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



Table of Contents

[1. Architecture Design 2](#_Toc422413249)

[2. Description of Interfaces 3](#_Toc422413250)

[3. Class Diagram for client 4](#_Toc422413251)

[4. Class diagram for Service 5](#_Toc422413252)

[5. Sequence Diagrams for MUST use-cases 6](#_Toc422413253)

[5.1 Roll Die 6](#_Toc422413254)

[6.2 Place Token 6](#_Toc422413255)

[6.3 In Game Chat 7](#_Toc422413256)

[6.4 Move Piece 8](#_Toc422413257)

[6.5 Remove Piece 9](#_Toc422413258)

[6.6 Create Game 10](#_Toc422413259)

# Architecture Design

LudoServer(app)

LudoClient(app)

IGame

Client 1

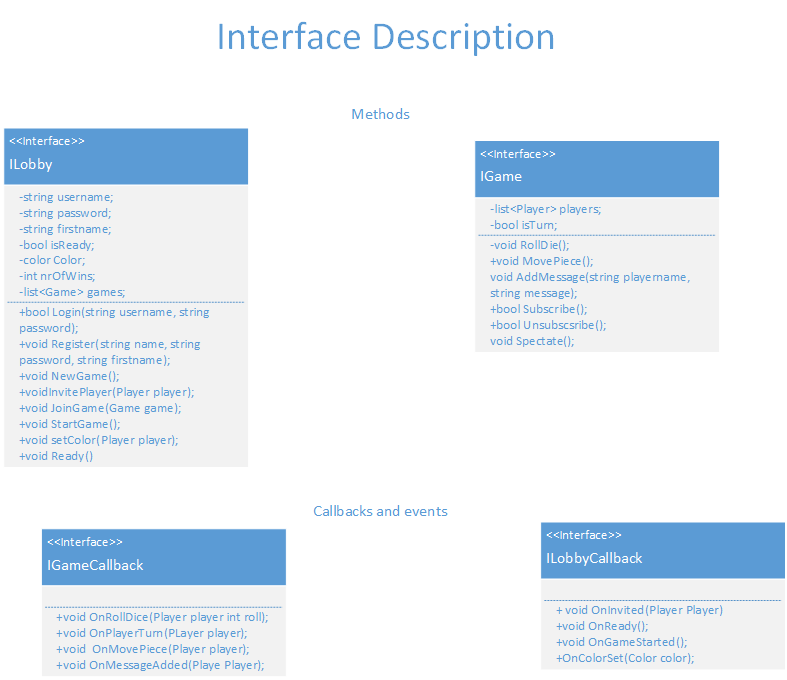
ILobby

ILobbyCallback

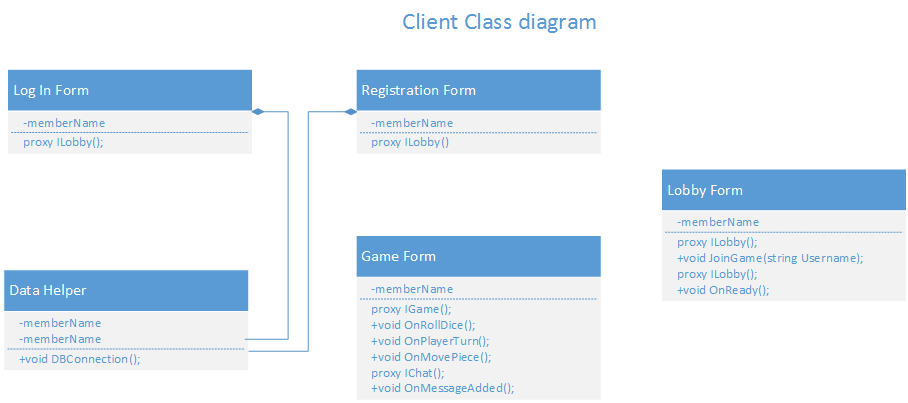
IGameCallback

Client 2

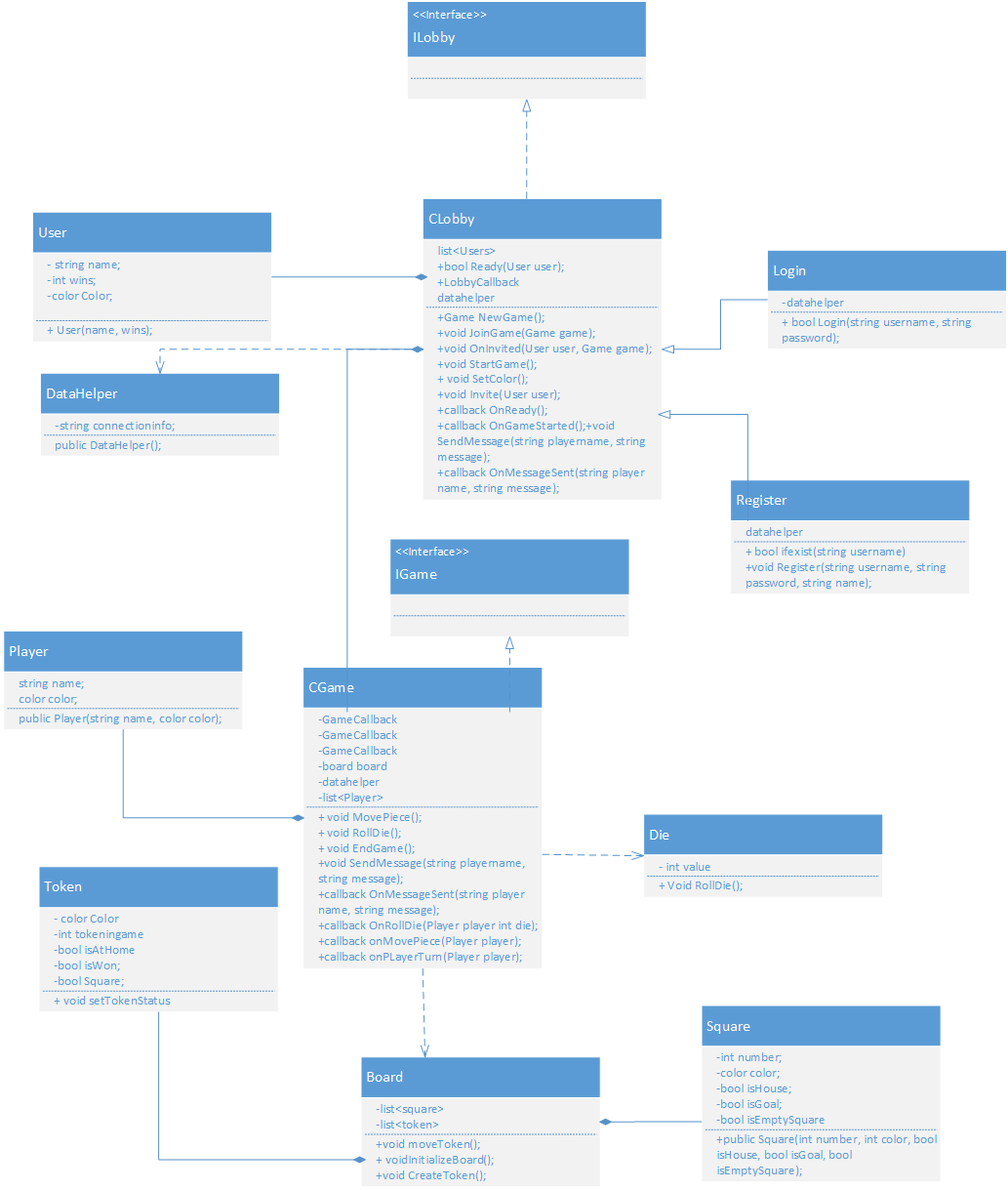
# Description of Interfaces



# Class Diagram for client

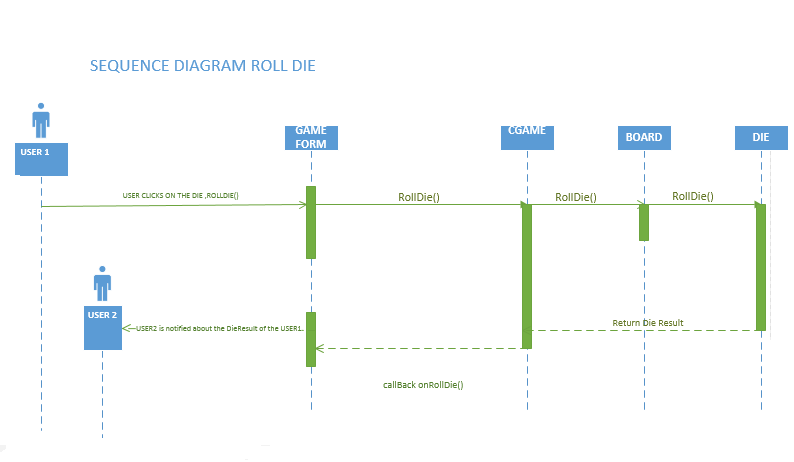


# Class diagram for Service

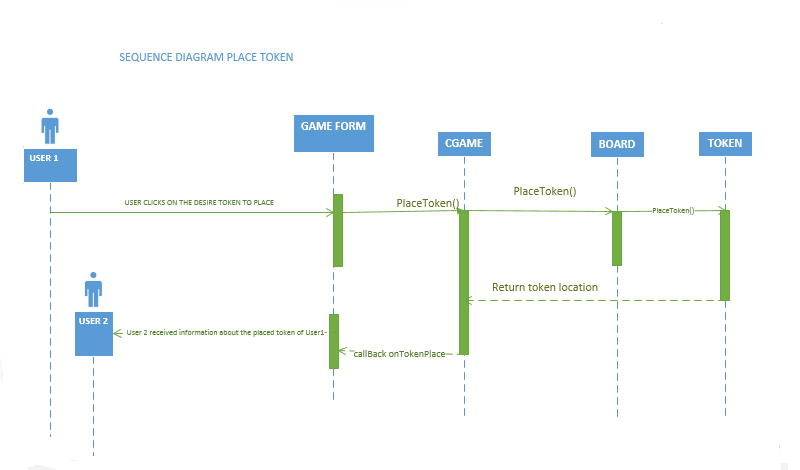


# Sequence Diagrams for MUST use-cases

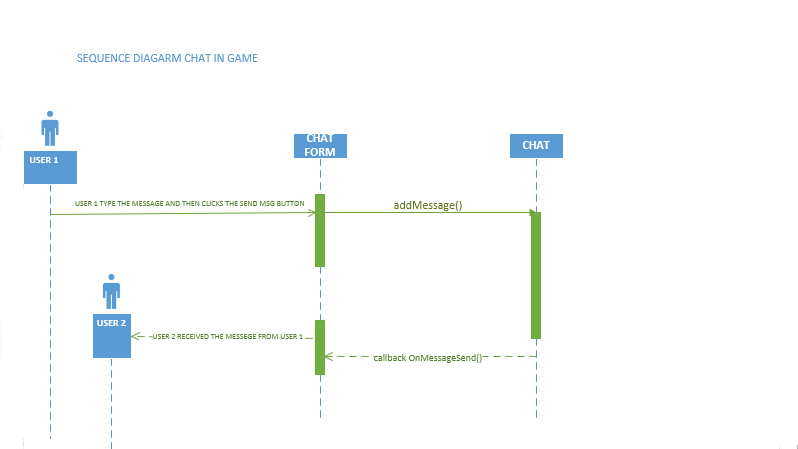
## Roll Die



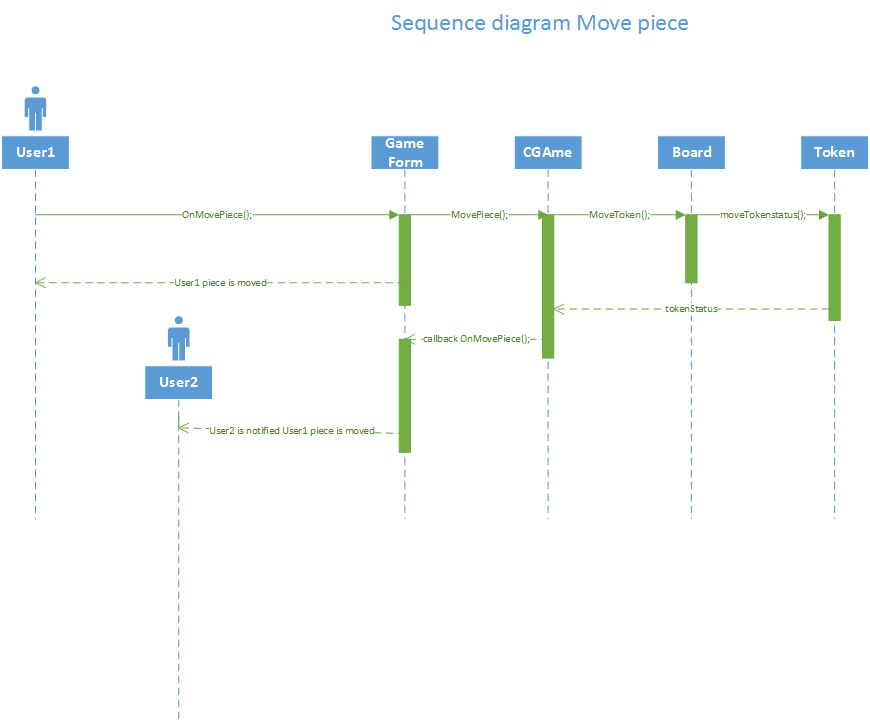
## 6.2 Place Token



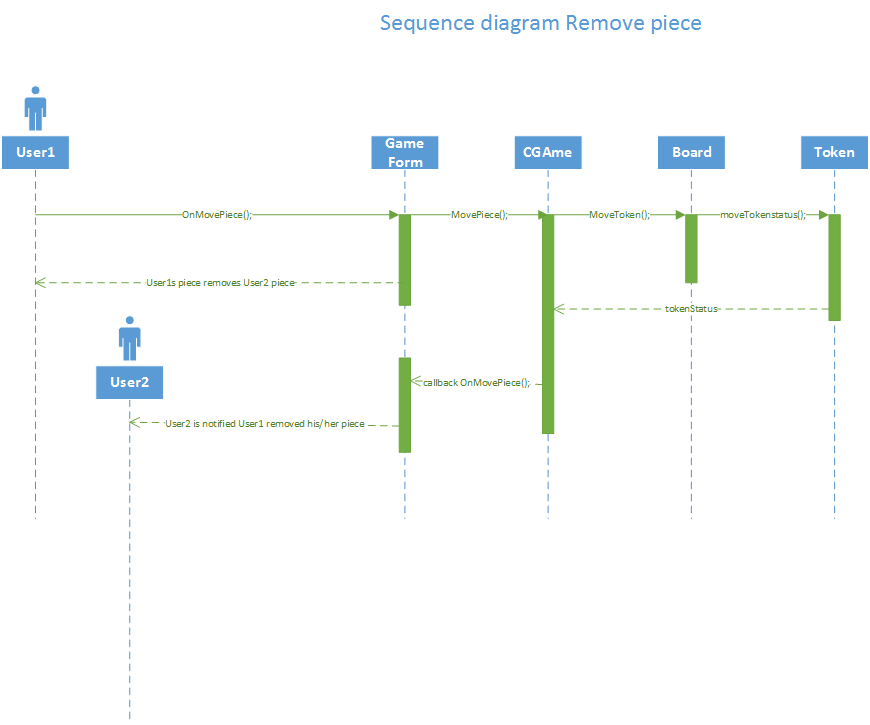
## 6.3 In Game Chat



## 6.4 Move Piece



## 6.5 Remove Piece



## 6.6 Create Game

