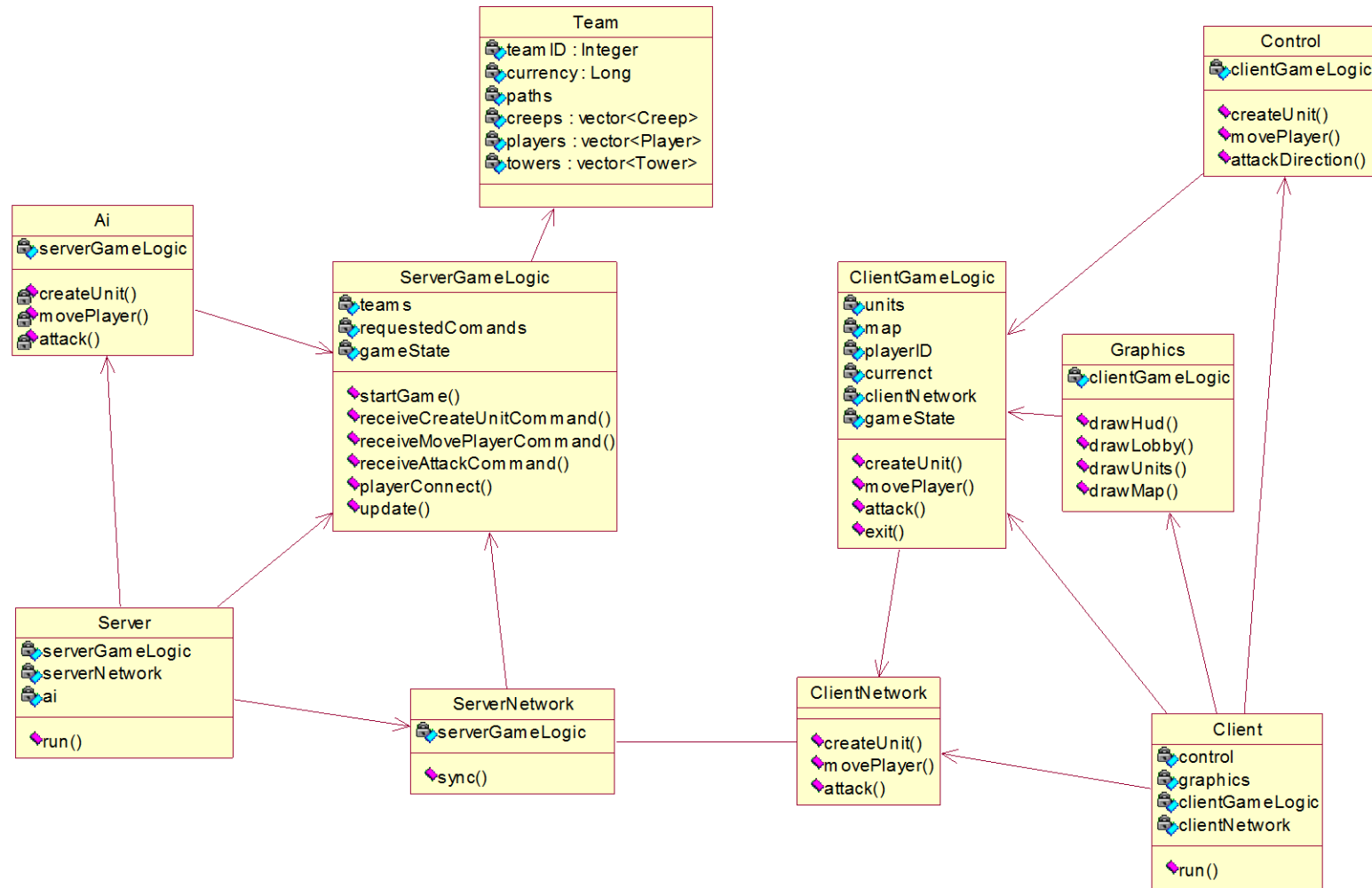
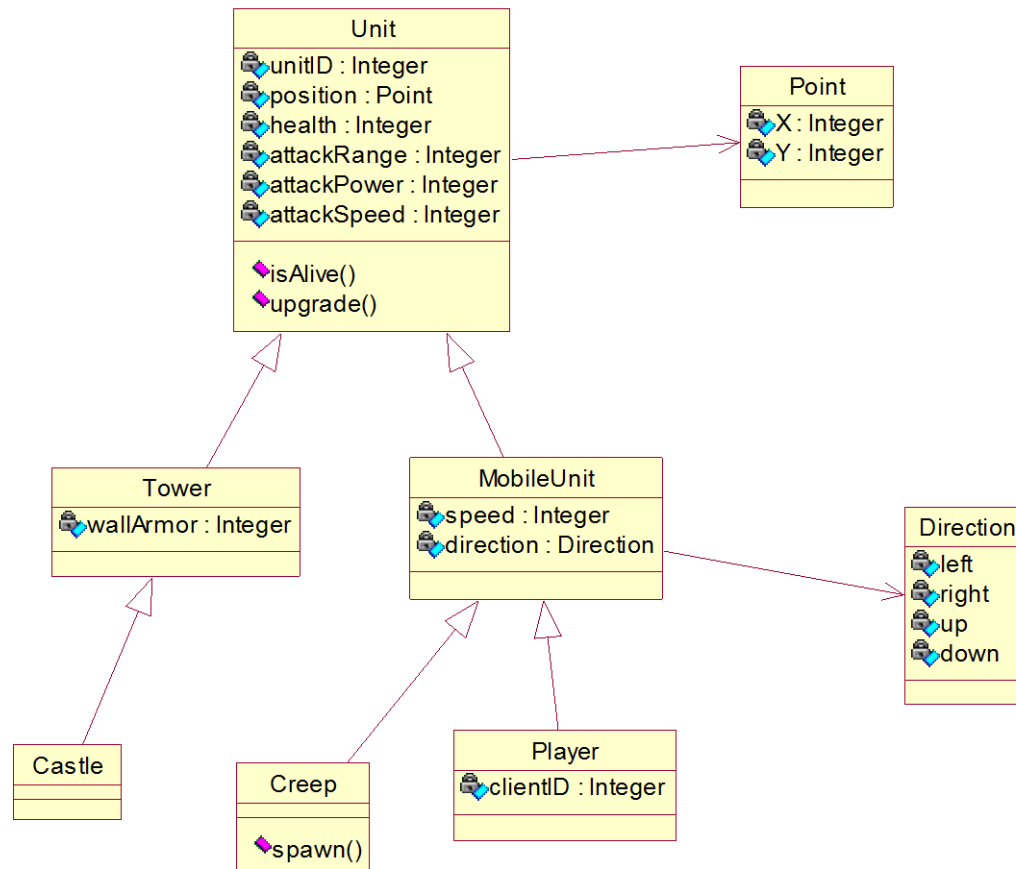


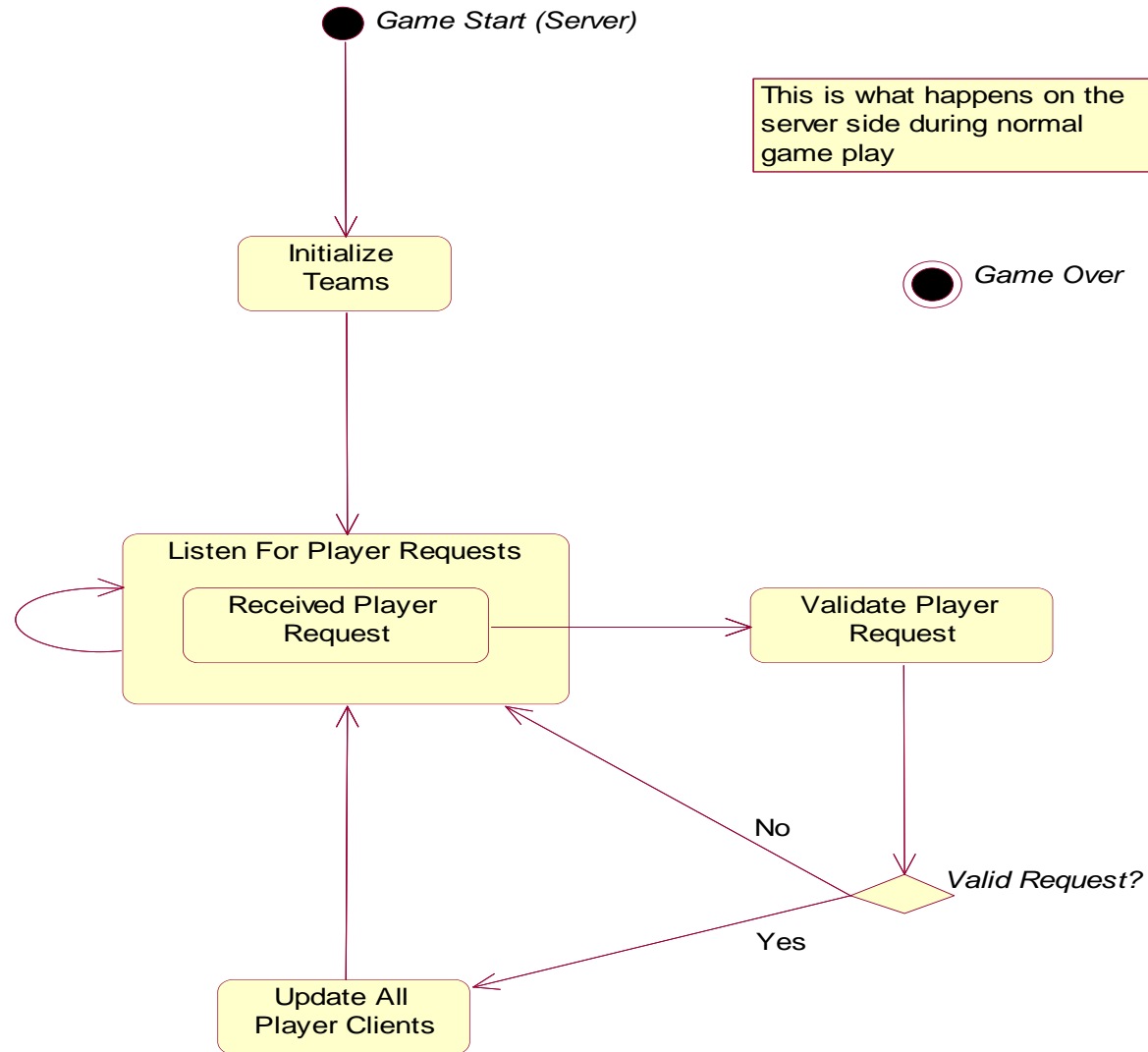
System Interaction Diagram



Units Class Hierarchy



Server State Chart Diagram for Normal Game Play



Client State Chart Diagram for Normal Game Play

