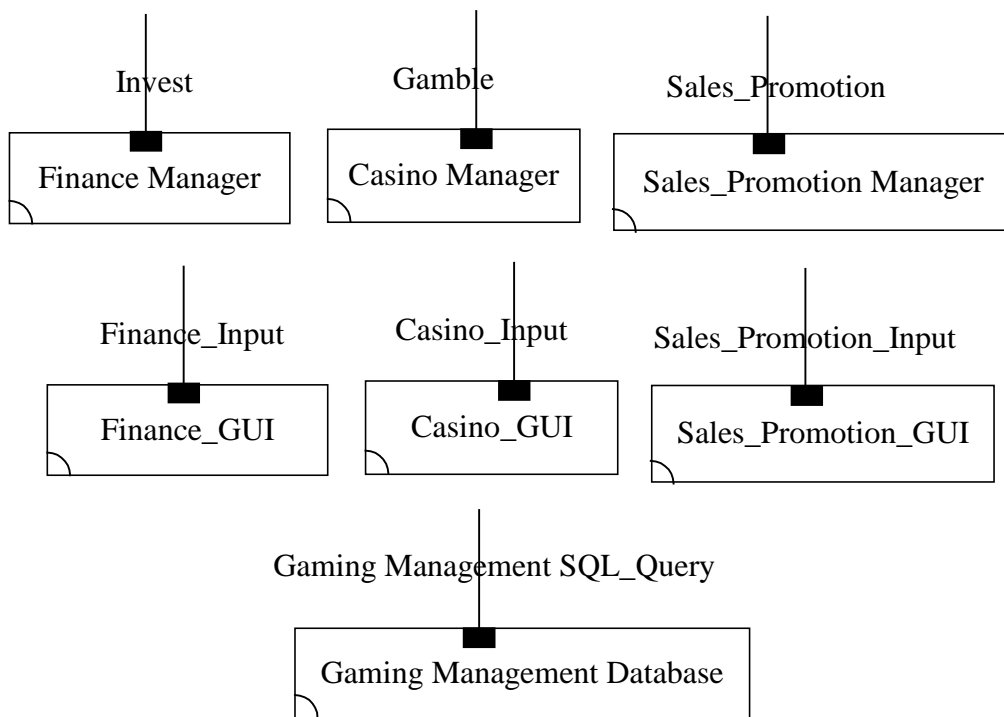


Figure 11 COD of *Gaming Management System*

We use the component connection diagram (CCD) to design how the components and actors (in the external environment) are connected within a gaming business administration system. Figure 12 exhibits the CCD of *Gaming Management System*.

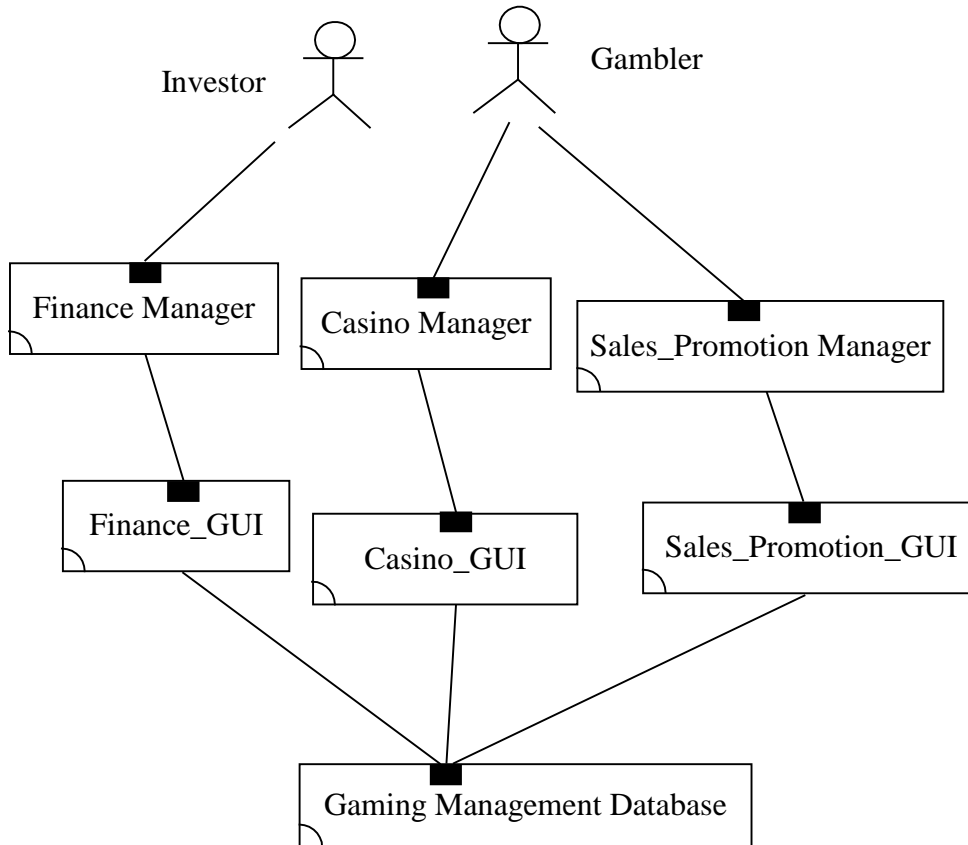


Figure 12 CCD of *Gaming Management System*

3.3. Detailed Design Phase

In a gaming business administration system, if the components, and among them and the external environment's actors to interact, these interactions will lead to the systems behavior. That is, "interaction" plays an important factor in coalescing structures with behaviors for a gaming business administration system.

We use the structure-behavior coalescence diagram (SBCD) to design how the structure and behavior are integrated within a gaming business administration system. Figure 13 exhibits the SBCD of *Gaming Management System*. In this example, an actor interacting with seven components shall represent the overall systems behavior. Interactions among the actor *Investor* and the components *Finance Manager*, *Finance_GUI*, and *Gaming Management Database* generate the behavior *Investing*. Interactions among the actor *Gambler* and the components *Casino Manager*, *Casino_GUI*, and *Gaming Management Database* generate the behavior *Gambling*. Interactions among the actor *Gambler* and the components *Sales_Promotion Manager*, *Sales_Promotion_GUI*, and *Gaming Management Database* generate the behavior *Sales_Promoting*.

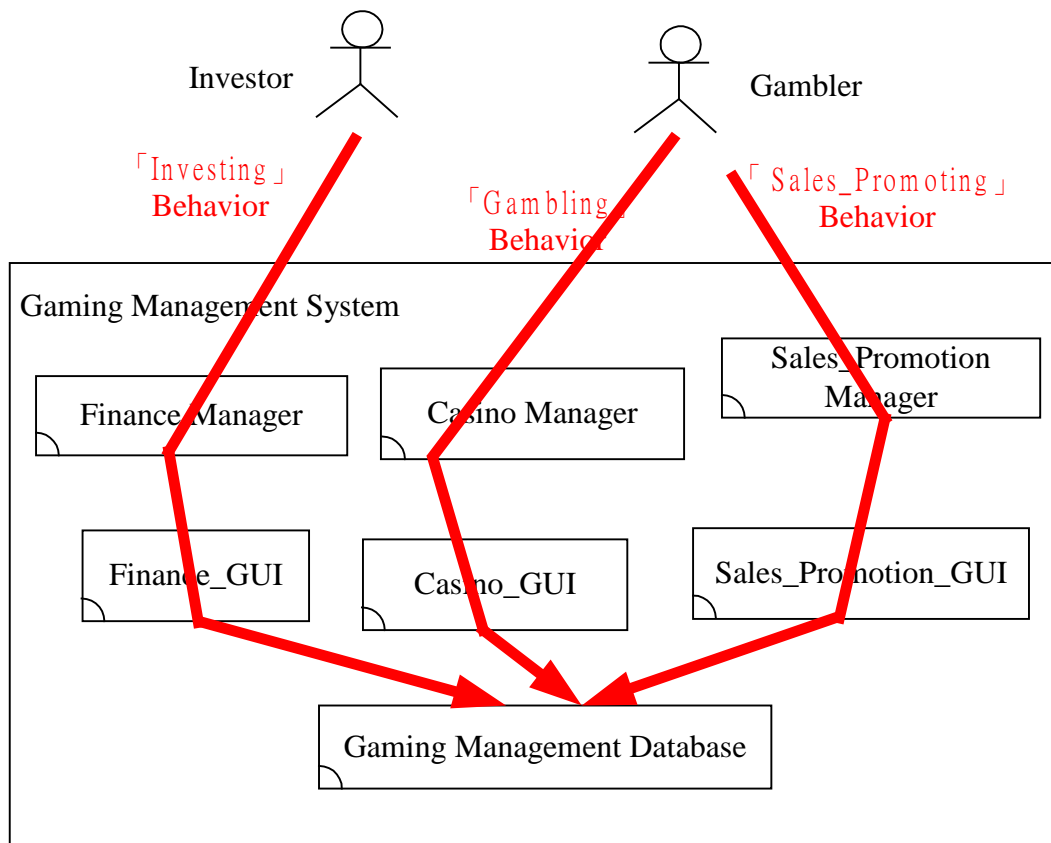


Figure 13 SBCD of *Gaming Management System*

The overall behavior of a gaming business administration system is the collection of all of its individual behaviors. All individual behaviors are mutually independent of each other. They tend to be executed concurrently. For example, the overall *Gaming Management System's* behavior includes behaviors *Investing*, *Gambling*, and *Sales_Promoting*. In other words, the behaviors *Investing*, *Gambling*, and *Sales_Promoting* are combined to produce the overall behavior of *Gaming Management System*.

The major purpose of adopting the SBC architecture design method, instead of separating the structure model from the behavior model, is to achieve one single coalesced model. In Figure 13, designers are able to see that the systems structure and behavior coexist in the SBCD. That is, in the SBCD of *Gaming Management System*, designers not only see its systems structure but also see (at the same time) its systems behavior.

The overall behavior of a gaming business administration system consists of many individual behaviors. Each individual behavior represents an execution path. We use interaction flow diagram (IFD) to design this individual behavior. The overall

Gaming Management System s behavior includes three behaviors: *Investing*, *Gambling*, and *Sales_Promoting*.

Figure 14 shows the IFD of the behavior *Investing*. First, actor *Investor* interacts with the component *Finance Manager* through the operation call interaction *Invest*. Next, component *Finance Manager* interacts with the component *Finance_GUI* through the operation call interaction *Finance_Input*. Finally, component *Finance_GUI* interacts with the component *Gaming Management Database* through the operation call interaction *Gaming Management SQL_Query*.

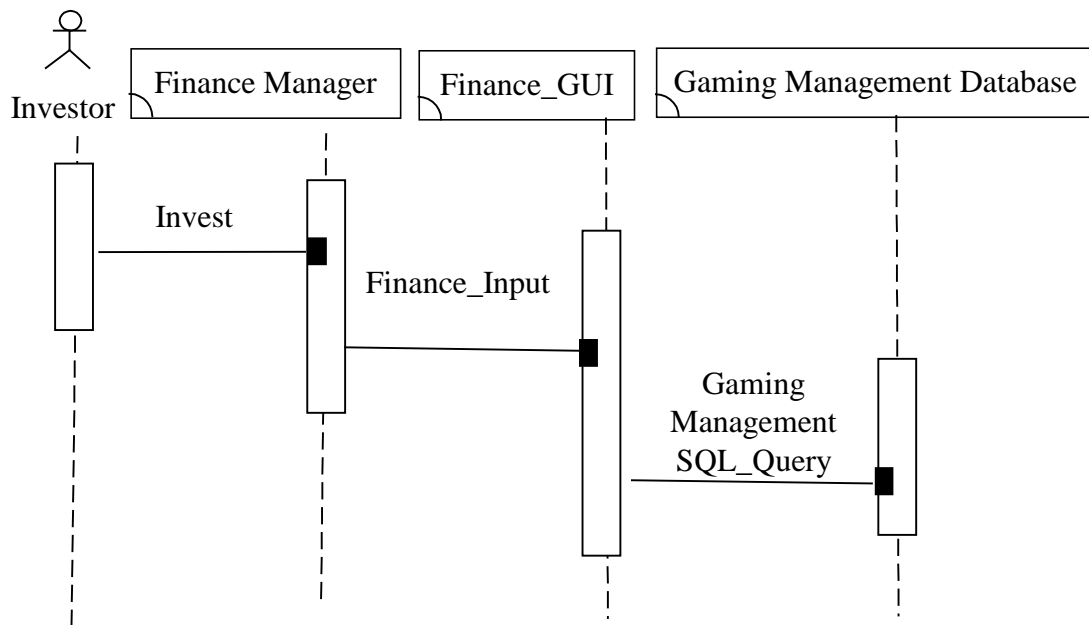


Figure 14 IFD of the 「Investing」 Behavior

Figure 15 shows the IFD of the behavior *Gambling*. First, actor *Gambler* interacts with the component *Casino Manager* through the operation call interaction *Gamble*. Next, component *Casino Manager* interacts with the component *Casino_GUI* through the operation call interaction *Casino_Input*. Finally, component *Casino_GUI* interacts with the component *Gaming Management Database* through the operation call interaction *Gaming Management SQL_Query*.

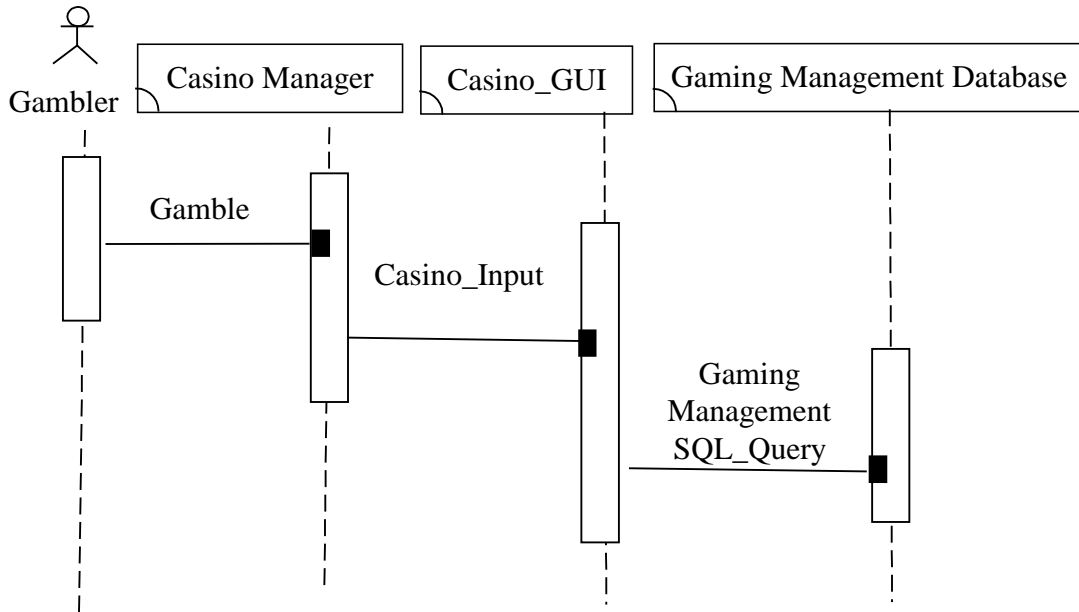


Figure 15 IFD of the 「Gambling」 Behavior

Figure 16 shows the IFD of the behavior *Sales_Promoting*. First, actor *Gambler* interacts with the component *Sales_Promotion Manager* through the operation call interaction *Sales_Promotion*. Next, component *Sales_Promotion Manager* interacts with the component *Sales_Promotion_GUI* through the operation call interaction *Sales_Promotion_Input*. Finally, component *Sales_Promotion_GUI* interacts with the component *Gaming Management Database* through the operation call interaction *Gaming Management SQL_Query*.

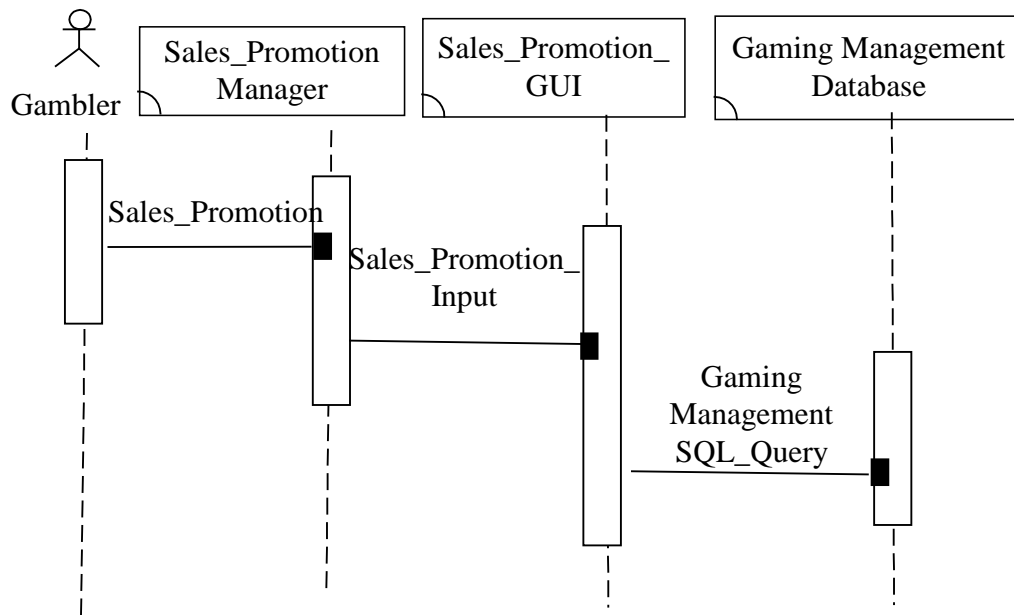


Figure 16 IFD of the 「Sales_Promoting」 Behavior

4. Conclusions

A gaming business administration system is very complex that it includes multiple views such as structure, behavior, and information views. The systems model designs the gaming business administration system multiple views possibly using two different methods. The first one is the non-architecture-oriented method and the second one is the architecture-oriented method.

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