AnKaLu Tetris

Software Architecture Document

Version <1.0>

Revision History

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| 29.11.2016 | 1.0 |  | André Harbrecht  Katharina-Maria Heer  Luka Kröger |
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Software Architecture Document

# Introduction

## Purpose

This document provides a comprehensive architectural overview of the system, using a number of different architectural views to depict different aspects of the system. It is intended to capture and convey the significant architectural decisions which have been made on the system.

## Scope

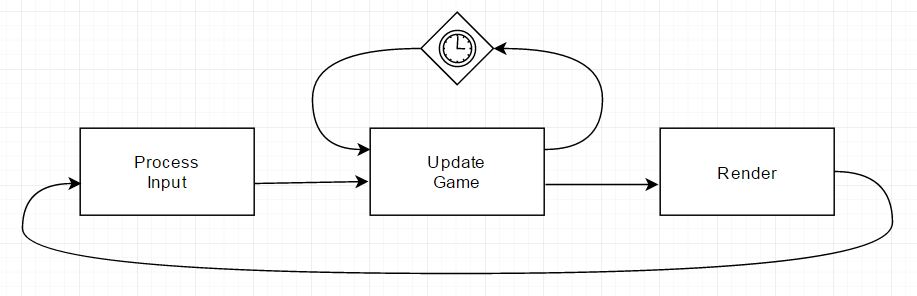
## Definitions, Acronyms, and Abbreviations

## References

* [Github](https://github.com/AlSalad/Ankalu)
* [Blog](https://ankalublog.wordpress.com/)

# Architectural Representation

AnKaLu uses a different sort of ‘architecture’ because Tetris is a game and needs to be updated periodically.



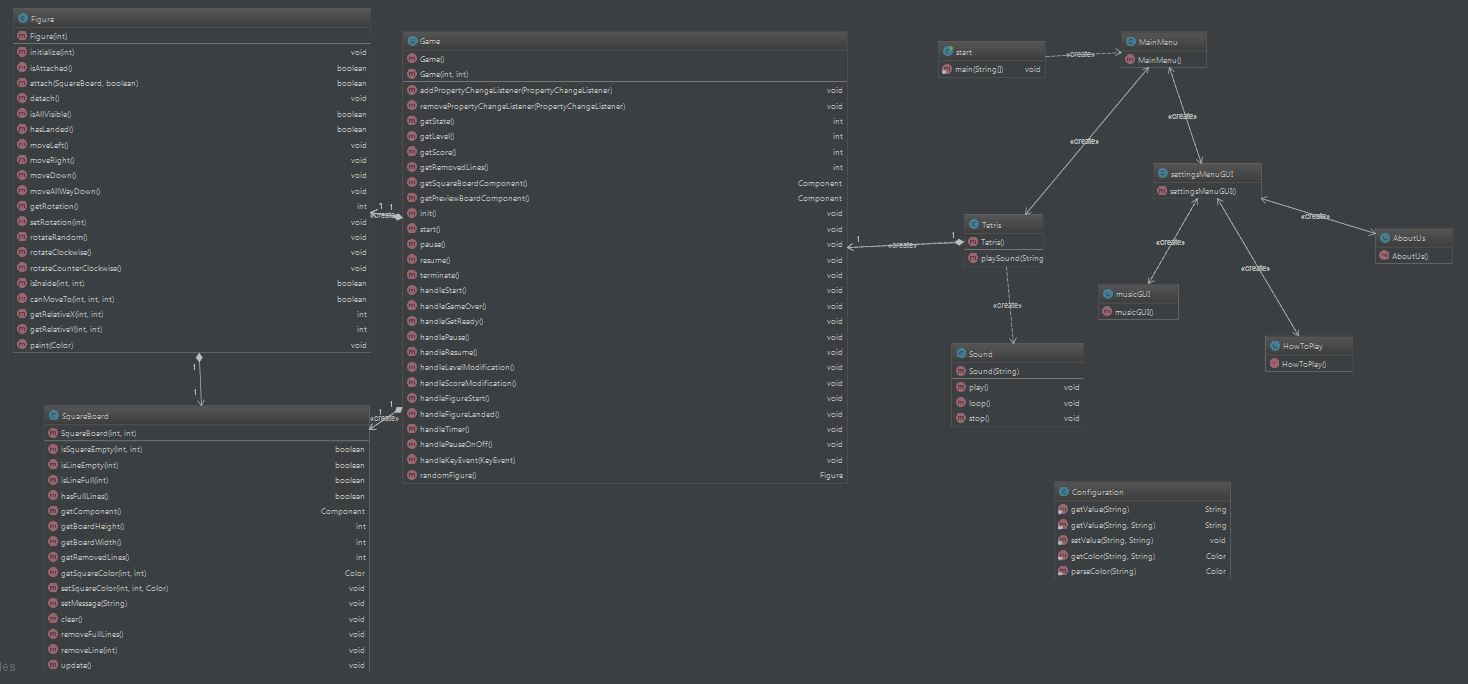
# Architectural Goals and Constraints

As we are not using any specific standardized architecture, we decided to create the representation by hand.

# Use-Case View

(N/A)

# Logical View



# Process View

(N/A)

# Deployment View

(N/A)

# Implementation View

(N/A)

# Data View

(N/A)

# Size and Performance

(N/A)

# Quality

(N/A)