Design Document

MDW

Do you want to be a millionaire? (Group 5)

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**Architecture Diagram**

IGameplayCallback

IGameplay

Gameplayserver

Gameplayclient1

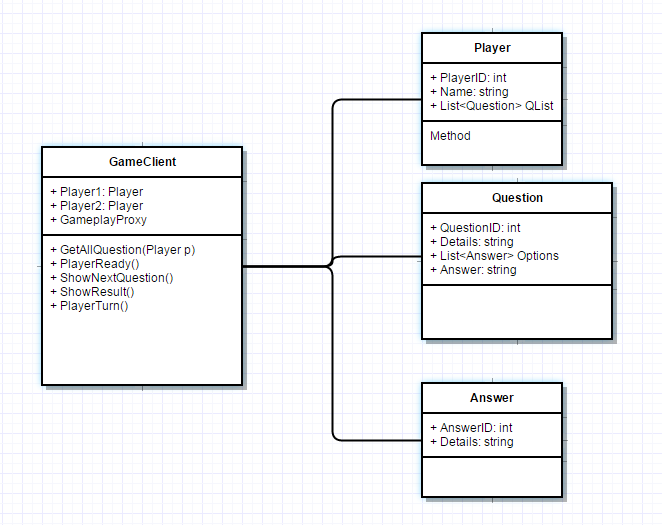
Gameplayclient2

**Description of Interfaces**

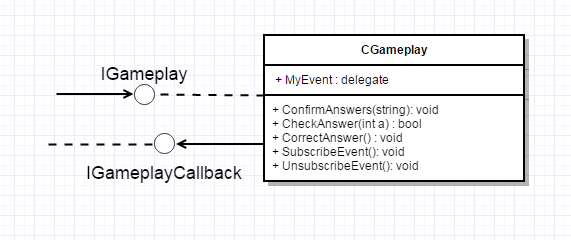
|  |
| --- |
| **<<interface>> IGamePlay** |
|  |
| + void ConfirmAnswer(string a)  + void CorrectAnswer()  + bool CheckAnswer(string a) |

|  |
| --- |
| **<<interface>>IGamePlayCallback** |
|  |
| + void PlayerTurn()  + void PlayerReady()  + void ShowNextQuestion(Player p)  + void ShowResult() |

**Class Diagram for Client**



**Class Diagram for Service**



**Sequence Diagram**

1. **Ask a Question**



1. **Ready to Play**

