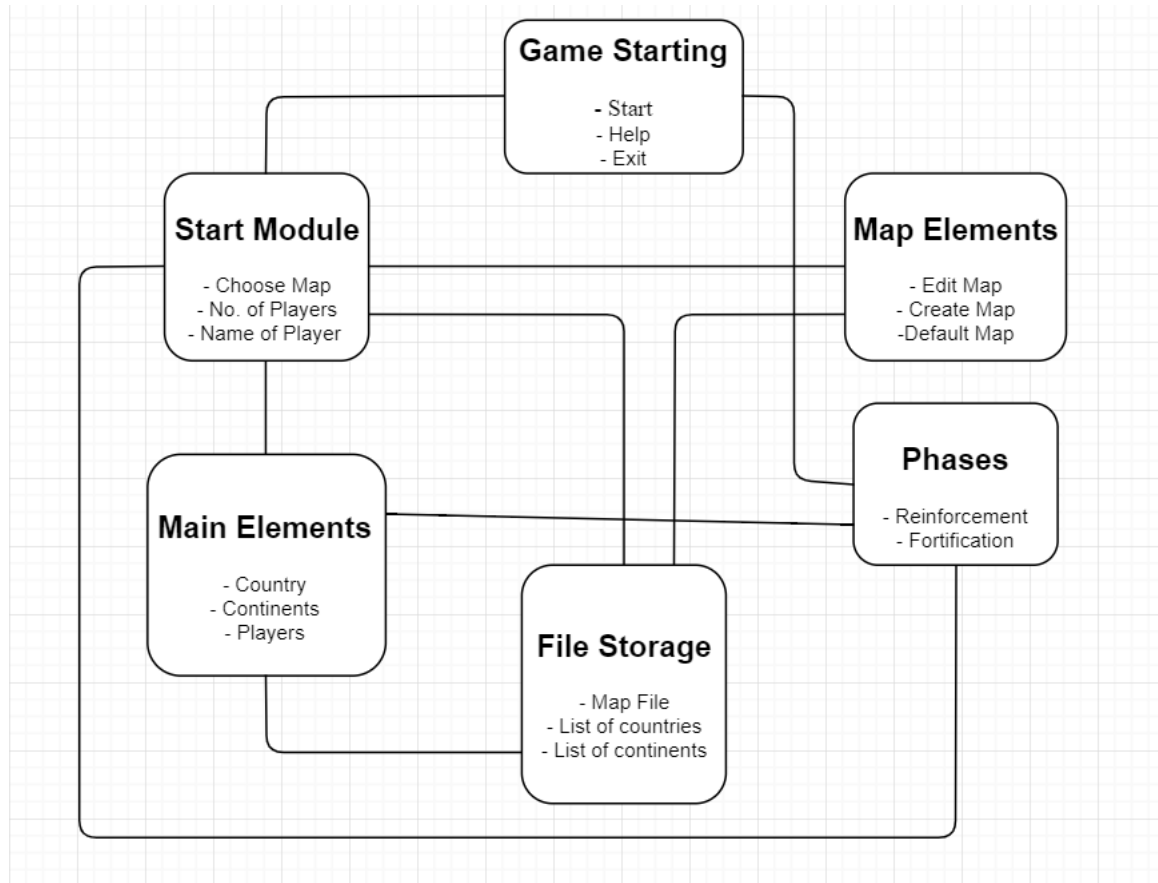# Architectural Design.



## Game Starting:

This module have three important components of the Risk Game.
They are Start, Help, Exit.

## Start Module:

This module will take care of choosing the map from **Map Element Module.**
And after choosing map the player will enter name and number of players.
Then the module will switch over the control to the **Main Element Module** and
**Phases Module.**

## Phases Module:

This Module will first take the map input and the name of country and continent. Then will ask the player to input different countries for reinforcing the armies to different countries he owned.
After that the phase will change to fortify, where the player can fortify his army from one country to another country, provided both the countries are connected.

## Main Element Module:

This module has all the required elements that are to be used in the game. Like which player is playing, how many countries and continents does the player owns.

## Map Elements:

This module has all the main element of the map. New map creation for scratch, or editing the previous map, or using the default map.
If the player wants to create a new map then the game will ask for number of continents, number of countries in that continent. Also will ask which countries are connected to each other. After getting all the information it will create a new connected graph and load the same map in the game. After then the **Start Module** will continue its flow in the game.

## File Storage:

This Module have default map file, if new map file is created than it will be added in the map folder.
It also have list of the continents and countries.