Domino Project	Version: <2.0>
	Date: <6/12//2014>
Approved by :	

Faculty of computers and information
Cairo university

Course name: cs 251
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Project name: Domino.
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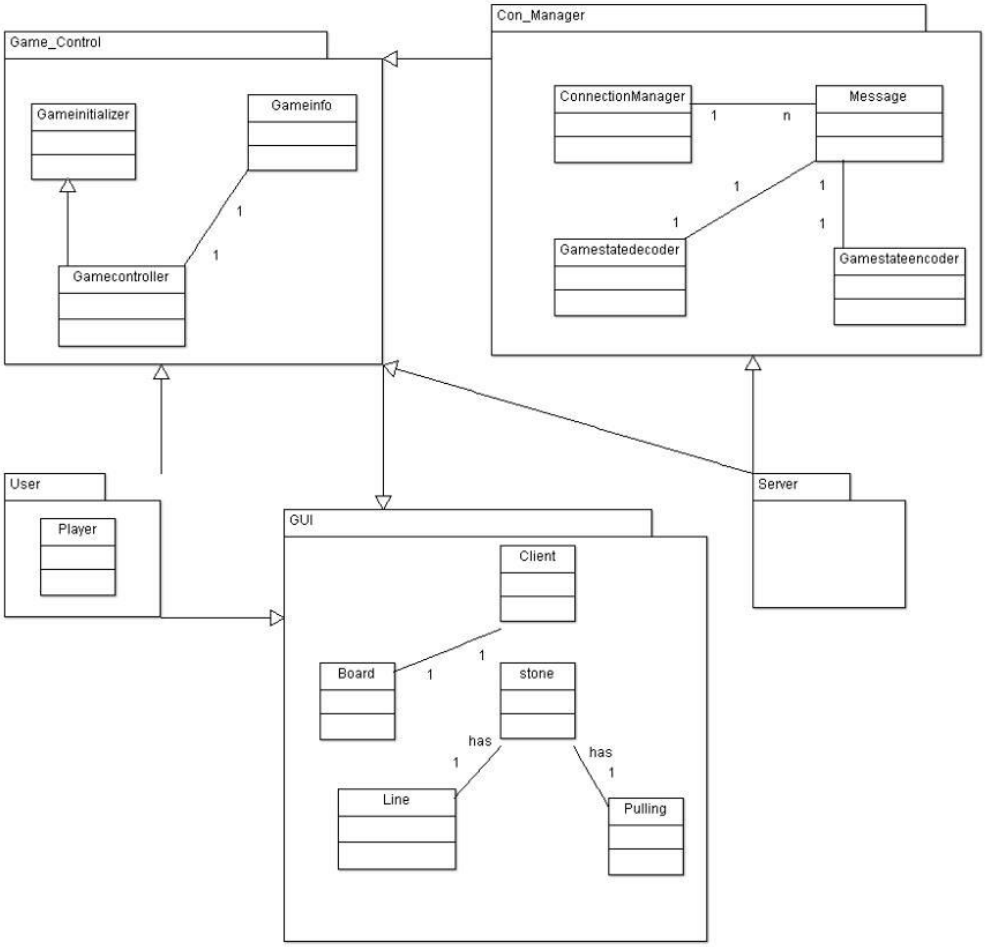
Document Purpose and Audience

This document aims to describe the design of system and we provide this for software developer and mangers.

System Models

System Decomposition



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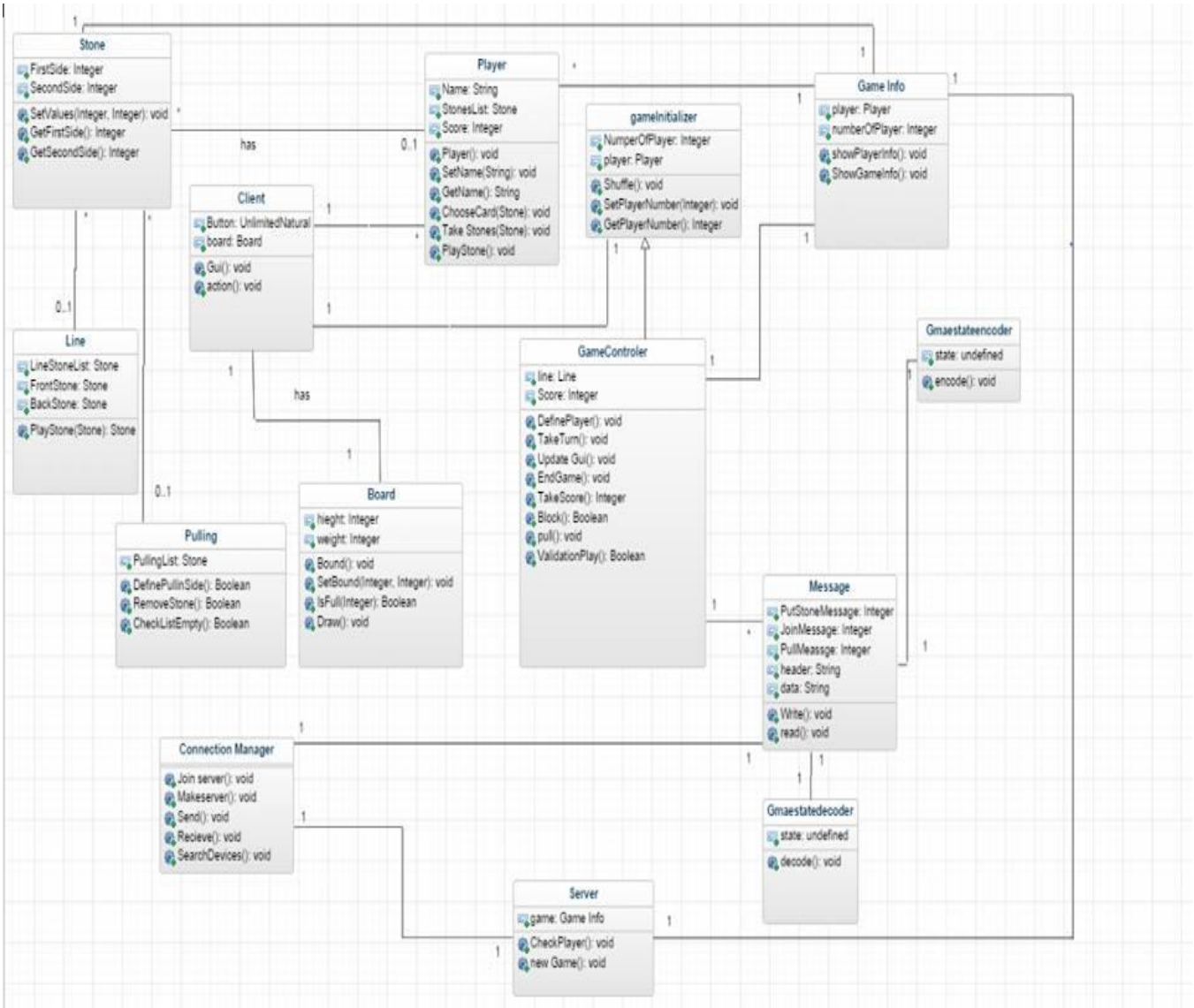
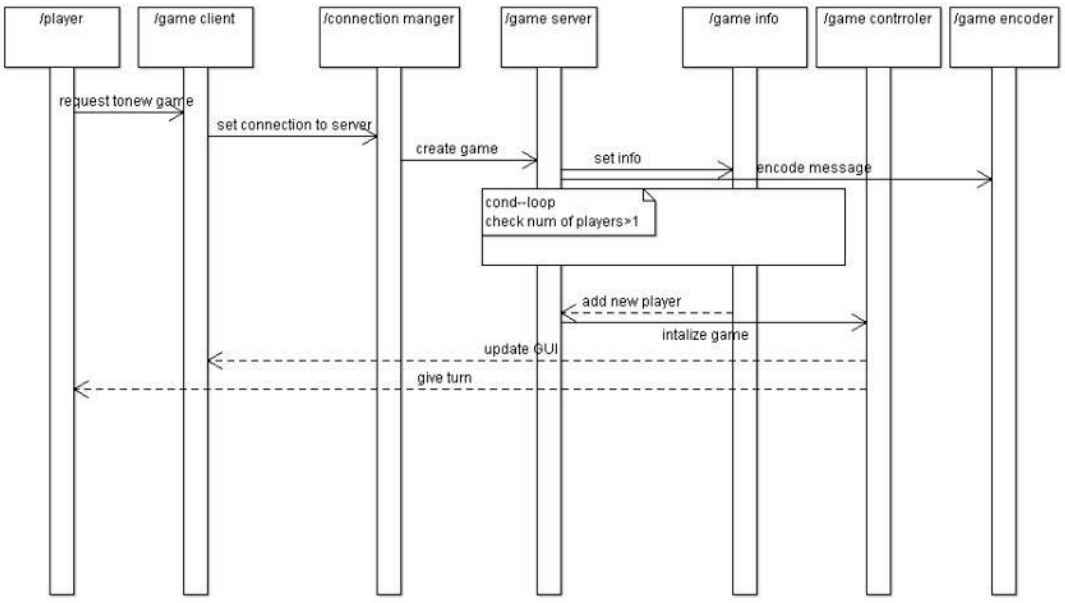
Class diagrams

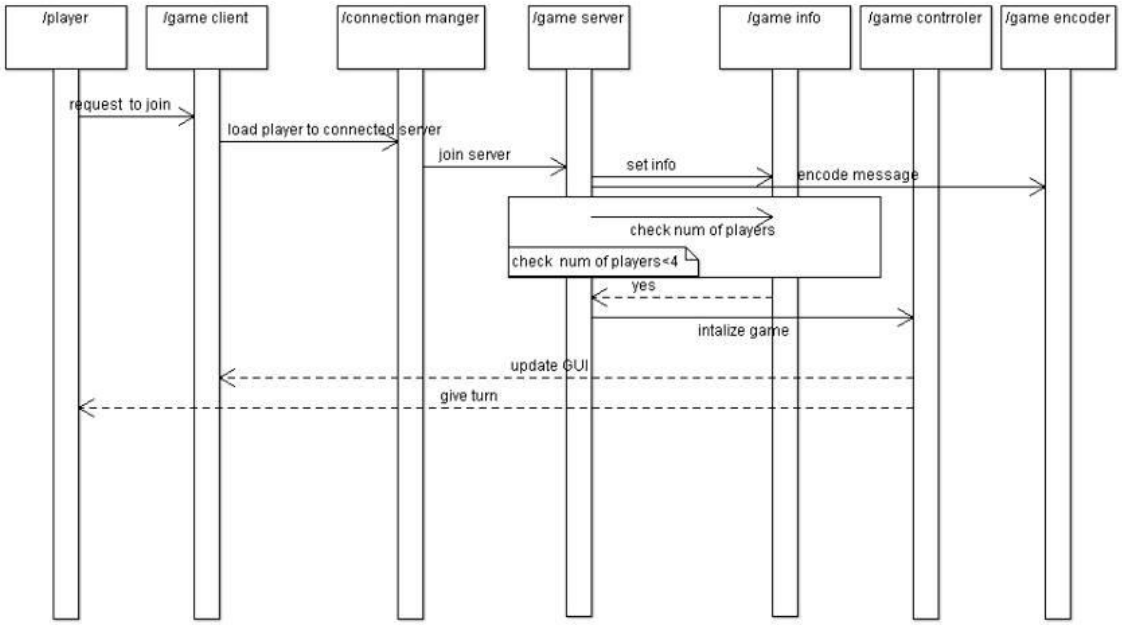


Sequence diagrams

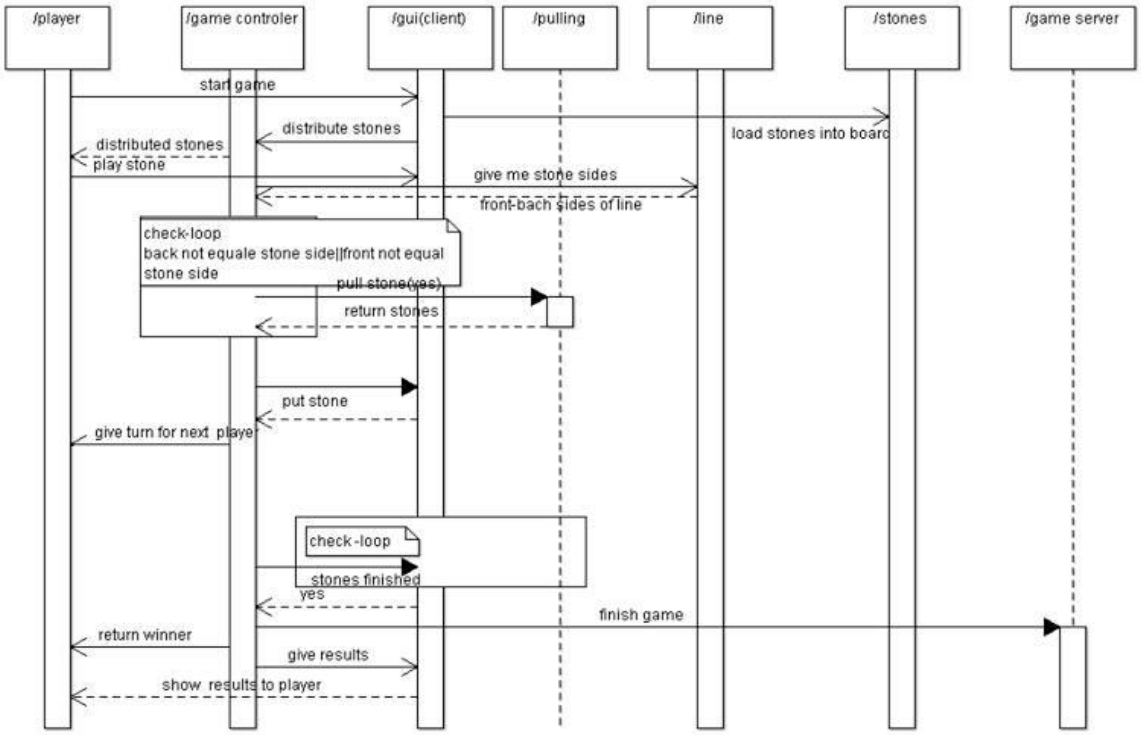
1-Sequence for communication if make new server



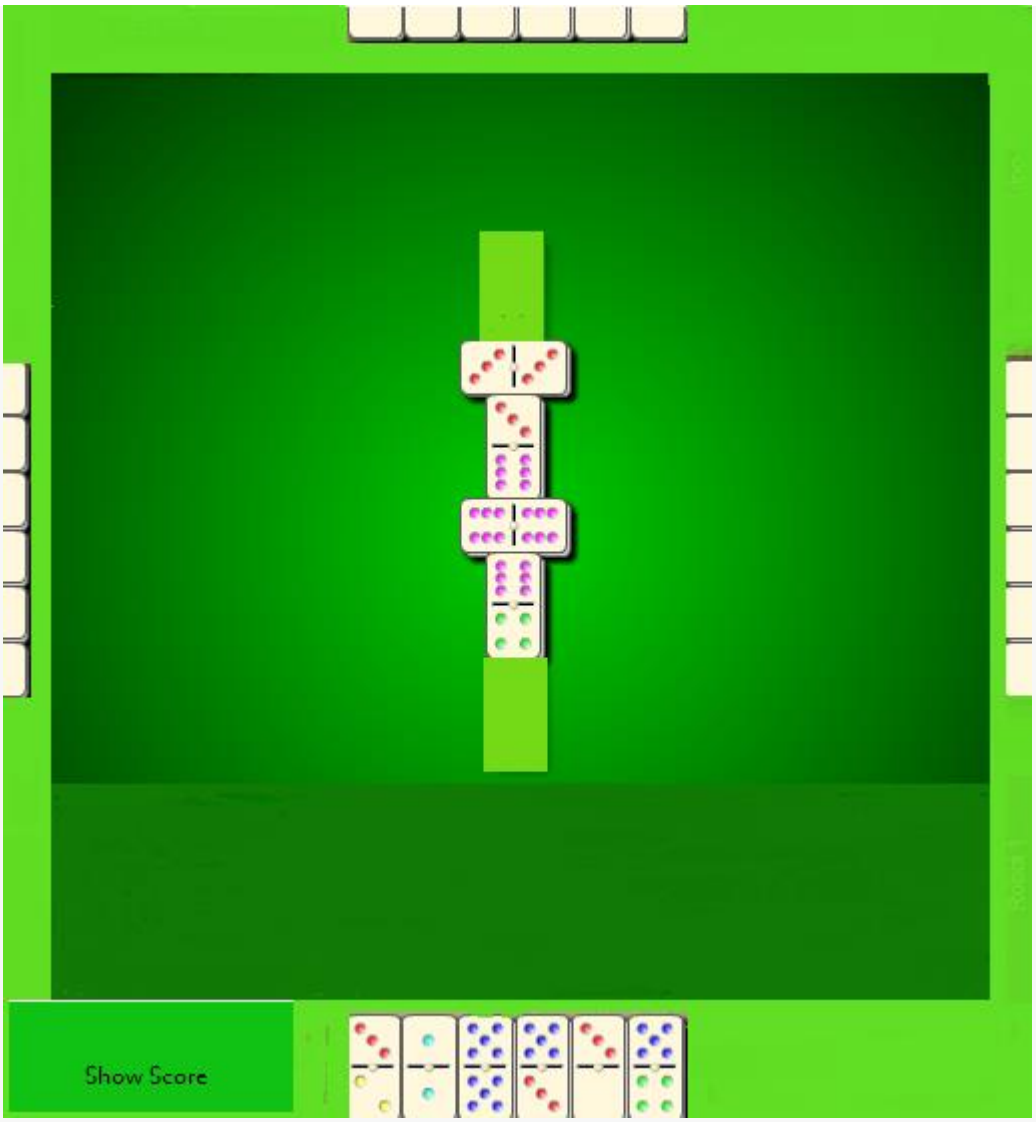
2-Sequence for communication if player join exist server

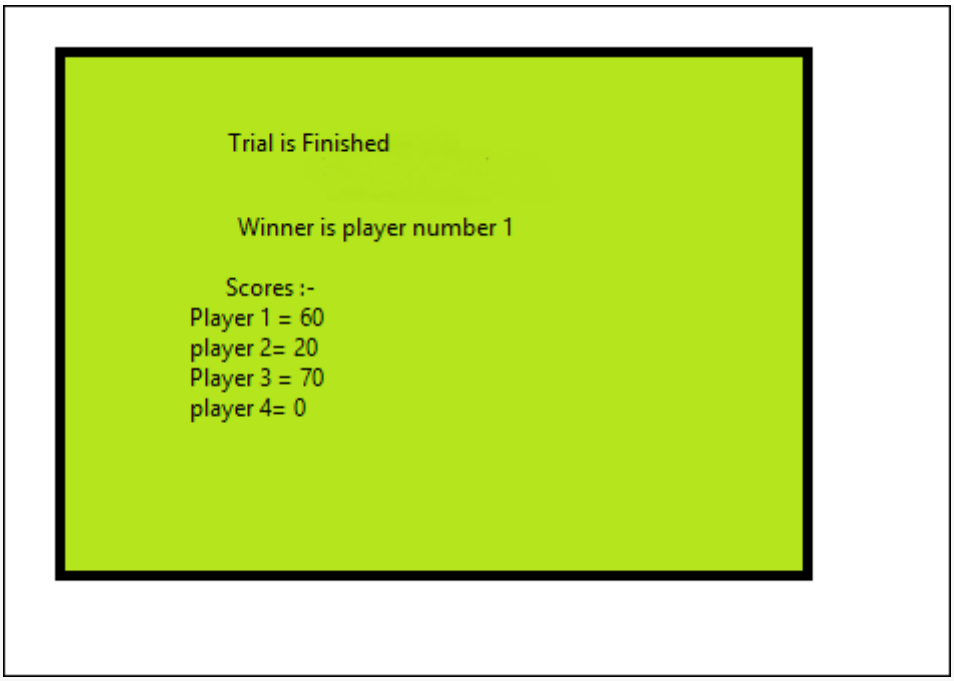


3-Sequence for playing game



Game Interfaces


Show Score


Trial is Finished
Winner is player number 1
Scores :-
Player 1 = 60
player 2= 20
Player 3 = 70
player 4= 0

Game is finished
Winner is player one

Ownership Report

Item	Owner
Class Diagram	All team
Sequence Diagram	All team
System Decomposition	All team