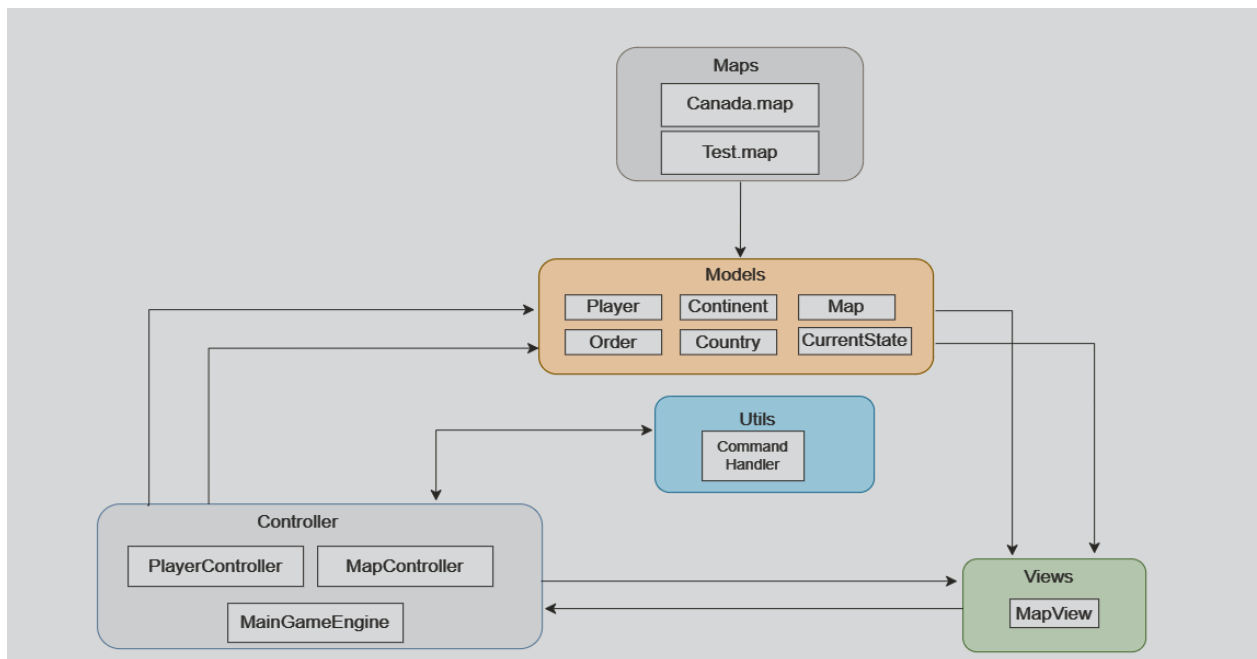


SOEN-6441 Advanced Programming Practices

Team 15 - Build 1

Architectural Design



Controller

- **MainGameEngine** : It handles all the user Inputs and main game playing logic is implemented in this class.
- **MapController** : It handles all the map related operations of the game.
- **PlayerController** : It manages all the player related operations of the game.

Views

- **MapView** : This view is used to display the map during the execution of the game.

Utils

- **CommandHandler** : This class handles the input command given by the user by separating different components of the command that are further used to perform operations accordingly.

Models

- **Player** : This class manages the data and functions related to the player such as addPlayer , issueOrder, nextOrder, etc.
- **Continent** : This class contains the data and functions related to the Continents such as list of countries, continent value, etc.
- **Map** : It manages map related data and operations such as validate map , etc.
- **Order** : It manages the player orders and contains details of each order.
- **Country** : It includes operations to manage countries , armies and its neighbours.
- **CurrentState** : CurrentState is used throughout the game to get current state of map , player information and operations to manipulate the players in a game.