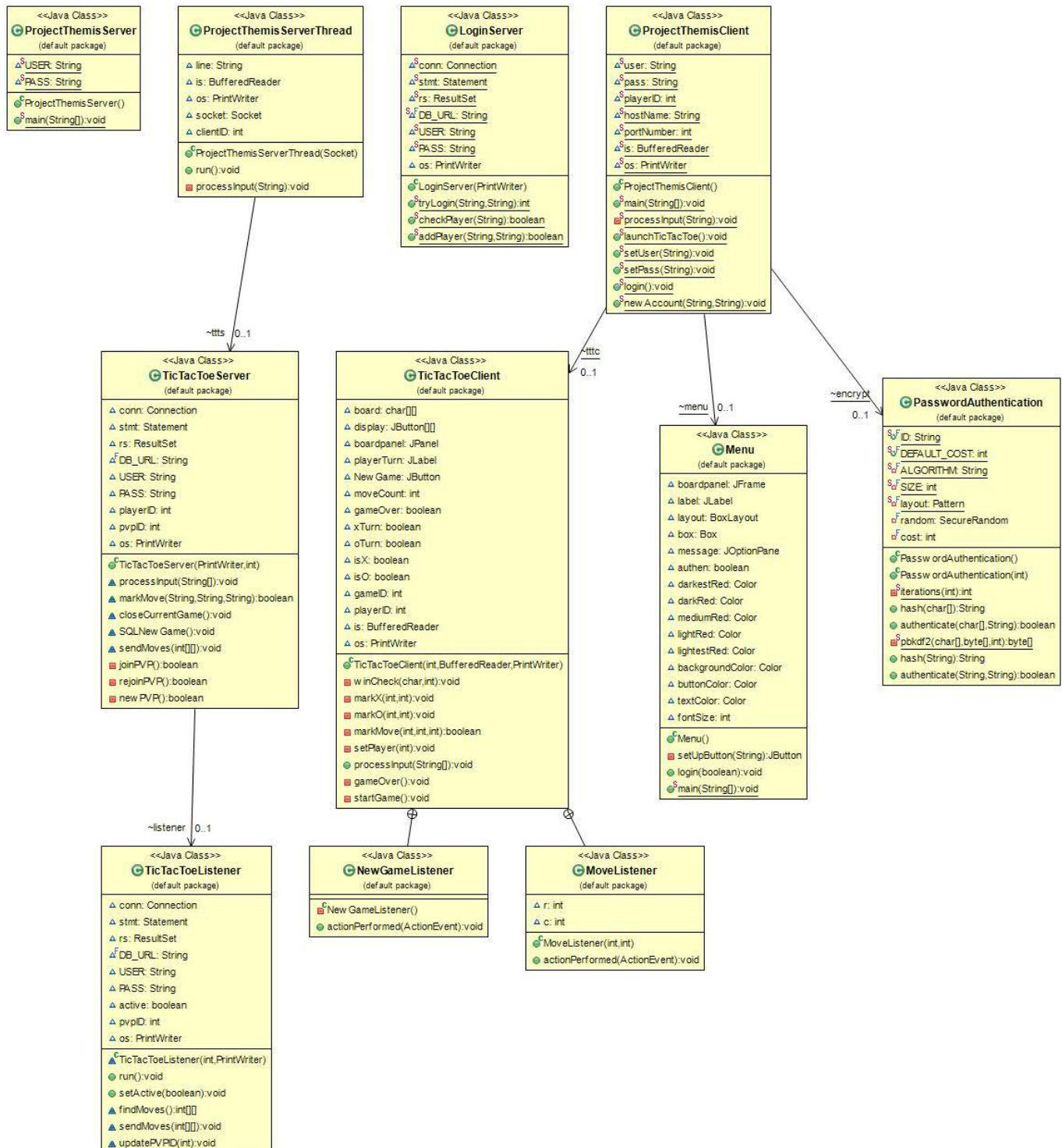


## System Architecture:

As far as system architecture goes, Project Themis most closely relates to the Observer Pattern. Our clients are constantly 'observing' the server to check for changes in the database that tell the clients when something is happening such as an account being created or a game being started, and then updating the clients with the new information. The server is the subject, because it is being watched for changes while the observers are any and all the clients that are currently connected.

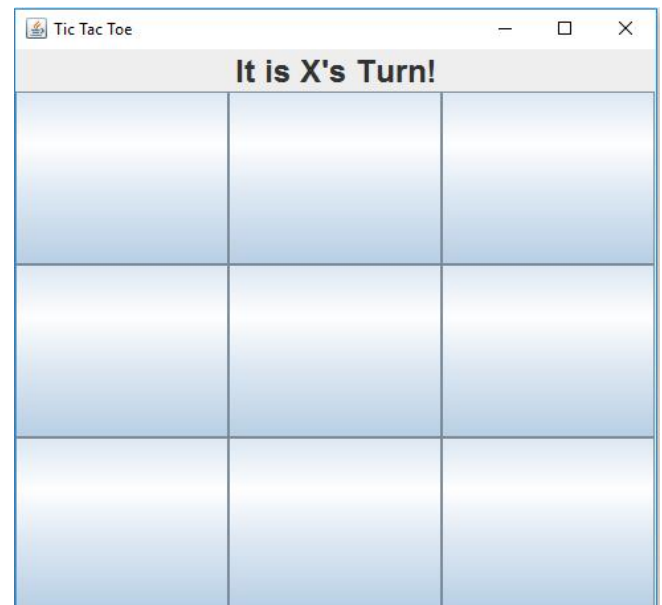
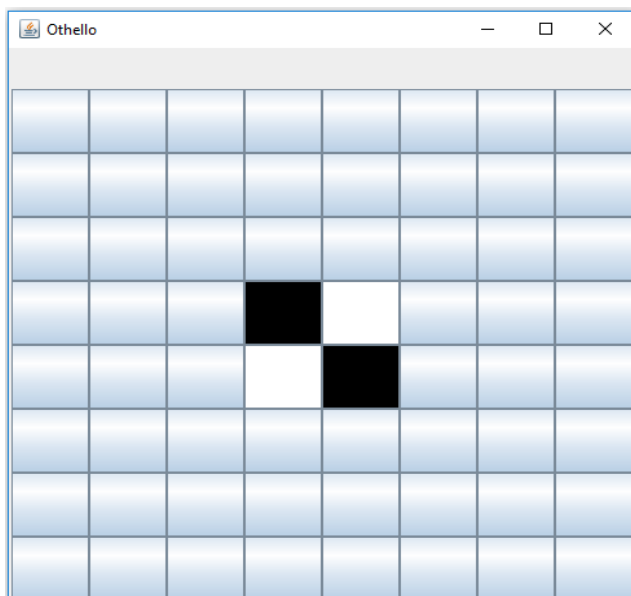
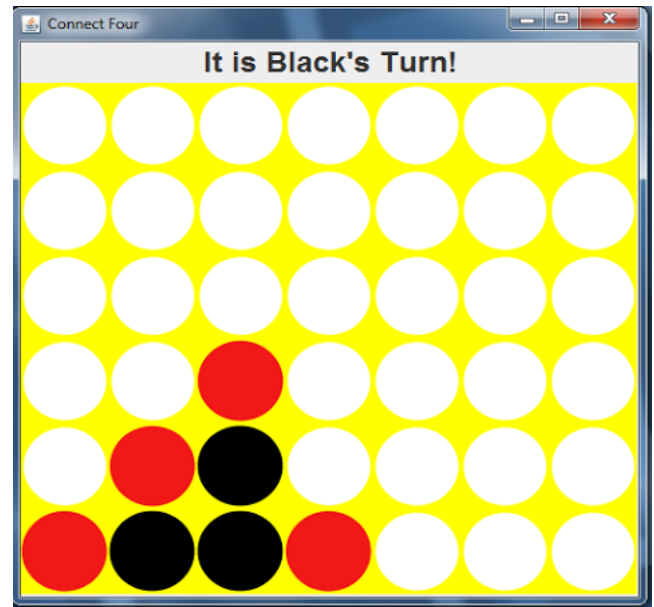
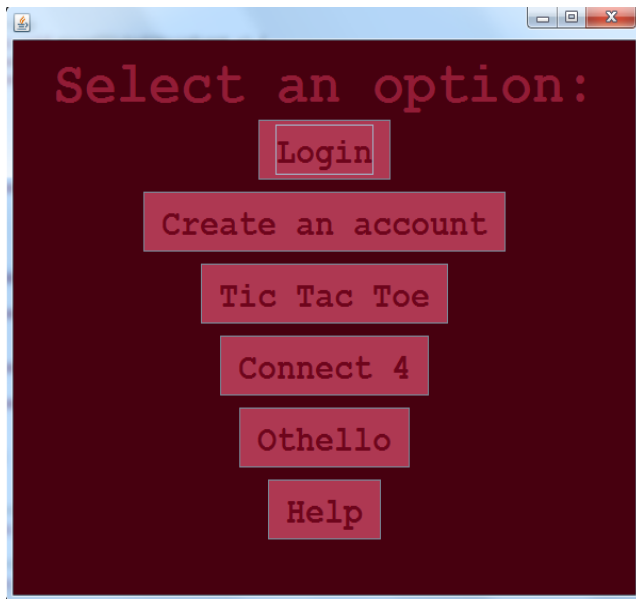
## Class Diagram:

Main Server Class Diagram with Menu, TicTacToe, and Login included



**User Interface Design:**

Interfaces for our menu, Othello, Connect Four, and Tic Tac Toe



**Table of Work Accomplished:**

Name:	Documentation	Game Work	Server Code	Server Hardware	SQL
Alpha	Customer and System Specifications, presentation & started Latex documentation			Installed correct Ubuntu software with Java & MySQL	
Alex	Edited Latex documentation, use-case diagram	Connect 4 (stand-alone functioning)	Connect 4 to server communication (in progress)		
Byron		Connect 4 (stand-alone functioning)	Designment menu for our server & worked on connect 4 to server communication (in progress)		
Devin	Class diagram for demo version of server	Tic Tac Toe (working with server)	Set up Tic Tac Toe server, framework of server-client communication	Setup MySQL, physical server location, NoIP	Set up database to store game info
Matt		Othello (in progress)	Set up log-in system for server		