

Software architecture is the way the parts or components of the software are organized. It is a way, similar to a blueprint of a house, to layout and show all of the parts and how they connect to the bigger picture of the program. Our project 3 is most similar to a 3-Tier architecture. The 3-tier form of organization includes the presentation tier, logic tier, and data tier. The presentation tier is the top most level of the program and is typically the user interface. In our project we have a user friendly interface that includes a menu of items the user can choose from that vary from what game to exiting the program. In the next tier, the logic tier, this is where the program makes its logical decisions and acts accordingly to the input. In our case, we have user input that, for example, the user chooses a game they want to play the program has to take in that choice and then access the classes respectively that is included in our main.cpp. For the last tier, the data tier, this is where the information is stored and loaded to be passed to the logical tier depending on the input given from the presentation tier. For our project, this would include the actual playing of the game and the components used to execute the proper moves and controls of the game. Also to keep track of the current player and when the players switch. As well as when someone wins, when the final move is played the program will have to go through the tiers to check the winning conditions.