Design Document

MDW

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

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**Architecture Diagram**

**Gameplayserver**

**Gameplayclient1**

**Gameplayclient2**

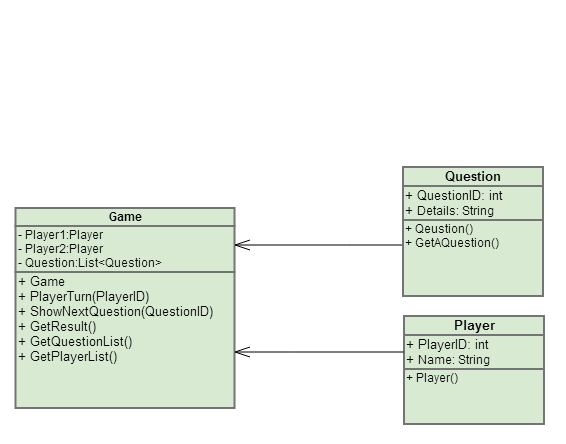
**IGameplay**

**Description of Interfaces**

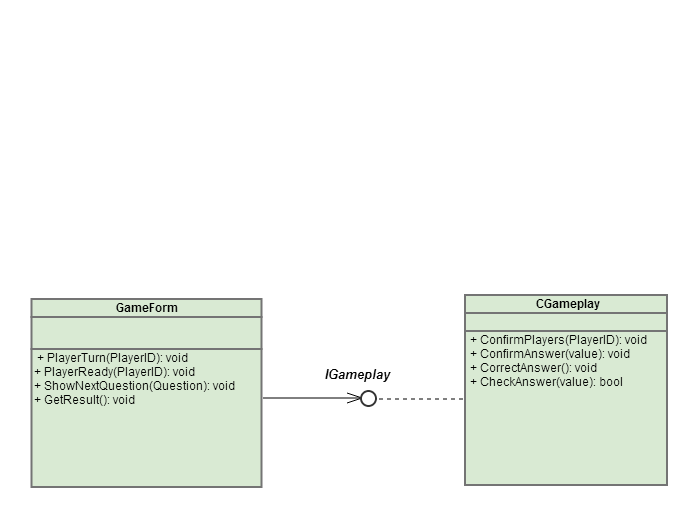
|  |
| --- |
| **<<interface>> IGamePlay** |
|  |
| +confirmPlayers(playerID)  +confirmAnswer(value)  +correctAnswer()  +bool checkAnswer(value) |

|  |
| --- |
| **<<interface>>IGamePlayCallback** |
|  |
| +void playerTurn(PlayerID)  +void playerReady(PlayerID)  +void showNextQuestion(QuestionID)  + void getResult() |

**Class Diagram for Client**

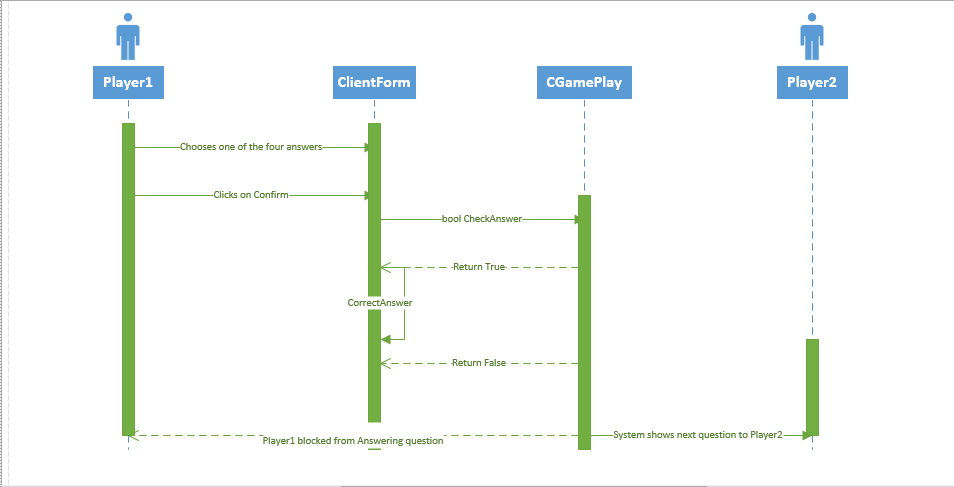
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**Class Diagram for Service**

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**Sequence Diagram**

1. **Ask a Question**



1. **Ready to Play**

