



# SOFTWARE DESIGN DOCUMENT

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Development of a Framework for Graph Games

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## Contents

<b>1</b>	<b>Introduction</b>	<b>4</b>
<b>2</b>	<b>Architecture</b>	<b>5</b>
<b>3</b>	<b>Class Diagram</b>	<b>6</b>
<b>4</b>	<b>Sequence Diagram</b>	<b>7</b>
<b>5</b>	<b>Miscellaneous</b>	<b>8</b>
	<b>Glossary</b>	<b>9</b>
	<b>Acronyms</b>	<b>9</b>

# 1 Introduction

## 2 Architecture

### 3 Class Diagram

## 4 Sequence Diagram

## 5 Miscellaneous



## **Glossary**

### **Graphioli**

A fancy name that combines graph with filled pasta.

## **Acronyms**

GUI   graphical user interface