**Xtreme Tic Tac Toe Design Document**

***Questions to Consider***

1. What main types will be hosted by the server and used remotely by a client? What are the key methods and properties of these types? (illustrate with a class diagram or diagrams)

**For illustration please see included class diagram in file: XtremeTicTacToe.vsd or XtremeTicTacToe.pdf.**

1. What types will be used to support callbacks? What are the key methods and properties of these types? (illustrate with a class diagram or diagrams)

**For illustration please see included class diagram in file: XtremeTicTacToe.vsd or XtremeTicTacToe.pdf.**

1. What type of instancing pattern will be used with the above types (i.e. singleton, multi-instance, or singlecall)?

**This project employs the singleton type, because we need an instancing pattern that will allow multiple clients to be updated with information, often at the same time, but from the same object. This game works best if one object is co-ordinating actions across the system (or network).**