****

**SOEN 6441: Advanced Programming Practice**

**Fall 2018**

Build 1

Submitted To: **Joey Paquet**

Submitted By: **Team 8**

|  |  |  |
| --- | --- | --- |
| Sr. No. | Name | Student ID |
| 1 | Hetal Harishkumar Jariwala | 40039879 |
| 2 | Sadgi Sadgi |  |
| 3 | Mandeep Kaur |  |
| 4 | Jasraj Bedi |  |
| 5 | Binay Kumar |  |

**Architecture for Risk Game**

SEES

USES

HELPS

HELPS

HELPS

MANIPULATES

Helper

Controller

View

Model

UPDATES

ViewModel

UPDATES

Following are description for each layer

1. Model – Has core classes for the game and related logic

2. View – Has classes related to view

3. Controller – Acts as a bridge between model and view

4. ViewModel – Has the Adornerclasses based on models, so this classes will have additional attributes related to view

5. Helper – Has the common helper methods for all packages