



PROGRAMMING PROJECT

Initial Design



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Initial Design

The initial design was done in a class diagram and in a sequence diagram. The class diagram is to lay out the foundation mainly for the game itself, and not so much for the Server and the Client. For the Server and Client interaction, and how they interact with the game itself, has mostly been done on a sequence diagram. The combination of these two diagrams laid out the foundation for our project in what feels like a detailed enough way to get ourselves going. We do expect that along the way of implementation and testing the design will change where methods will be added or removed, or perhaps classes will be added or removed.

