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**SOEN 6441: Advanced Programming Practice**

**Fall 2018**

Build 1

Submitted To: **Joey Paquet**

Submitted By: **Team 8**

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**Architecture for Risk Game**

SEES

USES

HELPS

HELPS

HELPS

MANIPULATES

Helper

Controller

View

Model

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