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| DESIGN DOCUMENT | May 14  2015 | |
| LUDO WCF APPLICATION | | GROUP 6: Todor Tsekov Ivana Raykova Zair Thiel |



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# Architecture Design

LudoServer(app)

LudoClient(app)

IGame

Client 1

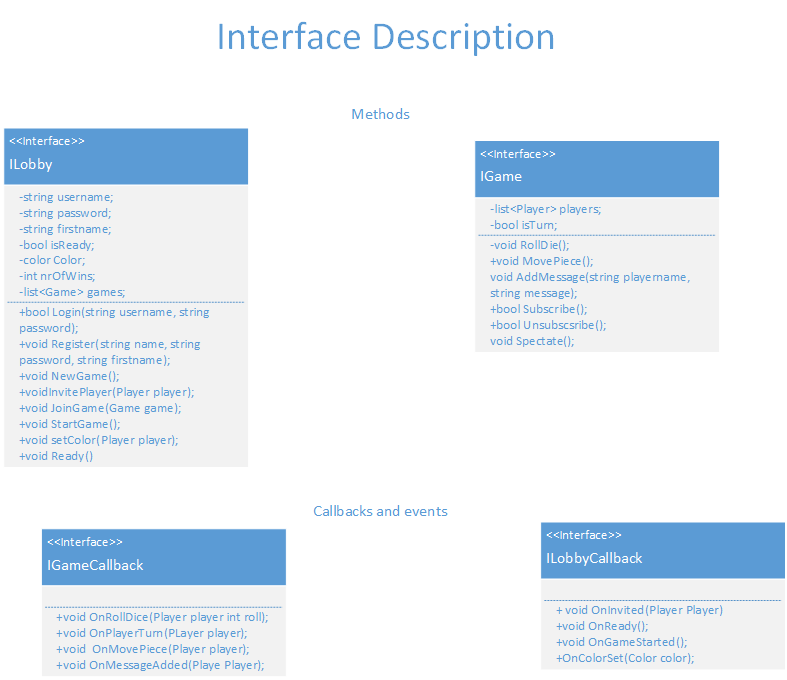
ILobby

ILobbyCallback

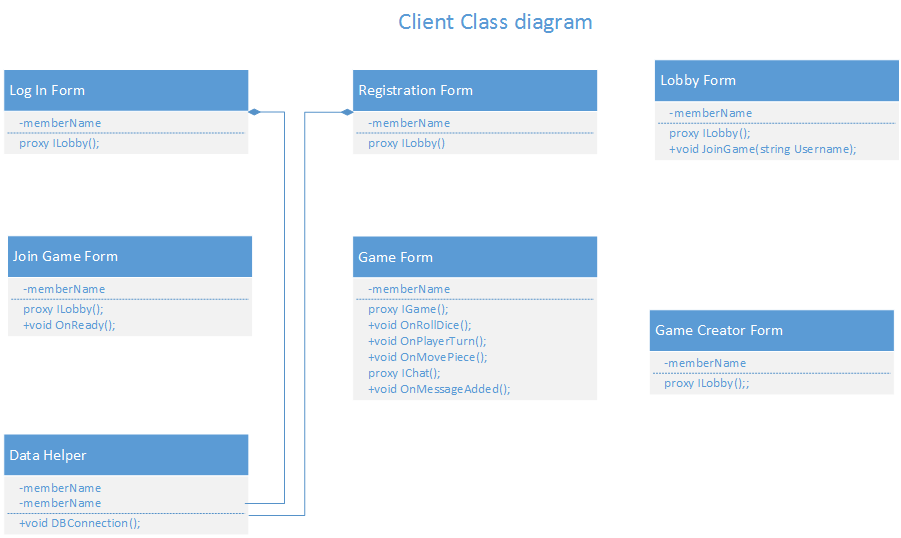
IGameCallback

Client 2

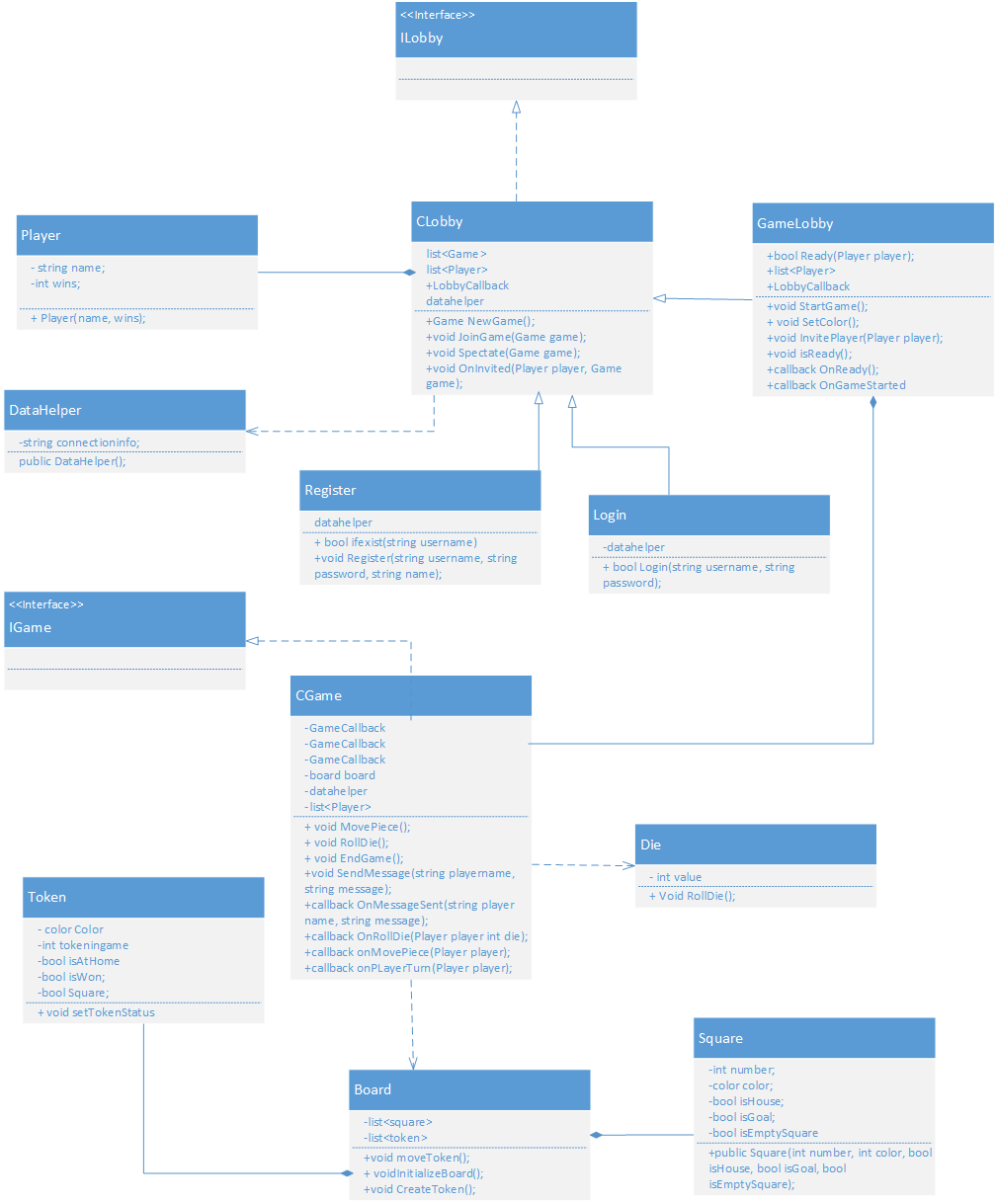
# Description of Interfaces



# Class Diagram for client

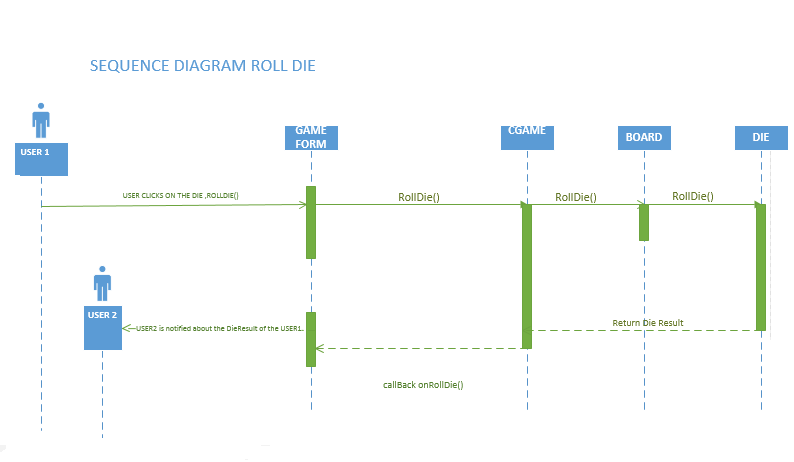


# Class diagram for Service

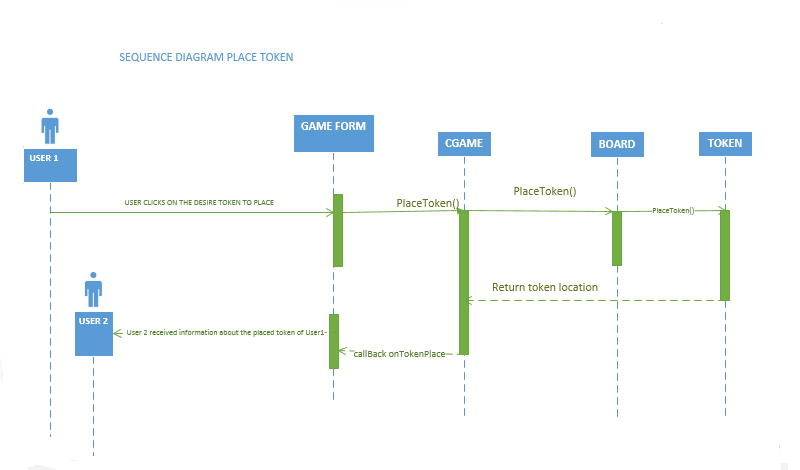


# Sequence Diagrams for MUST use-cases

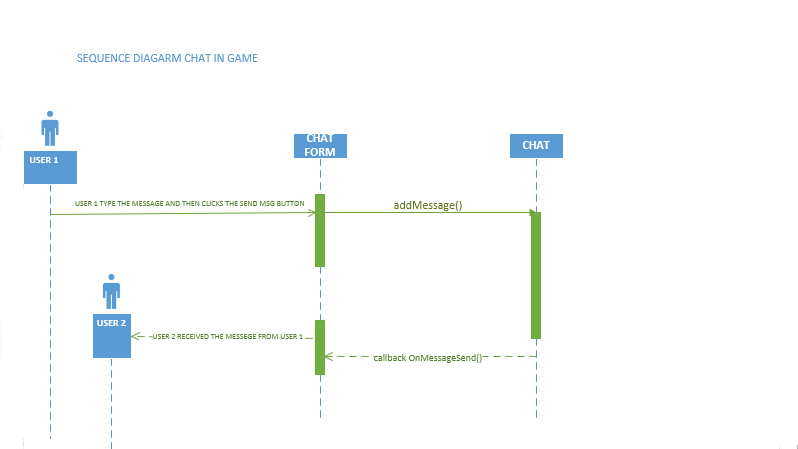
## Roll Die



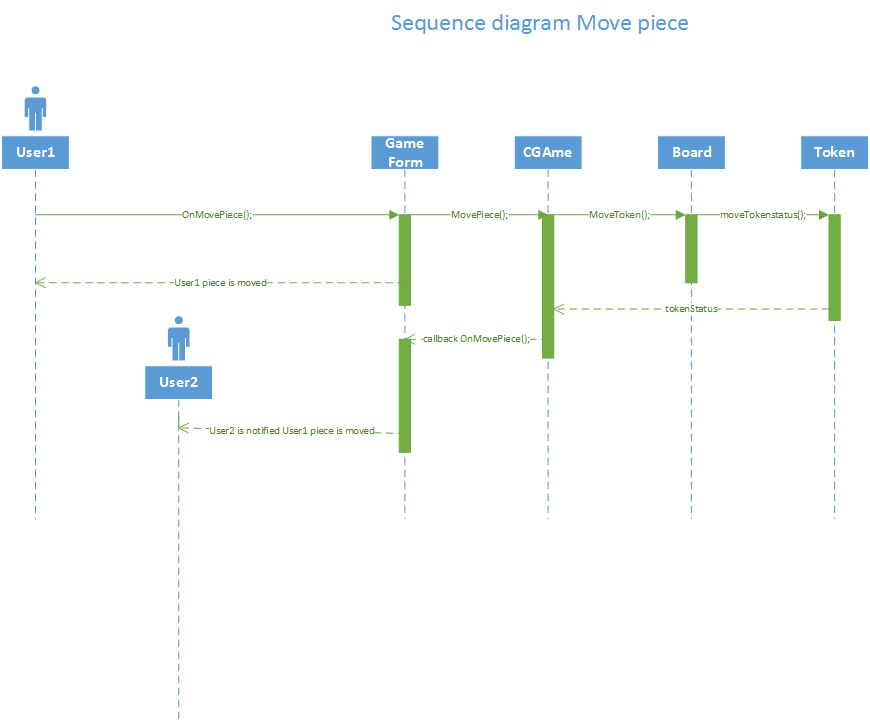
## 6.2 Place Token



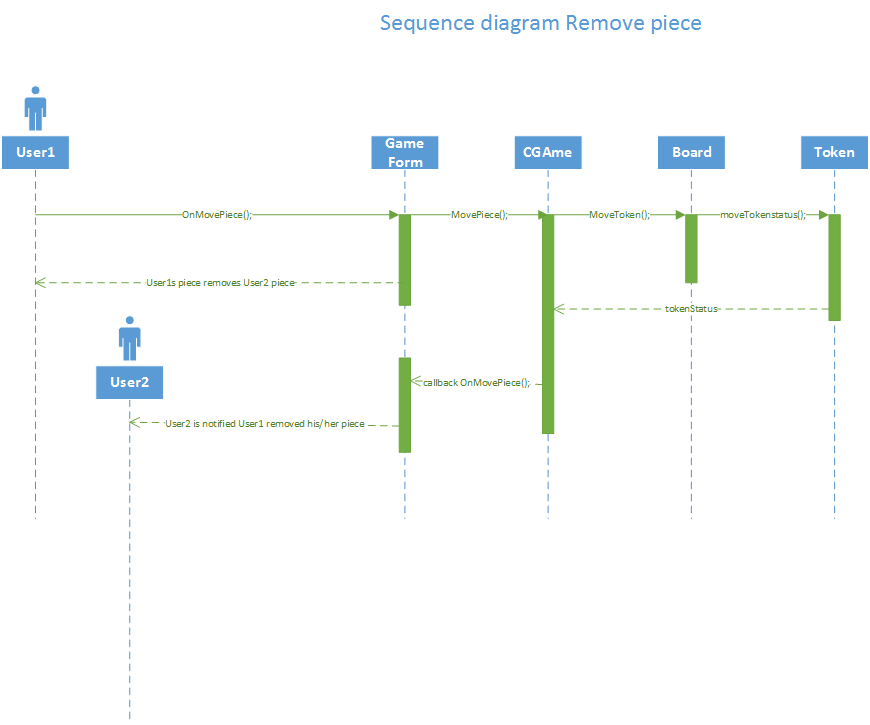
## 6.3 In Game Chat .



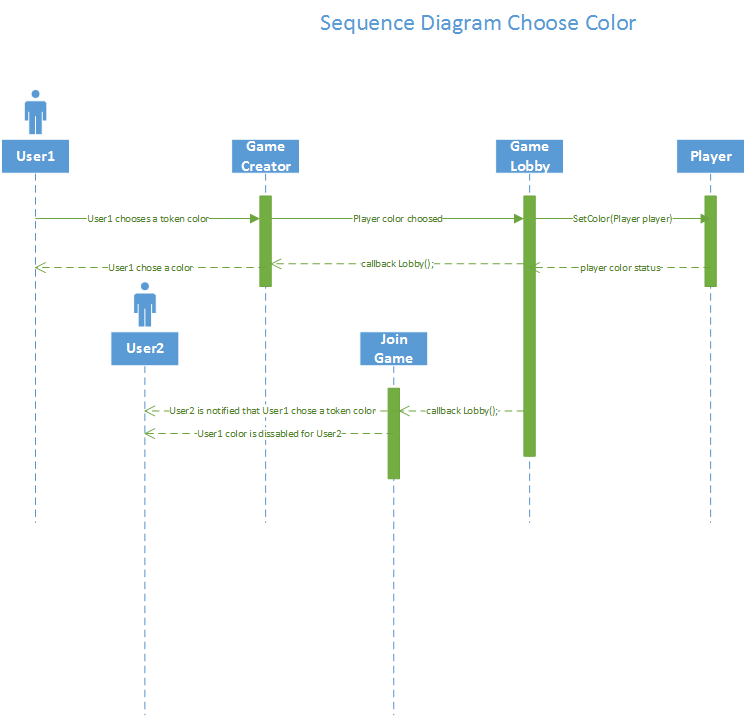
## 6.4 Move Piece



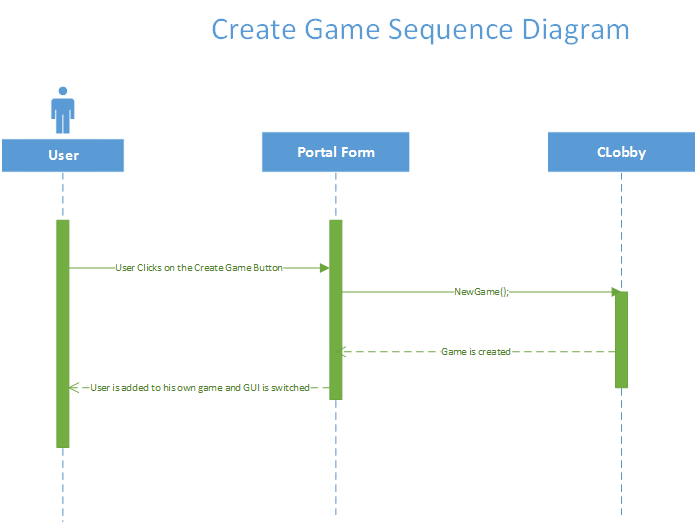
## 6.5 Remove Piece



## 6.6 Choose Color



## 6.7 Create Game



## 6.8 Start Game

## J:\MDW\Design Document\StartGame Sequence Diagram.png

## 6.9 Invite Player

## J:\MDW\Design Document\Invite Player Sequence Diagram.png