

TEAM GO

JASON IVEY

RAMON RAMIREZ

ERICK ORTIZ



PROJECT OVERVIEW

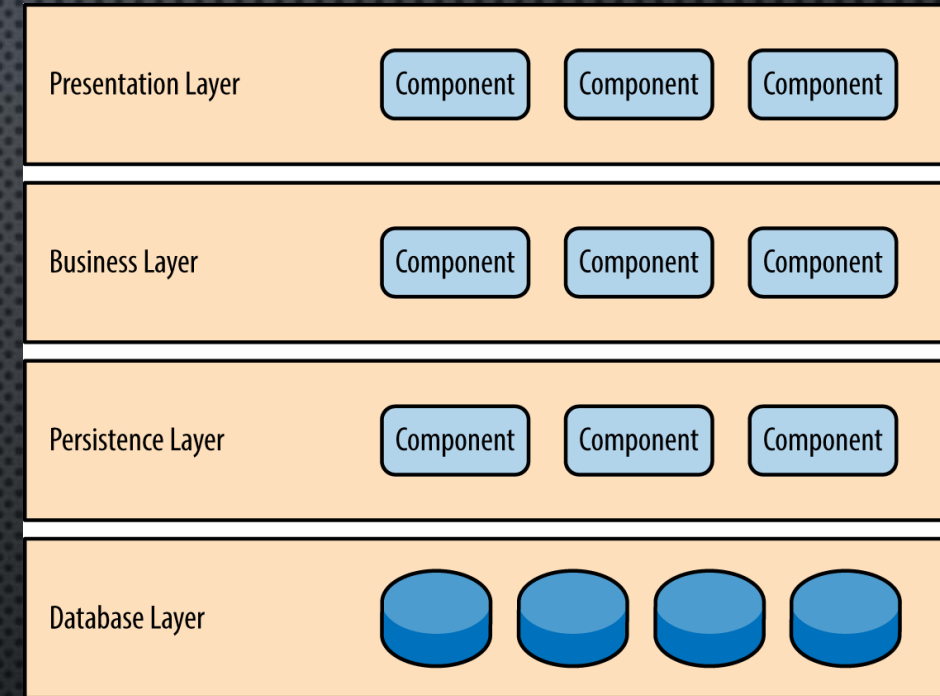
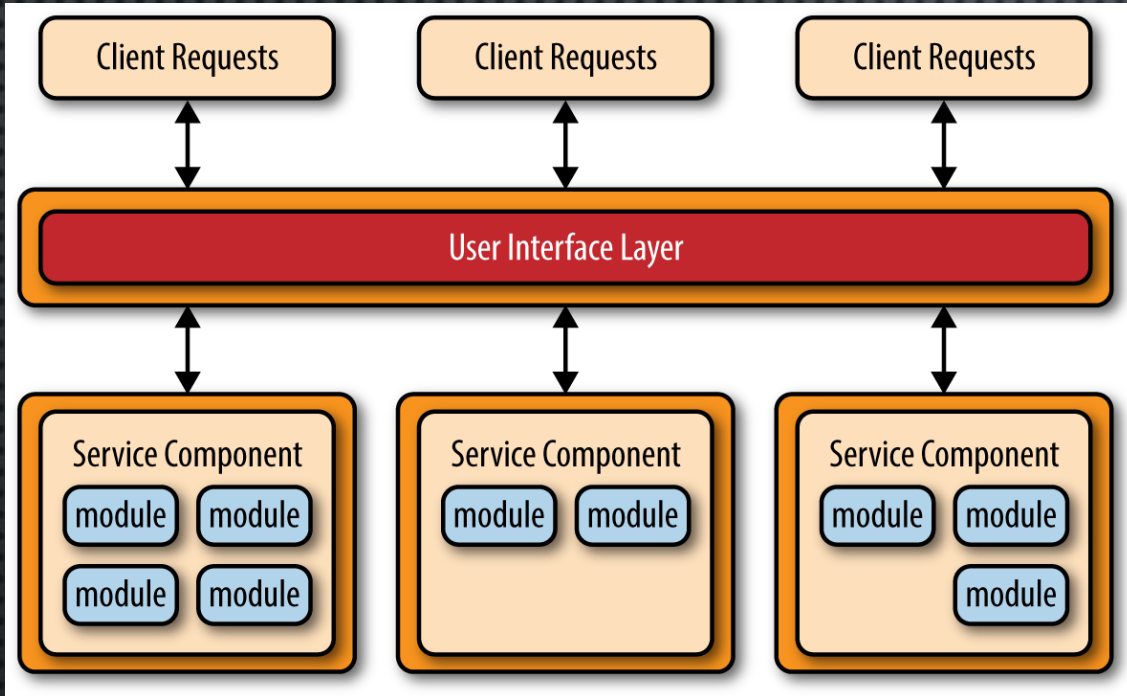
AGÉMON IS A 2.5 RPG TURN BASED GAME
SIMILAR TO POKÉMON BASED ON THE
PHYSICAL DIMENSIONS OF NMSU.

DRIVERS TOWARDS N-TIER ARCHITECTURE

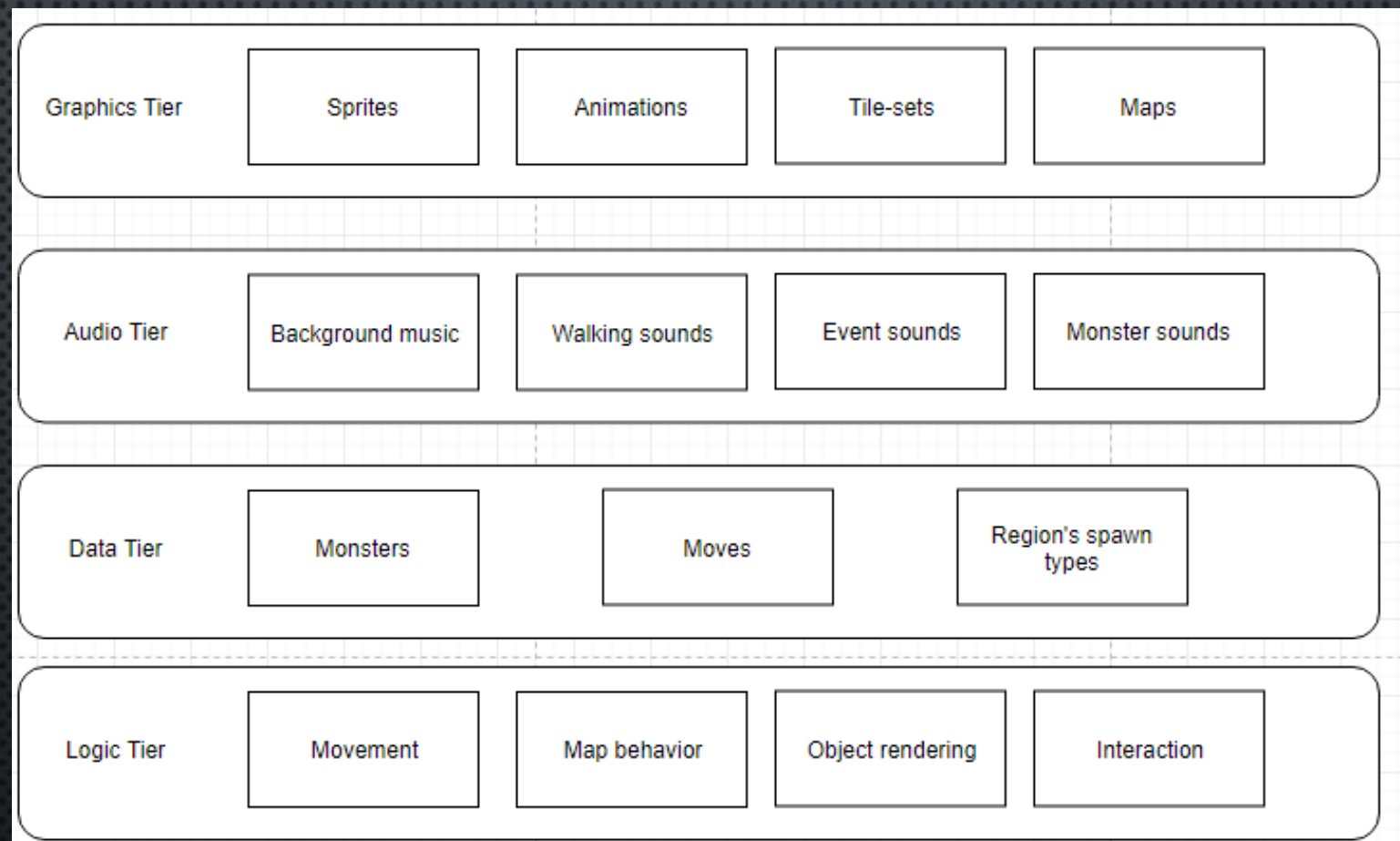
The fact that our project focuses on different entities having different actions and properties, and it is programmed in an OOP environment (ruby) we will be using n-tier or layered architecture as it merges well with object oriented programming.

ARCHITECTURAL STYLE CHOICES:

BOTHE N-TIER AND MICROSERVICE ARCHITECTURES WERE SEEN AS CANDIDATES FOR OUR PROJECT.



ALTHOUGH MICRO-SERVICES SEEMED LIKE A VALID CANDIDATE DUE TO IT'S SEPARATION BETWEEN INPUTS AND SERVICES (THE SAME WAY GRAPHICS AND USER INPUT WOULD BE SEPARATED IN OUR GAME), WE CHOSE N-TIER AS IT MORE ACCURATELY REPRESENTED THE OOP NATURE OF THE PROJECT.



CONCLUSION:

- WE CHOSE AN N-TIER ARCHITECTURE.
- THIS MAY NOT REPRESENT ALL INTERCONNECT FEATURES OF OUR PROJECT AS IT IS NOT 100% OOP.
- WHAT ARCHITECTURE DO YOU THINK WOULD WORK?