

C# Training

Project Report

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Introduction :

Our team wrote two different implementations for the Amazing game (especially in the network part of the Game) .

In this Deliverable , there is the “ Main Code “ Folder , where there is the main code with the sound option and the main menu as well as the class and the sequence diagram .

There is also “ the Another Implementation “ folder where there is an another implementation of the Game without the main menu , the sounds and the diagrams (i.e. just code) .

Please Note : In order to test the Game , you have to put the “Resources” Folder in the following path : c:\ , So that it's new path would be C:\Resources.

Class Diagram :

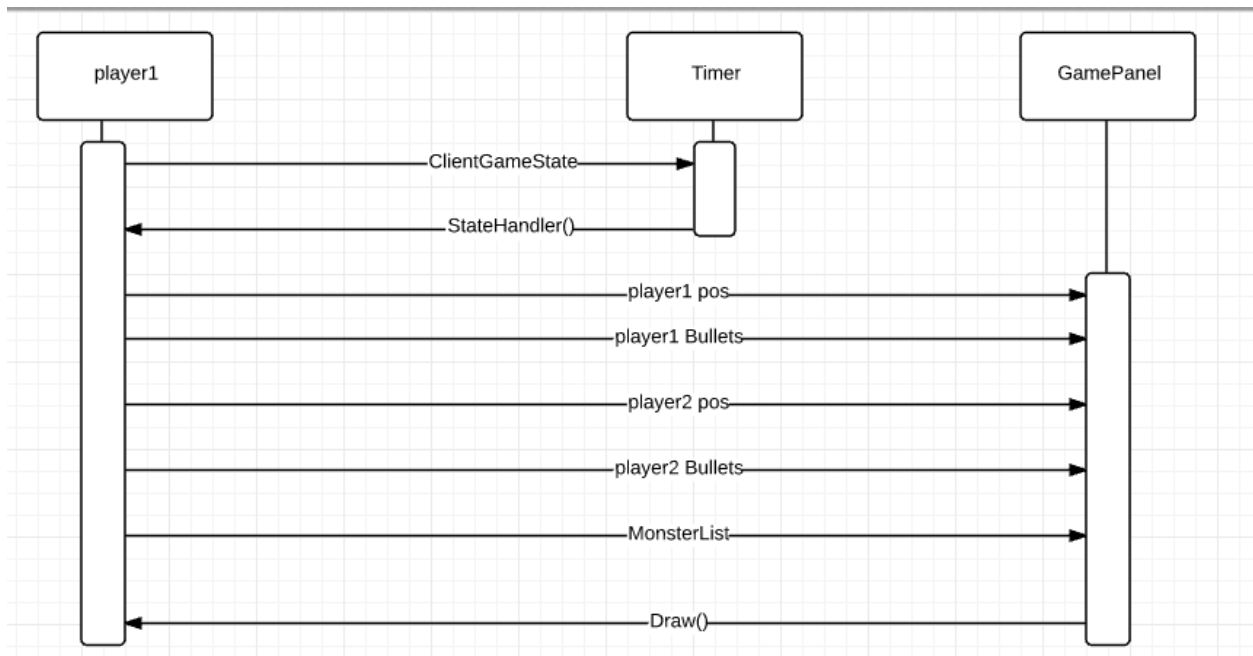


Sequence Diagram :

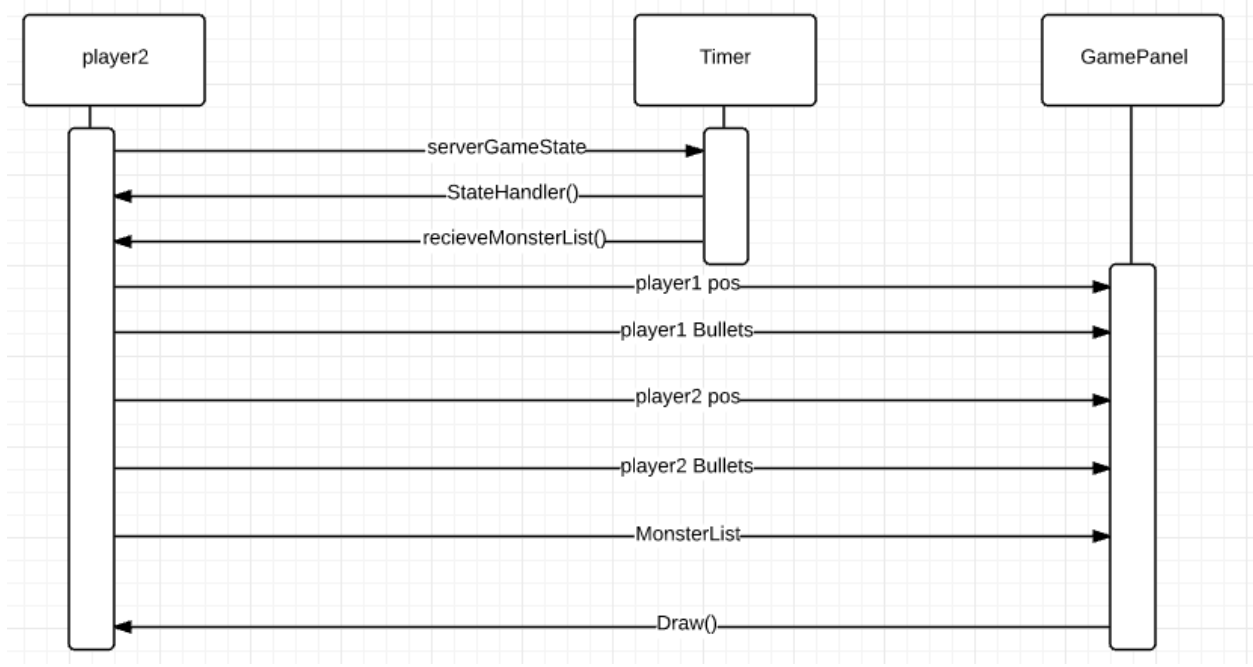
For the network :



For Player 1 :



For Player 2 :



For the StateHandler :

