**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 uses a Singleton type because of the fact that we needed to allow for multiple clients to be updated with information from the same object. This is the best plan of action for communicating over a network or system.**